



GAME DEVELOPMENT WITH UNITY

# UNLOCKING FEELINGS

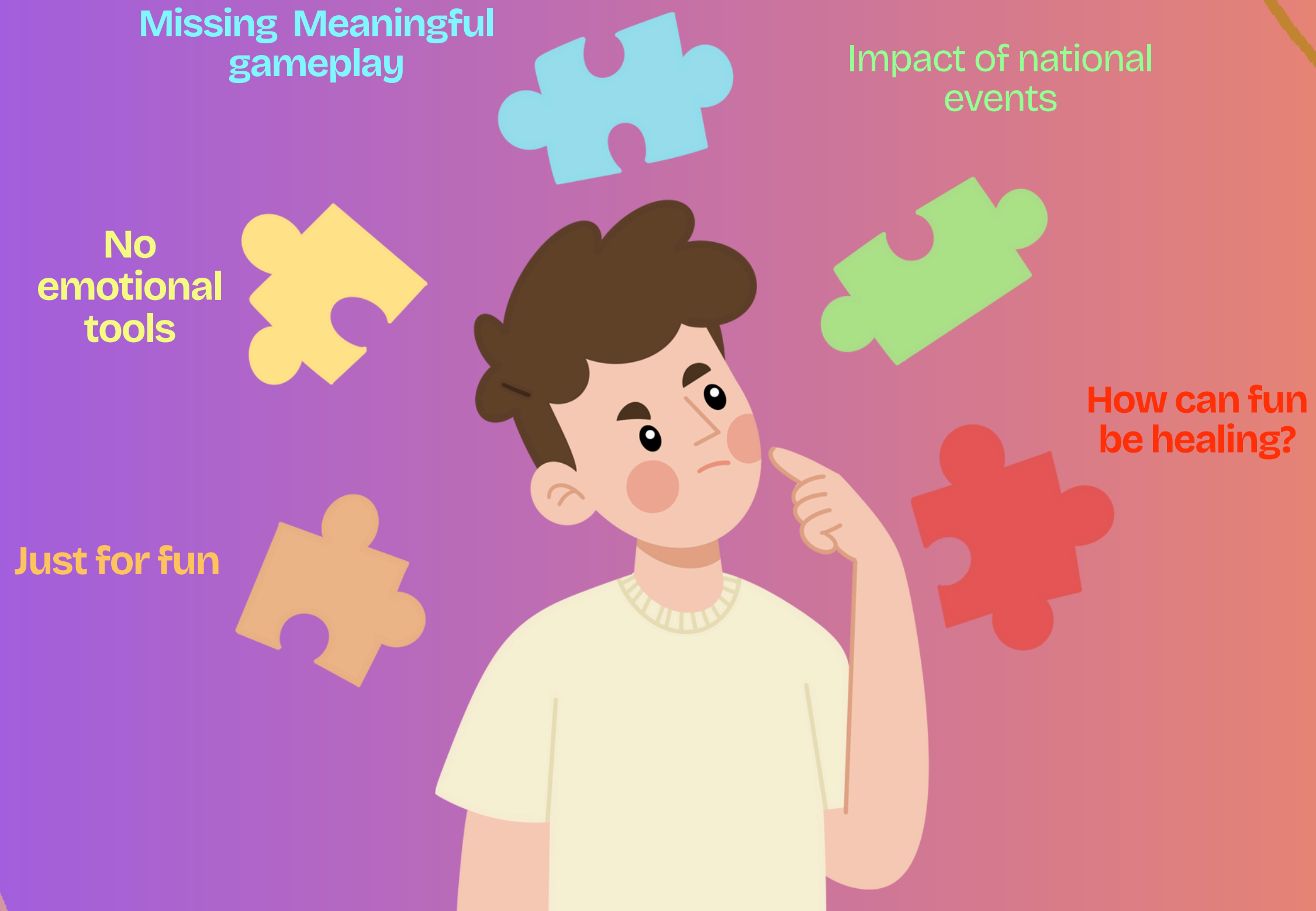
DISCOVER EMOTIONS THROUGH  
VR EXPERIENCE

