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Hi-Concept: Dodge or Die

Story

You are yourself; as an avatar in a virtual reality world. Your movements in the real world resemble the movements of your avatar in the virtual world. Standing on a platform in a huge tube you just want to survive as long as possible. Incoming objects like walls or balls want to push you from the edge into the abyss. Dodging these by sidestepping or crouching will prolong your life and failing to do so shortens it. The longer you play, the more challenging are the object combinations you are trying to avoid while the speed of the game increases continuously. To oppose these obstacles, every now and then Power-Ups appear that you can gather or you can solve little level dependent riddles or math problems.

Objectives

- Survive as long as you can master
- Sidestep or crouch to dodge incoming objects whatever nature
- Don't fall into holes in the floor or run off the platform
- Some objects you can destroy with your fists (visually detectable)
- Gather power-ups for being able to survive longer
- The speed of the game is increasing continuously
- When bumping into objects you lose life points
- Objects are moving and scaling (in a constant matter to be able to plan your movements)

Game world

- The player is surrounded by a tube or narrow walkway
- The surroundings are simple but modern
- There are all kinds of incoming objects (geometric figures, numbers, items, ...)
- The surrounding theme of the world is changing in accordance to the game level (e.g. simple vector graphics in level 1, numbers and math riddles in level 2, ...)

Procedures

- The player's avatar can perform all movements, he/she can perform in the real world (except moving specific fingers or toes)
- Relevant movements would be accordingly:
 - Sidestepping
 - Crouching
 - Touching/destroying objects
- Power-ups:
 - Visually detectable objects that are incoming like other objects
 - Can be picked up bei coming into contact with the avatar
 - Effects are for example lower the speed of the game, return player lives or increase the size of the surrounding world and objects (easier to dodge when you are "smaller")
- Another way to counteract the increase in speed:
 - Some objects represent numbers
 - When they pass the player, they are added to the score. If a certain score is reached (but not exceeded), you gain a random power-up.
 - This allows the player to influence the game by deciding which number objects to destroy and which to let pass.

Character

- The character is you
- The avatar has a neutral appearance
- Since the player cannot see his/her face, the avatar does not have one
- You are seeing the world from a first-person perspective
- The motive of the player is to survive as long as possible

Basic Resources

- Life points
- Power-ups (description in Procedures)
- Survival time

Conflicts

- The increasing game speed, the game gets faster the longer you play it
- Multitasking, you have to deal with the objects flying at you, avoid them or destroy them and at the same time you have to pay attention to the score if you want to gain a power-up
- Plan your steps/moves, you have to plan which numbers you want to add to the score to reduce the game speed again, every other number has to be destroyed
- Keep calculating numbers, because if you stop calculating, the game gets faster and faster and it gets even harder to complete a level

Outcome

- Keep dodging and calculating to reach the next level, you have to keep the game speed at a low enough level to be able to progress to the next stage
- Try to surpass your previous score (time), the longer you can stay alive the more points you get
- You lose when all live points are gone

Target Audience

- People who want a mental and physical challenge, this game allows the player to move around freely to avoid objects, while at the same time the player has to keep track of the score to prevent the game speed from increasing, which improves the physical challenge
- People of all ages, but they probably shouldn't be too old or to be precise, they should be able to move around without problems
- No physically disabled people, this game is designed so that players have to use both arms and both legs to avoid approaching objects
- You should not tend to get affected by motion sickness, since you have to move around while objects are flying towards you in a VR space

Game Look

- Mixed look, the game has no set look, the models are mostly the same across all levels, but the textures and graphical style changes for every level
- Adjust to level, the game changes its overall look depending on the level, all the levels have a distinct look which makes them different from each other, this also helps to visualize the progression of the game, the moment the player reaches a new level, the player should recognize that it is a new level
 - futuristic: One level has a more futuristic look to it, a lot of blue lights and simple shapes
 - Notebook: One level is similar to a notebook, this means a lot of black and white and a high level of contrast between these colors, this could maybe include some doodles in the background
 - "Matrix/Computer": One level is similar to an old computer screen with green text and black background, maybe some objects could be drawn with a pixel look
- Mood varies according to level, each level should have a different mood that is visualized with the different colors that match the levels

Similar Games

- Temple Run/Subway Surfers (Autorunner games):
Very Successful games for smartphones (Subway Surfers is one of the most downloaded games for Android) in which the player tries to run as far as possible without colliding with an obstacle (we also have objects that we want to avoid that are procedurally generated in front of the player, but in our case they fly towards us to prevent motion sickness and the players for our game dodge them with their bodies)
- Beat Saber:
VR game in which you hit oncoming objects in a specific way to keep the beat, a session of this game burns a good amount of calories and works as some form of light exercise (we also want to hit some oncoming objects in VR and need some space to be able to move enough to practice light exercise, but also be able to dodge them)

Unique Selling Proposition

- Novel and innovative technologies
- VR with motion capturing and an HMD enables the game to provide an immersive experience with numbers
- Our game is mentally AND physically challenging, players can have fun moving around while also testing their logical skills