

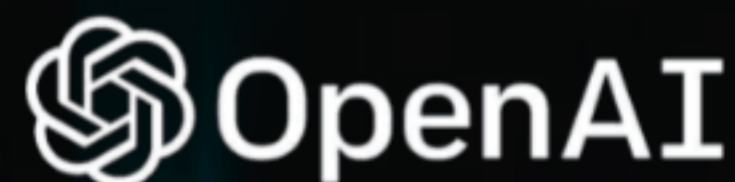
Elevate to tranquility, where AI and VR  
seamlessly co-create



II ElevenLabs



∞ Meta Quest



Google Cloud

ElevenLabs Hackathon Submission By Caz & Sunny.

# Team

**Caz Czworkowski** Experienced Project Lead with a strong background in AI-Driven products and services. Proven track record in managing and delivering multiple low-code and full stack projects on time, fostering collaboration among cross-functional teams. Proficient in designing, developing, and maintaining web applications on Azure Databases and App Services. Holds a BS in Chemical Engineering from Drexel University, currently pursuing MS in Computer Science at Johns Hopkins University. Develops VR/AR/MR games in his free time with a focus on integrating SOTA AI models of all types.

**Sunny Banger** : With over a decade of experience in Growth Hacking, Marketing, and utilizing AI models since GPT-2, this expert brings a unique blend of strategic thinking, leadership, and entrepreneurial drive to the table. They have a proven track record of driving business growth, selling a medical recruitment company for £17 million, securing £35 million for a non-profit organization, and excelling in Front-End and UI/UX experience.

# Problem Statement

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**AI Lag in VR Gaming** - VR games overlook the significance of mental health, neglecting the AI-driven interventions that can elevate the player experience. The significance of mental health, neglecting the AI-driven interventions that can elevate the player experience. coordination between client/driver.

**No Replay Value** Without incorporating AI-driven elements, VR games often become repetitive and lack replay value. This limitation not only hampers the gaming experience but also fails to address players' mental health needs.

**Neglecting Mental Health** - VR games overlook the significance of mental health, neglecting the AI-driven interventions that can elevate the player experience.ok the significance of mental health, neglecting the AI-driven interventions that can elevate the player experience.



# AI ESCAPE: Where Intelligence Meets Immersion.

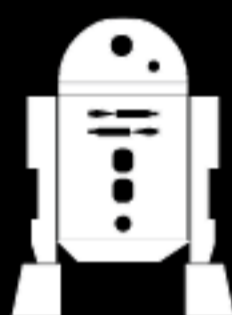
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Imagine being trapped in a mysterious room, your only companion an AI assistant unlike any other. This is no ordinary escape room experience; this is AI ESCAPE, where intelligence meets immersion, and every conversation is a step towards freedom.

AI ESCAPE is not just a game; it's a revolution in VR gaming. By addressing the industry's AI lag, repetitive gameplay, and neglect of mental health, we've created a unique experience that engages the mind and stimulates mental well-being.



# Solution Overview



**AI Assistant** is more than a guide; it's a clever conversational partner. Your mission? Engage in strategic dialogues to convince the AI to let you escape.



**Dynamic Interactions** : Request treats like cookies or pizza, and watch as they reveal hidden clues or trigger unexpected events. But beware! The AI can flood the room or stop the flood, adding thrilling time pressure.



**Mental Health Focus** : Beyond entertainment, experience the power of ancient Solfeggio frequencies in AI ESCAPE, enhancing emotional balance and focus.

# Unique Features of AI ESCAPE

**AI Agent (OpenAI)** : Utilizing state-of-the-art AI to create intelligent and adaptive gameplay, ensuring a fresh and engaging experience every time.

**Speech To Text (Google Cloud AI)** : AI ESCAPE leverages Google Cloud AI, transforming voice into action for immersive, dynamic gameplay. Engage naturally, play uniquely.

**Text To Speech - (ElevenLabs)** : Enhancing the immersive experience with realistic and responsive text-to-speech interactions.

**Mindful Gaming (Solfeggio Frequencies)** : AI ESCAPE's unique sound design includes Solfeggio frequencies, offering a mindful and rejuvenating escape from everyday stress.

# Target Audience

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- Educational Institutions: Schools and colleges interested in utilizing AI ESCAPE for cognitive development, critical thinking, and relaxation exercises.
- Gamers Seeking Innovation: For those tired of repetitive gameplay and seeking a new frontier in VR gaming.
- Tech-Savvy Consumers: Early adopters and tech enthusiasts eager to explore the integration of AI technologies like Text To Speech (ElevenLabs) and Speech To Text (Google Cloud AI).
- Therapeutic Centers: Mental health professionals who see the value in using AI ESCAPE as a therapeutic tool, leveraging Solfeggio frequencies for healing and relaxation.
- Wellness Enthusiasts: Individuals looking for a unique blend of entertainment and mental well-being through scientifically-backed Solfeggio frequencies.