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Rom Shemer  
Rotem Lahav

# THE CORE PROBLEM



Games Today ↔ current reality





# TARGET AUDIENCE

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- Teens and young adults
- Educators and therapists
- Teachers and trainers



# OUR SOLUTION – UNLOCKING FEELINGS

STEP INTO A WORLD WHERE EMOTIONS COME TO LIFE



A groundbreaking VR escape room experience that turns emotional growth into an unforgettable adventure

Journey through beautifully designed 3D rooms—each inspired by a core emotion

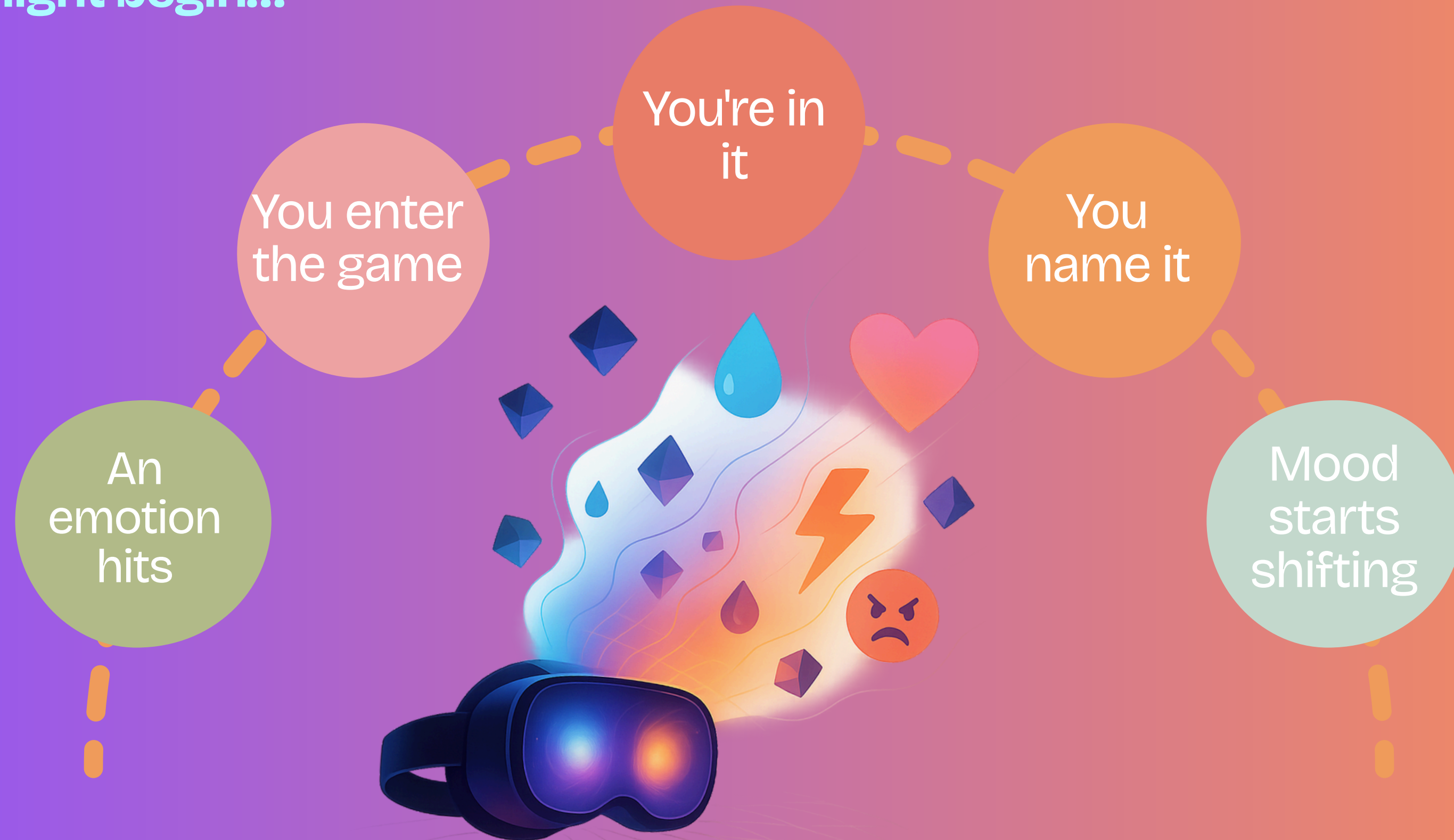
Solve immersive challenges that spark self-reflection and awareness

