# Game Concept English

Dino Museum VR

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1. **General idea of the video game:**
2. What is the video game about?
3. What or what have been the references?
4. What makes it interesting and what key points define it as unique or attractive?
5. The video game is about a museum exhibiting several types of dinosaurs, it will use virtual reality devices (VR) to be able to explore these dinosaurs with texts, models and images that give us information, so we can move around the museum for more realism.
6. Encyclopedias, several museums worldwide and information provided from the internet.
7. The form of the game is merely informative and immersive, where the player can have information about these colossal beings that inhabited our planet millions of years ago, likewise you can see several of the most important dinosaurs through some modeling.
8. **Target Audience:**
   1. What characteristics of gender and age do they possess?
   2. What level of skill do the players have?
   3. Are they casual players or expert players?
9. The game is intended for all audiences as it is an educational and informative game where anyone with access to a virtual reality device can make use of it.
10. You don’t need a high level for the use of this video game just by using the virtual reality glasses is more than enough since it does not have demanding mechanics.
11. The game is intended for anyone because it is a simple mechanics and does not contain any history since it is and informative game.
12. **Platform:**
    1. Will the designed game be played on a game console or mobile devices?
    2. What is the most appropriate platform to publish the game according to the game idea?
    3. What advantages does this platform offer?
13. It is intended exclusively for mobile devices since it is a product for educational use and makes use of virtual reality.
14. The game is not planned to be published on any platform but a publication will be made on Medium informing the video game step by step.
15. When published in Medium, readers will be able to see the step by step of the game and they will be able to download it for free so that users can try it for themselves.
16. **Genre:**
    1. Is the video game defined in terms of a specific genre or the combination of any of them?
    2. Taking into account that it is a video game in the first person of third person, in what way is this genre viable according to this game modality?
17. The video game genre is educative and virtual reality.
18. It will be first person since the game is in Virtual Reality and the user must make use of the device, it is in first person because when using a virtual reality glasses the player will see only the environment and how to move and interact.
19. **Visual style:**
    1. Does the video game take place in a real or fantastic world?
    2. Is framed in a bygone era or in the future?
    3. Is tin characterized by a realistic, surrealist or hyper realistic style?
    4. Is the world eminently 3D, 2D or is the combination of both dimensions?
20. It takes place in the real Word since it puts us in a museum where we can observe 3D models of dinosaurs and their information.
21. The museum is framed in our time but its content is responsible for showing creatures of the past so that player can be informed of what our planet was like millions years ago.
22. It has a realistic style since both the museum exists and the dinosaurs that are present existed don our planet.
23. The world is 3D since the game map can be moved and rotated in any direction.
24. **Characters:**

* **Player:** The player will be in the museum with several places to go to investigate more about the museum’s presentations.
* **Dinosaurs:** These animals will be rotating on a podium so that the player can observe them, they will also have information about them, the dinosaurs are 3D models.