Maze Fire Evacuation

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Virtual Reality and its Applications
Overview

- Evacuation Procedure
- Done in Unity
- Models from SketchUp
Goal

- Find people in the maze
- Try to lead them out
- Tag any incapacitated person
- Time is of essence
Modeling
Modeling

- Maze is located in a reserve
- Hedge Maze
- Surrounding hills and trees
Implementations

- Ambient sound: crackling fire
- Sensors: Timer, proximity
- Avatars: Visitors inside maze
Event
Event

- Maze catches fire
- Maze Guide traverses the maze
- Must search even dead ends for people
- Lead those capable of walking, and tag others
User Guide

- Map
- Health bar
- Timer