Powerful blend of entertainment education, and therapy



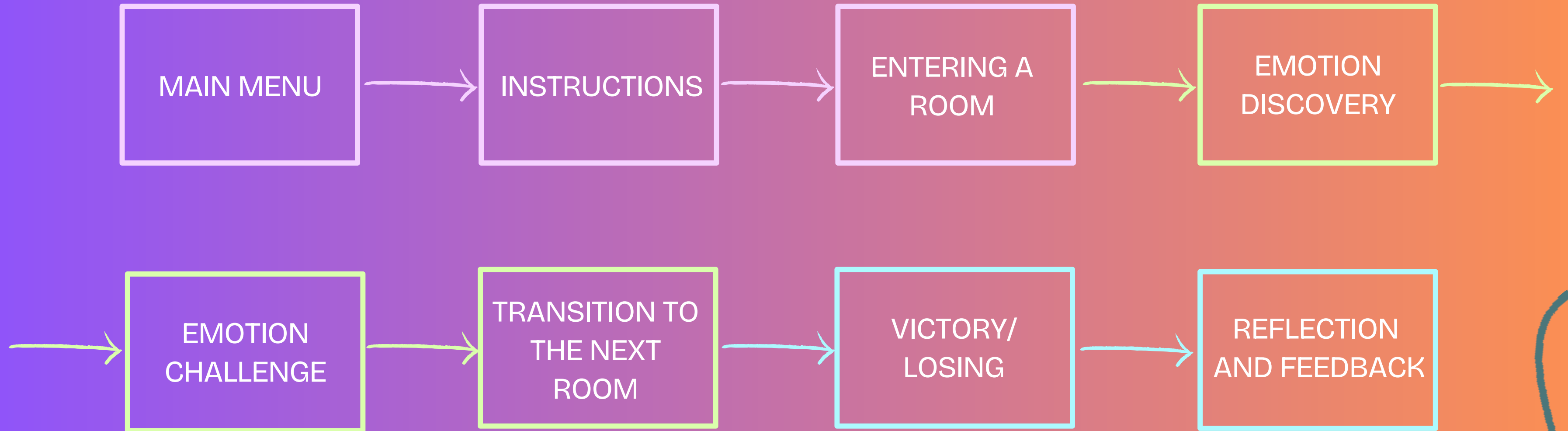
# OUR SOLUTION – STEP INTO YOUR FEELINGS

How it might begin...



