Forgotten Ego
Mixed Reality Proposal

Game Pitch:

The world of Forgotten Ego is one of ancient magic and adventure. In the depths of the earth, hidden away from the light of the surface, lies a network of treacherous and winding caves, known as the Forgotten Ego. For centuries, brave adventurers have ventured into these caves in search of treasure and glory. But the Forgotten Ego is a dangerous place, filled with deadly creatures and treacherous traps. Only the bravest and most skilled explorers have been able to survive its challenges and emerge victorious.

As a player of Forgotten Ego, you will take on the role of a brave adventurer, venturing into the depths of the Forgotten Ego in search of treasure and fame. You will need to use all of your skills and wits to navigate the treacherous caves, avoiding deadly traps and battling fierce monsters. And ultimately, you will need to face the Ego itself, in a final showdown that will determine your fate.

The caves of the Forgotten Ego are not just filled with monsters and traps but also with puzzles and mysteries to solve. You will need to use your brain as well as your brawn to navigate the complex pathways and unlock hidden doors. Some of the puzzles may require you to backtrack to previous areas or explore new routes, so be prepared to be flexible in your approach.

As you progress through the game, you will gain experience and level up, allowing you to improve your skills and abilities. You will also be able to collect new weapons and equipment, which will increase your chances of survival in the dangerous depths of the Forgotten Ego.

At the heart of the Forgotten Ego lies a great evil, a monstrous creature known only as the Ego. This ancient beast has lain dormant for centuries, waiting for the right moment to unleash its fury on the world. It is said that those who dare to face the Ego will be rewarded with unimaginable treasure and power, but few have been able to survive its wrath.

The final showdown with the Ego itself will be the ultimate test of your skills and courage. The creature is massive and powerful, with an array of deadly attacks that will test your reflexes and strategy. But if you can defeat it, you will be rewarded with untold riches and legendary status among the adventurers of the Forgotten Ego.

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Forgotten Ego is a first-person mixed-reality video game, inspired by a roleplaying game that was invented and played by the game's creator and his family in their grandparents' basement. The game's unique movement system, which allows players to jump from ledge to ledge to avoid dangers, is based on the original game's mechanics of jumping from carpet to carpet.

Beyond the single-player campaign, Forgotten Ego also features a multiplayer mode, where you can team up with other players to take on the challenges of the caves together.

The world of Forgotten Ego is rich and immersive, with detailed environments and lore that will keep you engaged for hours on end. Whether you are a fan of role-playing games or just love a good adventure, Forgotten Ego has something for everyone. So gather your courage, grab your sword, and prepare to enter the depths of the Forgotten Ego. The fate of the world rests in your hands.

SDK/APIs

Forgotten Ego will utilize Passthrough to project in-game elements, including monsters and environment pieces, onto the real world, enhancing immersion and maintaining fidelity to the original gameplay.

Spatial Anchors, including Shared Spatial Anchors, will lock specific elements such as ledges for players to jump between, enabling deeper cave traversal. Scene Understanding will complement this by placing obstacles and traps within the environment.

The Interaction and Hand Tracking SDKs will offer a further layer of immersion by allowing players to interact with the world through both controllers and hand movements.

The Audio SDK will emit sounds in true 360 degrees, heightening the immersive experience, while the Voice SDK may potentially allow players to vocalize spells when fighting monsters.

In the multiplayer mode, Social Presence APIs will allow users to display their expressions to other players.

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Game Design Doc:

Game Overview:

Forgotten Ego is an action-adventure game designed for Meta Quest MR Headsets. Players take on the role of a brave adventurer who must navigate the treacherous depths of the Forgotten Ego, battling fierce monsters, avoiding deadly traps, and ultimately facing off against the ancient beast known as the Ego. The game's unique movement system allows players to jump from ledge to ledge to avoid dangers and reach new areas. Beyond the single-player campaign, Forgotten Ego also features a multiplayer mode, where players can team up with others to take on the challenges of the caves together.

Core Mechanics: Exploration, Combat, Movement, Progression, Collection, and Multiplayer.

Compulsion Loops: Progression, Collection, Exploration, and Combat.

Scope:

- Platform: Meta Quest MR Headsets

- Game Modes: Single-player campaign, multiplayer co-op mode

- Target Audience: Fans of action-adventure games and roleplaying games, ages 13 and up

- Game Length: Approximately 5-10 hours for the single-player campaign

- Number of Levels: 10-12 levels in the single-player campaign, plus additional multiplayer maps and challenges

- Art Style: Realistic, with detailed environments and character designs

- Sound Design: Atmospheric and immersive, with a focus on creating a sense of tension and danger

- Programming: Developed using Unity Engine, with a focus on creating smooth and responsive gameplay and a unique movement system.

- Team: The development team consists of a programmer and game designer, a 3D artist, and an audio engineer.

Conclusion:

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Forgotten Ego is an action-packed adventure game with a unique movement system, challenging combat, and an immersive world of ancient magic and adventure. Designed for Meta Quest MR Headsets, players can experience the game in first-person mixed reality, creating intense immersion. With a focus on exploration, combat, and progression, the game provides a compelling experience that will keep players engaged for hours on end. The multiplayer mode allows players to team up with others to take on the challenges of the caves together, providing even more hours of gameplay.

Estimated Budget and Milestone Schedule:

Budget:

- In-house Programming and Engineering, Outsourced Art and Audio: $50,000

Milestone Schedule:

- Milestone 1 (Month 1-2): Basic movement mechanics and combat system, preliminary level design, placeholder art and audio assets.
- Milestone 2 (Month 3-4): Completed level design, refined movement and combat mechanics, first pass at art and audio assets, initial playtesting.
- Milestone 3 (Month 5-6): Polished art and audio assets, bug fixing and optimization, additional playtesting, creation of a vertical slice demo.
- Milestone 4 (Month 7-8): Final playtesting, creation of marketing materials, presentation of vertical slice demo to stakeholders and potential partners/investors.

Team Experience:

Throughout my career, I have had the pleasure of working on a variety of VR game projects for clients. These projects have ranged from tech demos to small games and apps, providing me with invaluable experience in the field of virtual reality game design.

In addition to my work with clients, I have also dedicated a significant amount of time to developing my own personal games and apps. These projects have allowed me to explore my creativity and

experiment with different game mechanics and design concepts that I may not have been able to explore in a client project.

While some of these personal games and apps remain unreleased, they have served as valuable learning experiences and have helped me hone my skills as a VR game developer. Through these projects, I have gained a deeper understanding of the technical and creative aspects of game development, as well as the importance of user experience and engagement.

Overall, my experience creating both client projects and personal games and apps has provided me with a well-rounded skill set and a deep passion for the field of virtual reality game design. I am constantly striving to improve my craft and to push the boundaries of what is possible in this exciting and rapidly-evolving field.

Developer Information:

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