Group 6 – VR & fps

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Market Research

Target audience:

- Enticed by mystery
- Middle to upper class
- 16+
- Space FPS
  - Male skewed
  - but VR may balance things

Existing products:

Art styles

Photorealism:

- Realistic game art

- High level of detail, accuracy and immersion

- Amplifies credibility and emotional impact

Cel shading:

- Non-photorealistic rendering technique

- Combines 3D rendering and 2D animations

- Mimics comic book art

Mechanics

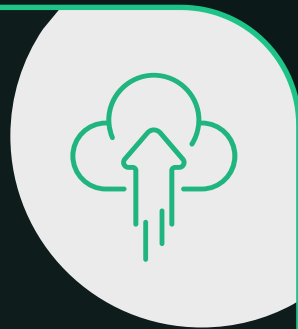| Shooting:	Movement:	Weapon:	Game mode:	Progression & customization:
• Aiming	• Walking	• Types		• Experience
• Firing	• Sprinting	• Attachments	• Campaign	points
• Recoil	• Jumping	• Etc..	• Multiplayer	• Skins
• Reloading	• Crouching		• Battle royale	• Cosmetics
• Etc..	• Etc..		• Etc..	• Etc..

Implementation details

Mechanics
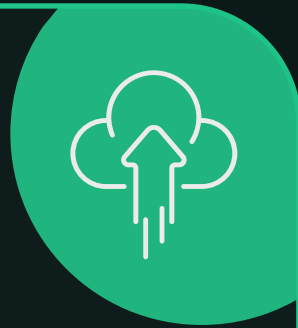
Multiplayer

Game physics

Storytelling, design and audio

Interaction methods

What is an interaction method?

Interaction examples

Choice by interaction

Interactions in our game category

Story

- Behind enemy lines on a hostile space ship

- Friendlies inbound

- Damage and escape

Win & lose conditions

3 stars => Get intel, destroy ship and escape

2 stars => Get intel or destroy the ship and escape

1 star => Escape

Mission failed => Defeat