

Save your friends

Necessities

This game is designed for 1 player to wear an Oculus Rift (the VR-player) and at least 1 other player who doesn't wear an Oculus Rift (the non-VR- players). Each non-VR- player must have a smartphone to run an app that is designed for this game.

The goal of the game

The goal of the game is that the non-VR- player(s) survive(s) for as long as possible, despite the fact they can't see what they have to dodge.

Gameplay

For this example, we will use 1 VR-player with 3 other non-VR- players (p1, p2 and p3). When the game starts the VR-player will see instructions pop up in the virtual world and the non-VR-players will see the possible actions they can execute. The VR-player will, through talking, let the non-VR- players know what they have to do. These instructions have to be executed within a certain amount of time, otherwise it is game over for all players. These instructions that appear on the VR-player's screen, will pop up faster and faster as the game progresses, which increases the difficulty.

The instructions for the non-VR- players

The instructions for the non-VR- players have to be executed on their smartphones and will increase in difficulty over time. These have to be executed in an app that is a part of the game. This app will have an open field, on which figures can be drawn and on which can be swiped in any direction. Next, the app will have a keyboard, to type characters. Finally, the app will have a calculator, to type in numbers or to calculate them when needed. These "modes" can be accessed through a menu, to which the app will return whenever an instruction is executed.

These instructions are for example:

- Swipe up and down
- Write down the current date in the calculator in the format (ddmmyyyy)
- Answering trivia questions, for example on topography

The balance game

The goal of the game is to balance the player that is positioned on top of a carriage and carry him to safety without falling over.

It is played by 5 people, only 1 person is wearing a VR headset and is located on top of the carriage. The 4 other players have their (android) phone at their disposal and are located under each of the four corners of the carriage. They must use their phone to balance the whole structure, but cannot see where they are going. The person on top must give the bearers instructions by talking about the upcoming dangers, and tell them where to go. Every player is located in 1 room each with their own device. For the best effect, all players must play standing up.

The game is lost when the carriage tumbles over and the person on top falls, this can happen when one of the bearers makes the structure unstable. Some of the dangers on the road include pits, fires and even enemies. The enemies can attack the bearers and try to imbalance the structure. If an enemy is close to one of the bearers, he/she can attack the enemy by pressing certain button combinations which pop up on the screen. The bearer has to kill the enemy before he or she is killed. When 1 bearer dies, the game is not immediately lost, but the structure becomes much harder to handle. When 2 bearers have died, the carriage always falls over. The person on top, with the vr headset, will experience the imbalance of the carriage, which makes it harder to see what is coming their way. The game is won when the carriage reaches the end of the level without tumbling over.

Hiding in Plain Sight

The environment of the game is a small map (either it's always one specific map or it's randomly chosen from multiple ones). The map will be filled with NPCs of which all have very similar behaviour.

The user wearing the Oculus Rift is put in the same map as the NPCs. The task of that player (referred to as the hider from now on) is to parrot the behaviour of the NPCs as much as possible. In order to do this, the hider is given a list of actions it can perform using a controller and the Oculus Rift, the most basic ones being moving your head and walking. Other actions could exist such as running, sitting, waving, etc.

The task of the other players (seekers) is to figure out which one of the people in the map is the actual VR-player. They are inside the world through the use of an android device. If a seeker figures out who the hider is, he can cast a bolt of lightning or something similarly lethal at the person. Either he kills the hider and he wins the game, or he kills an NPC in which case a certain penalty is given to the seeker. The hider wins the game when a time limit has been reached or once a certain specified objective has been achieved.

The behaviour of each NPC should be randomized with each new match so as to not make things too easy for people who have played the game a lot. Furthermore the behaviour of all NPCs should be similar enough so that the seekers can at least try to distinguish the actual hider from the NPCs. However, their behaviour should also not be too similar to not make imitating the NPCs too hard for the hider.