DUNGEON MASTER
An Alternate Reality Adventure Game

Dungeon Master is an Aleternate Reality Game that uses mobile technology and sensors to transform the new USC School of Cinematic Arts building into another world... a world in which only the building has complete control.

Alternate Reality Experience

The game blurs the boundaries between the game experience and real world. You explore the building - finding items and solving puzzles -all while avoiding monsters and traps.

Story-driven Adventure

The gameplay revolves around the story embedded in the space - by exploring the building and completing missions, you involve yourself in the story and become immersed in the building. Each mission you complete will reveal some of the coveted history of the building.

PROJECT TEAM

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