**Initial Pitch Script**

**Our Team** - Collective

* Introduce ourselves
* Introduce our roles
* Outline our objectives within our roles

**Technologies** - Keelan

We have decided to use the following technologies to develop our game. We chose to use Unity as our game engine, as our team is more familiar with it when compared to Unreal Engine. We also decided to use 3DS Max as our modelling software, GitHub as our version control client, Oculus VR as our platform, and Reaper and Audacity as our digital audio workstations.

GitHub: Provides a large file storage system.

**Game Idea** - James

V-OAR is a virtual reality rowing experience, which transforms a typical workout into an exploration of various modes aimed at creating a greater experience for the player. As players put on their headset and begin to row, their actions will be mimicked in virtual reality as they commandeer a sculling boat.

**Demographic** **& Our Objective** - Nathan

Our primary demographic focuses on frequent and experienced rowers, who typically row alone, or as part of a team. Concentrating on this demographic allows us to work within a scope that focuses on improving the existing experience of our users.

We want this game to improve the existing experience of our target users, by providing them with an experience that is more engaging and more immersive than a traditional rowing machine. We hope to create an exciting experience that exercises the intrinsic (as well as the extrinsic) motivations of our users.

**Mechanics** - James

We aim to include four modes in our game. An exploratory mode will allow players to row around a large lake scene. This is the default mode, and it is the mode that players will be loaded into when they start the game. The player can then navigate the map towards three other hubs to interact with our other modes – training, time-trials, and race. The map will be designed such that each hub will accommodate the specific needs of our other modes. In training mode, the player will row a stationary boat, while a virtual coach hurls encouragement at them. In time-trials, the player will attempt to beat their previous best time around a short - pre-set - course. In race, the player will go head-to-head against an AI competitor in a 500-meter sprint.

**Visuals** – Kris

We are working with two m**oo**ds in the game. A relaxed, easy-going m**oo**d and a more fast-paced and competitive one.

The exploratory and training game m**o**de will feature a tranquil and rhythmic atmosphere, where the user is given the opportunity to use this mode as a form of escapism, to a relaxed state. Collectively we agreed that to paint a relaxing scene we would require warm colour tones, small details in the scene that would inspire the player to explore the environment thoroughly and peaceful fauna lining the shorelines and the waters.

Whilst for the two physically demanding game modes, the time trials and racing, a more dynamic environment will be present. To compliment the outburst of energy and drive present in these modes, we concluded that it would be best to keep the feel of the environment more cold and “fresh”. In order to exit that warm and relaxing state of mind when leaving the exploratory region, we will design the energy-packed space under colder colour-tones to give off a high contrast in difference.