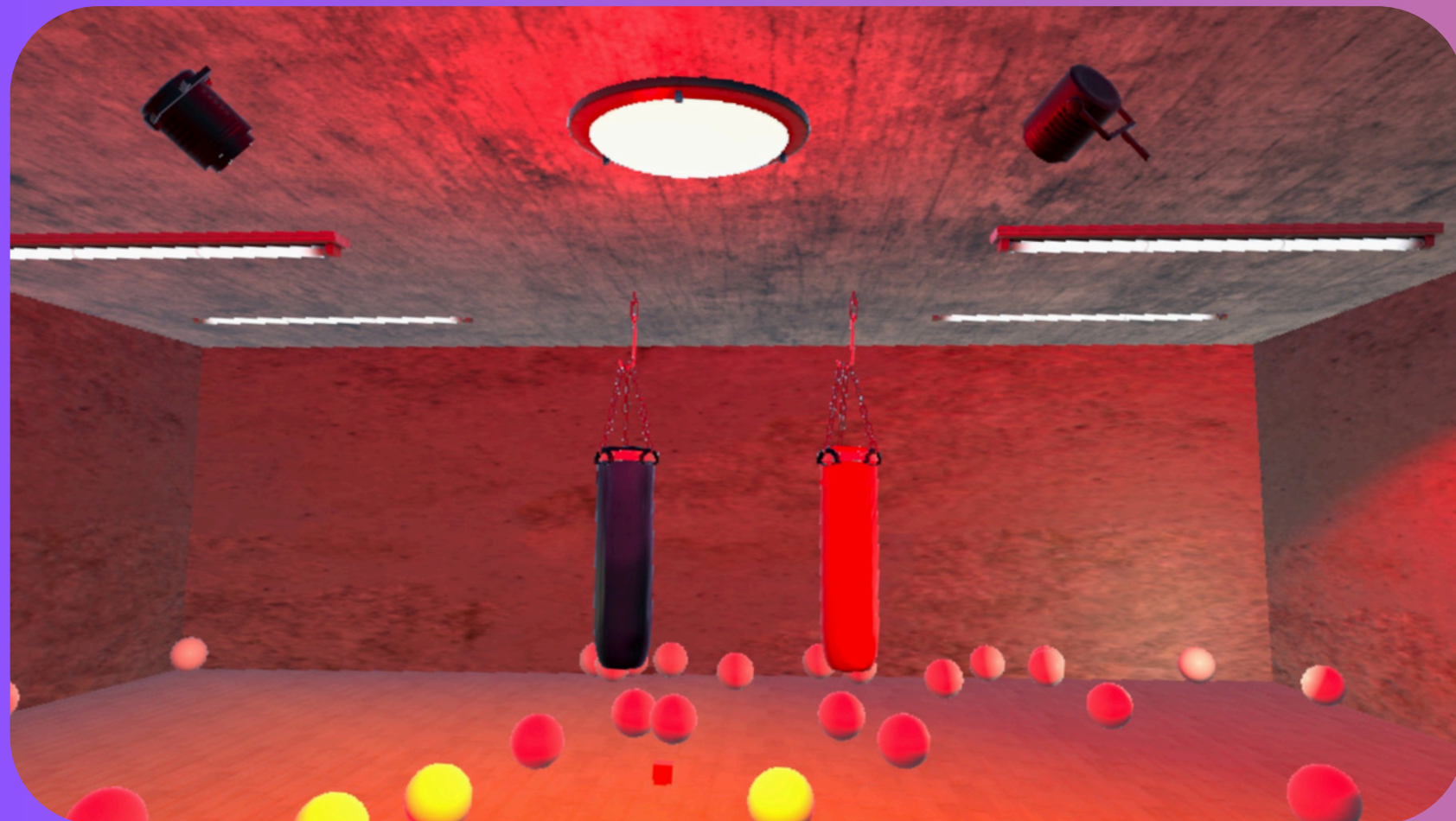


# SOLUTION OVERVIEW - USER FLOW

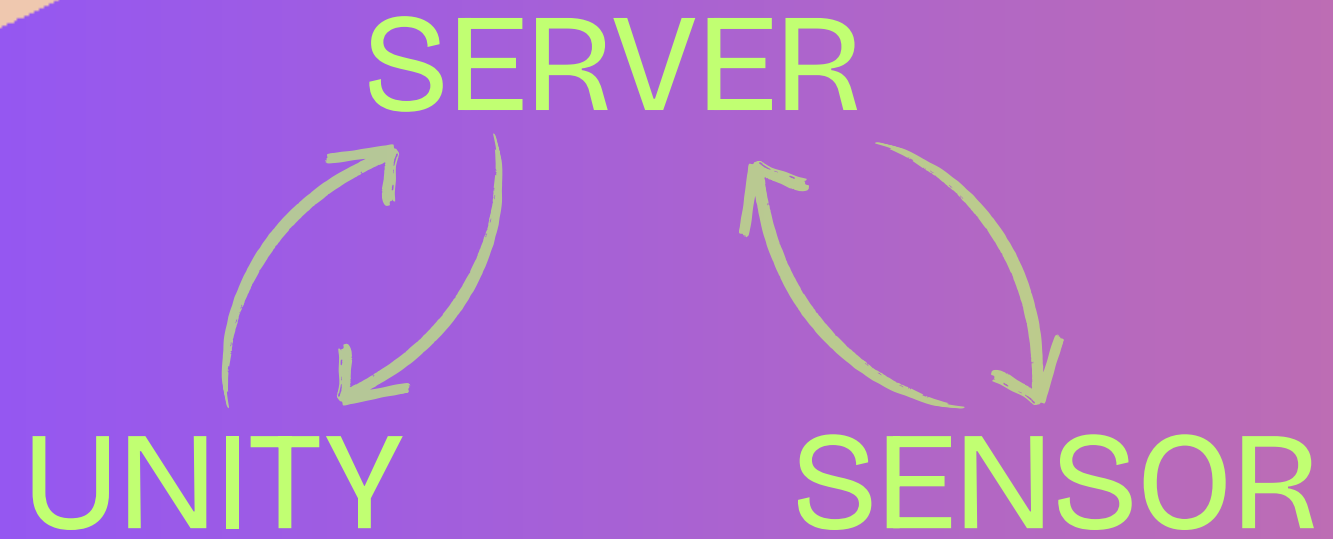