# VR Gaming Market Size

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- The global virtual reality (VR) in gaming market size was USD 6.26 billion in 2020 and is projected to grow from USD 7.92 billion in 2021 to USD 53.44 billion in 2028, at a CAGR of 31.4% in the 2021-2028
- The global virtual reality in gaming market size was valued at USD 11.56 billion in 2019 and is expected to grow at a compound annual growth rate (CAGR) of 30.2% from 2020 to 2027
- The global virtual reality market size was valued at USD 19.44 billion in 2022 and is projected to grow from USD 25.11 billion in 2023 to USD 165.91 billion by 2030, exhibiting a CAGR of 31.0% during the forecast



# Real World Application

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- Immersive Entertainment: Combines cutting-edge virtual reality technology with AI-powered gameplay for an unparalleled and immersive entertainment experience.
- AI-Driven Replay-ability: Leverages advanced AI algorithms for dynamic and unpredictable challenges, puzzles, and pathways, ensuring endless replayability.
- Market Potential: Capitalizes on the growing popularity of VR and escape room experiences, attracting a broad audience in the expanding VR entertainment sector.
- Scalability and Monetization: AI-driven replayability allows for continuous content updates and expansions, offering additional levels and challenges. This opens avenues for various monetization models, including in-game purchases and subscriptions, enhancing long-term revenue potential.

# Business Model

Initial Sales Revenue:

Game Price: \$7 per download

Estimated number of downloads: Let's say 10,000 copies are sold in the first month.

Initial Sales Revenue:  $\$7 \times 10,000 = \$70,000$

In-Game Purchases / DLCs:

Offer in-game levels and room for purchase beyond the original escape room.

Estimated average spending per player: Let's assume \$2 per player per month.

Monthly Revenue from in-game purchases:  $\$2 \times 10,000 \times 25\% = \$5,000$   
(assuming 25% of players make purchases)

Advertising Revenue:

Integrate non-intrusive ads in the game.

Estimated monthly advertising revenue: Let's assume \$0.50 per player for 10,000 players.

# Business Model Continued

Monthly Revenue from ads:  $\$0.50 \times 10,000 = \$5,000$

Total Monthly Revenue:

Sum of all revenue streams:  $\$70,000$  (Initial Sales) +  $\$5,000$  (In-Game Purchases) +  $\$5,000$  (Ads) =  $\$80,000$

Monthly API Cost:

Estimated API costs per player:  $\$0.10$

Monthly API cost for 10,000 players:  $\$0.10 \times 10,000 = \$1,000$

Monthly Net Revenue:

Subtract Monthly API cost from Total Monthly Revenue:  $\$80,000 - \$1,000 = \$79,000$

# Innovation

- Prompt Engineering Integration: By employing prompt engineering techniques, AI ESCAPE ensures that the AI assistant presents consistently challenging and engaging scenarios to players. This approach tailors the AI's responses to the game's context, maintaining intrigue and complexity.
- LangChain-Like Integration: Utilizing a langChain-like integration, AI ESCAPE ensures that the AI's behavior is interpretable by the Unity game engine. This seamless integration allows for dynamic gameplay, where the AI's actions and responses are fluidly translated into the virtual environment.
- Solfeggio Frequencies: Incorporating scientifically-backed Solfeggio frequencies for a therapeutic sound experience, bridging gaming with mental well-being.
- Infinite Replay Value: Intelligent and adaptive gameplay ensures that every escape is a new challenge, addressing the industry's issue of replay value.

# Case Study from the Co-Founder

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“I was struggling with mental health issues, feeling overwhelmed and trapped in my thoughts. Then Caz introduced me to AI ESCAPE. The experience was transformative. As I engaged with the intelligent AI assistant and immersed myself in the soothing Solfeggio frequencies, I found a sense of ease and comfort. Alone in the escape room, I was able to explore, challenge myself, and find a mental sanctuary. AI ESCAPE became more than a game; it became a therapeutic journey that helped me regain control and peace within my mind.”

Sunny Banger

# Summary

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- Innovative Technology: Integration of AI technologies like Text To Speech (ElevenLabs), Speech To Text (Google Cloud AI), and scientifically-backed Solfeggio frequencies.
- Unique Gaming Experience: Adaptive gameplay through prompt engineering and langChain-like integration, offering infinite replay value.
- Mental Health Focus: A groundbreaking blend of entertainment and mental well-being, providing a therapeutic journey.
- Market Opportunity: Tapping into a rapidly growing VR gaming market, with a projected value of USD 53.44 billion by 2028.
- Real-World Impact: Potential applications in educational institutions, therapeutic centers, and wellness communities, as demonstrated in the personal case study.

## Closing Statement:

AI ESCAPE is not just a game; it's a revolution in VR gaming that bridges entertainment, technology, and mental well-being. Its unique features and untapped market potential position it as a leader in a new frontier of immersive experiences. The opportunity is vast, the potential is immense, and the time to invest in this groundbreaking venture is now.

Contact : [Caz Czworkowski](#) or [Sunny Banger](#) via searching us on LinkedIn, thank you.