



Multi-user Evacuation in a mall- Final Project

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Multi-user Evacuation in a mall

- A menu is created for letting the user either create a multi-user room or join a multi-user room.
- The layout is designed using Unity
- We have used PUN/Photon to connect multiple environments
- Multiple terrains are created with details like grass and mountains.
- Many Avatars are used

Multi-user Evacuation in a mall

- There are details like:
 - Water
 - Electric Substation
 - Parking Lot
 - Playground
 - Shops
 - Road

Multi-user Evacuation in a mall

- There are sign boards in the air
- Fire and smoke scene is created using elements like:
 - Fire
 - Smoke
 - Bombs
 - Explosion sounds
 - Blood

Multi-user Evacuation in a mall

- There are sign boards in the air
- Fire and smoke scene is created using elements like:
 - Fire
 - Smoke
 - Bombs
 - Explosion sounds
 - Blood on floor
 - Lights
 - Fireworks from bomb

Sensors and Triggers

- The bomb sounds are when you are near the bomb
- The animations for the welcome banner was created with Animator
- Some bombs animate on x axis
- Some bombs animate on y axis
- The police car siren is triggered when you approach the car
- The key G triggers evacuation
- Proximity sensor for the third person controller

Sensors and Triggers

- Some agents are on a particular path
- Some people in the mall are in covered ears animation
- Some people in the mall are talking animation
- Evacuation message is triggered on evacuation mode

Use of the application

- This application can help determine the best way to plan evacuation in case of emergency
- It helps determining the perfect layout for a building

Questions?