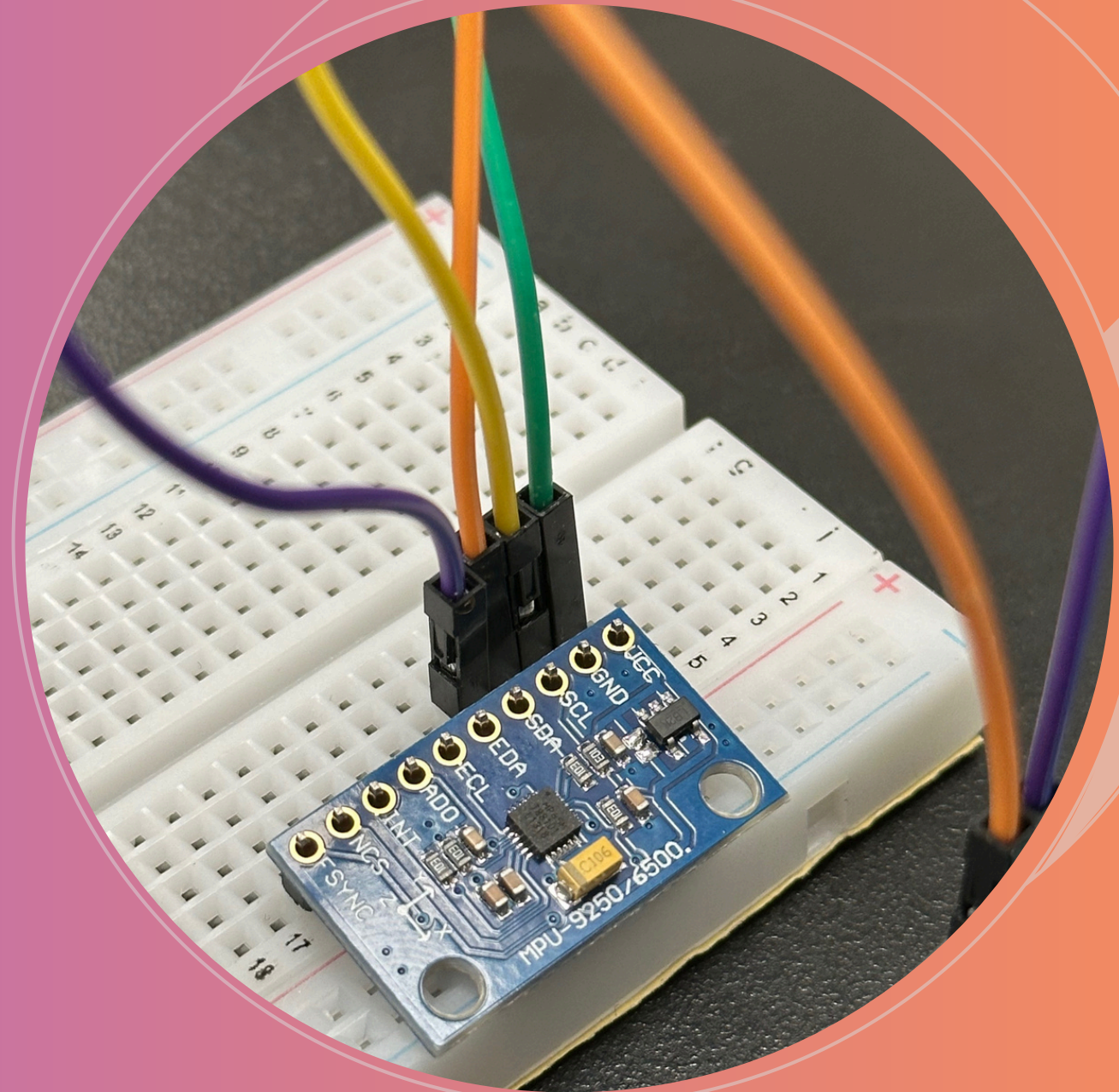
# DEMO & OVERVIEW [↗](#)







