**GAME CONCEPT**

**My Zoo VR**

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1. **General idea of ​​the video game:**
2. What is the video game about?

A: My Zoo is a video game in virtual reality (VR) in which the player can make a tour through a zoo, observe and identify the different animals present in it and learn about them.

1. What or what have been the references?

B: Enciclopedias, zoológicos y películas.

1. What makes it interesting and what key points define it as unique or attractive?

C: The interesting and attractive part of the game is that the player will have the possibility to observe and feel close to the animals without the need to go to a zoo and pay to do it, besides this the game will give the player the chance to learn a little more to these animals, by means of sounds and images.

1. **Target audience:**
2. What characteristics of gender and age do they have?

A: The Game is intended for people over 3 years of age, regardless of gender, capable of understanding and interacting with the game.

1. What level of skill do players have?

B: The game presents simple mechanics and easy to understand, for which it is not necessary a great skill as a player.

1. Is it about occasional players or expert players?

C: This game is intended primarily for occasional players who want to tour the zoo.

1. **Platform:**
2. Will the designed game be played on a game console or mobile devices?

A: It is intended exclusively for mobile devices since it is a product for educational use and makes use of virtual reality.

1. What is the most appropriate platform to publish the game according to the game idea?

B: The game will not be published on any platform, but a publication will be made on Medium informing the step by step of the construction of this.

1. What advantages does this platform offer?

C: The publication on Medium offers visitors (players) an overview of the construction of the game and the way it can be played, step by step.

1. **Gender:**
2. Is the video game defined in terms of a specific genre or the combination of any of them?

A: The game genre is educational in virtual reality.

1. Taking into account that it is a video game in the first person or third person. In what way is this genre viable according to this game modality?

B: This will be in the first person, facilitating the interaction of the player through virtual reality glasses.

1. **Visual style:**
2. Does the video game take place in a real or fantastic world?

A: It takes place in the real world, since we are in a zoo as they currently tend to be.

1. Is it framed in a bygone era or in the future?

B: The zoo is framed in the present as an era, since it contains animals that still exist and others that are currently in danger of extinction.

1. Is it characterized by a realistic, surrealist or hyper-realistic style?

C: The game has a realistic style since the environment is according to what is now a zoo.

1. The world is eminently in 3D, 2D or is the combination of both

dimensions?

D: The world is in 3D, allowing the player to move and rotate within it.

1. **Characters:**

**-**The Player.

**-**The Car.

**-**The Animals.