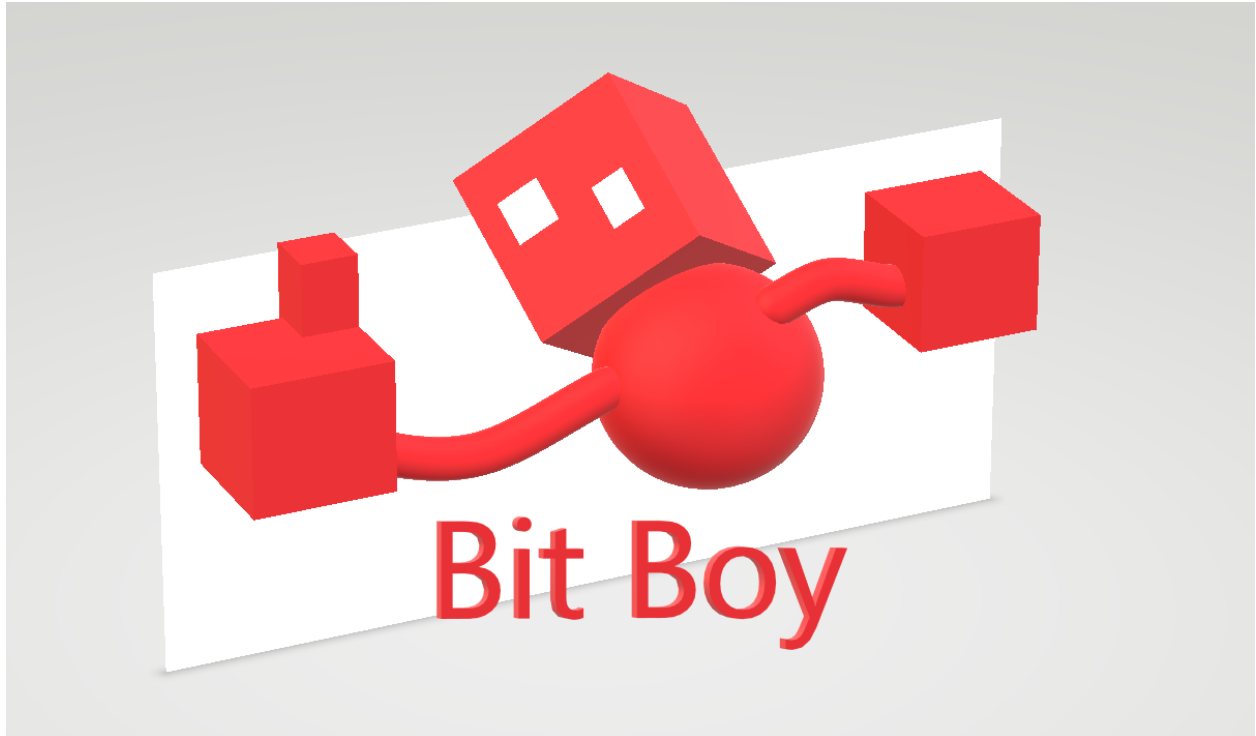


# Titles

Bit Boy



## Concept

We're developing virtual reality game set in a computerised world. Its gameplay is that of an infinite runner dodging obstacles coming towards you, what makes this game unique is its incorporation of physical movement to the virtual reality infinite runner, the player must physically jump to avoid the obstacles or physically turn to dodge.

The player when in the game has two things to keep track of Health and score, Health has to be watched as when it is gone the player has died and must start again from scratch. Score is what the player is trying to get, the higher the score the better.

## Overview

- **Genre:**
  - Infinite runner
- **Target audience:**

- **Age:** 15-30
  - **Gender:** Male/Female
- **Platforms & system requirements:**
  - Virtual Reality headset.
  - any computer capable of simulating virtual reality.
- **Play time:**
  - the average play time for this game depends on the player,
  - but anywhere from 5 to 20 minutes is expected,
  - if the player is trying to set a high score.

## Theme and setting

The game takes on a very cybercore hacker aesthetic with green text on the black background simulating the typical terminal associated with low level computer systems, the Setting itself is inside a computer, the player plays as BitBoy who has been tasked with delivering the bits from the transmitter to a receiver. the player has to dodge all of the oncoming obstacles along their path.

## Project scope

### Our team

- **Dev:** Ernest, Michael, Sean
- **Design:** Ernest, Michael, Sean
- **Art:** Sean
- **Music:** Ron