- Custom C# server connects Arduino and Unity
- Listens via Serial Port to receive sensor data
- Uses **ngrok** to expose the local server to the VR headset over the internet
- Designed to scale from basic polling (**HTTP**) to live data updates (**WebSocket**)
- Ensures smooth synchronization between physical sensor and VR interaction



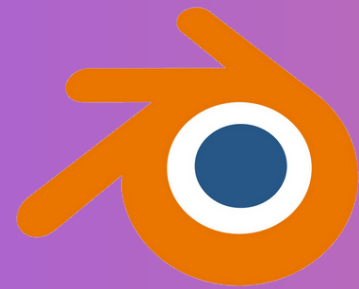


# SOLUTION ARCHITECTURE



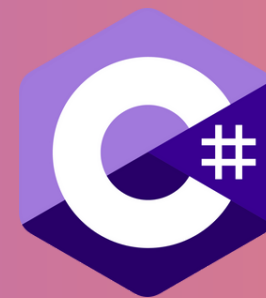
## **UNITY:**

Game engine for VR  
environment  
development



## **BLENDER:**

For creating and  
imprting 3D object  
into unity



## **C#:**

For scripting the  
game logic



## **SENSORS & ARDUINO:**

For detecting and  
translating physical  
object interactions





## CURRENT SOLUTIONS

Therapy sessions & emotional coaching

Educational programs

Games with emotional themes

## WHAT MAKES "UNLOCKING FEELINGS" UNIQUE

Fully immersive VR

Emotion-based escape rooms

Gamified emotional challenges

Appeals to both individuals and professionals

Real objects, real emotions





# SUMMARY AND CONCLUSIONS

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- »» Unlocking Feelings is more than just a game — it's a personal, emotional journey
- »» VR gameplay with emotional learning to help players truly feel and process emotions, mix of fun, reflection and therapy
- »» Our goal: to inspire games that are fun and help people grow in real life



THANK YOU  
FOR YOUR  
ATTENTION

