3D I SPY

Target audience: Age 12+ Teenagers
The original I SPY game was developed for a child under 12. Suppose we want to put this game on a VR platform. We need to figure out what kind of I SPY game teenagers over 12 years old would play.

Plan 1

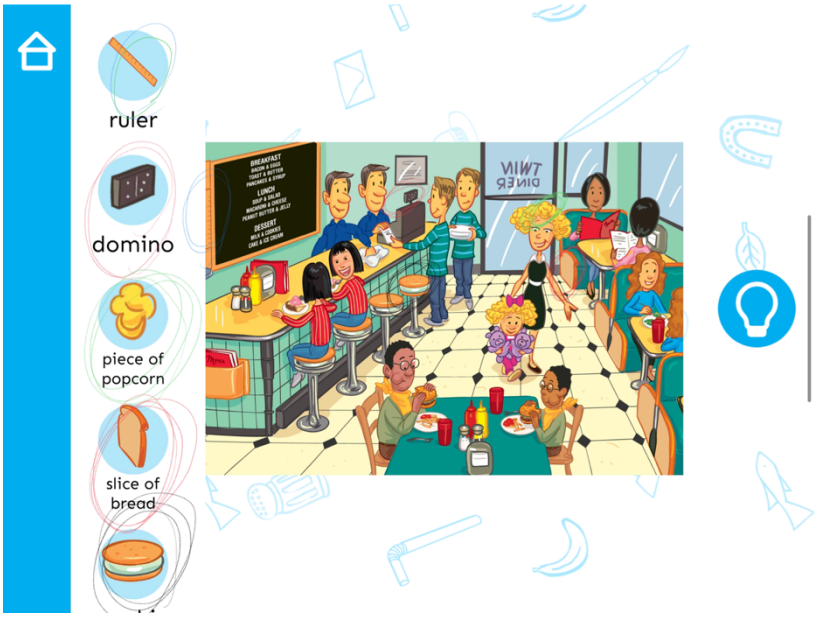
Theme: Tracing childhood
Map: Room full of toys
Overview: A dilapidated room is full of memories. Toys that I loved when I was young now covered with dust in the corner. Do you still remember the mood when you were playing? Remember how these toys played? Find the answer to the mystery, and at the same time retrieve the deep inner memory.

Processing: Players find the answer to the puzzle on the map.
For example:
Question:
Which character's first sentence each morning is asking what to eat for breakfast?
What players need to do:
Figure out which character is the answer and find the character in so many toys.
Answer: Pooh Bear

Plan 2

Theme: Clean up the toy room
Map: Room full of toys
Overview: My new friend mentioned that he liked one of my toys very much and I wanted to give it to her. It's all because the room is too messy. I can't find this toy; it's time to tidy up the room, classify the same thing. I can indeed see that toy.
(We have lives at every level)

Processing: Players find the quantity of the toy on the map.
For example:
Question:
Look for how many LEGO bricks there are in the room.
What players need to do:
Find all the bricks on the map. If players miss some bricks, it would be losing one heart.



The way to hide items

Plan A

Items are in the same proportion as in the real world.

Plan B

Items are not the same proportion as the real world and are hidden in the picture using 2D layers and the same pattern, as shown in the picture on the left.

The art showing:

Plan A

Use 2D layers to represent 3D graphics(as shown in the picture under)

Plan B

3D model