

The First Mobile AR Escape Room Experience is Happening at E3

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The Pixel Crushers will be showcasing an exclusive demo of ARia's Legacy, the first augmented reality escape room game at E3 on June 12-14, 2018 at the Los Angeles Convention

Center. ARia's Legacy is a true implementation of augmented reality. Instead of displaying objects on a table in front of you, it creates a virtual environment around your physical space that has you walking around your room discovering parts that were never there before.

Toronto, Ontario - The Pixel Crushers are proud to announce an exclusive demo of ARia's Legacy, the first mobile AR escape room video game, will be shown by developers The Pixel Crushers at E3 from June 12-14, 2018 at the Los Angeles Convention Center.

ARia's Legacy is a true implementation of augmented reality. Instead of displaying objects on a table in front of you, it creates a virtual environment around your physical space that has you walking around your room discovering parts that were never there before. Through the power of AR, players can immerse themselves in 50 different levels of mystery anywhere using a mobile phone or tablet as they uncover the story behind ARia's sudden disappearance and discover her legacy.

In ARia's Legacy, you are a part of a team of archaeologists excitedly looking for artifacts at your newest archaeological site. Suddenly, your shovel strikes a chest that you quickly unearth with the help of various tools around you. When you try to open it, you are seemingly thrown into a locked room that is at once familiar and eerily foreign to you.

Your only clue seems to be the chest that you found and the name "ARia" ringing in your head.

With ARia's Legacy, we created an immersive escape room experience that you can enjoy anywhere at any time," says Galal Hassan, professor of George Brown College and The Pixel Crusher's project manager. "Augmented reality is meant to have the player move around. Using your environment to solve puzzles is why AR was born. The most successful AR games are the ones that make you move. This is the future of gaming in AR."

Attendees will be able to register in advance to skip the lines at E3 in order to try this convention exclusive hands-on demo of ARia's Legacy on their website.

ARia's Legacy is currently in development for both iOS and Android platforms. Follow the development of ARia's Legacy on Twitter, Facebook, and Instagram.

ARia's Legacy:
<http://www.ariaslegacy.com>

Press Kit:
<https://www.ariaslegacy.com/presskit>

Instagram:
<https://www.instagram.com/thepixelcrushers/>

The Pixel Crushers is a small independent creative software agency that offers superior app and game development services that shifts your projects into overdrive. Our team

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consists of senior level developers Galal Hassan and Abdul Algharbi, as well as several graduate designers that have worked on countless projects such as our first release, RoBox and its sequel, Robo X - The Lost Energy. Together, we craft games that make you think! For more information, go to The Pixel Crushers website. All Material and Software (C) Copyright 2018 The Pixel Crushers. All Rights Reserved. Apple, the Apple logo, iPhone, iPod and iPad are registered trademarks of Apple Inc. in the U.S. and/or other countries. Other trademarks and registered trademarks may be the property of their respective owners.

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Renee Wong
Public Relations Specialist
4166664096

aria@thepixelcrushers.com

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