

Main planning doc (has moodboard):

https://docs.google.com/document/d/1E15P6dO3xUYyZVQ1V_zfkZ0uf_9lwoPoS-P5_I7QpQ/edit?usp=sharing

Trello link:

<https://trello.com/invite/b/690b8af80e0ffbdbae1009e/ATTIee6616a3ac038dddc62edbb140b3fa72A7855732/my-trello-board>

Team Agreements

This agreement is aimed at creating a work method where each team member knows the production requirements. These may vary over time according to the production development: There may be stages where the workload will be higher for the conceptual directors, and in other stages, the tech and programming team will have to kick it with more time investment than in the early stages.

This agreement aims to establish a working relationship and timeframe where each of you knows your time requirement for individual work, as well as for group meetings and decision making.

- **Goal :** What is the purpose of the team which unifies you?
 - To make a nice cool game
- **Decision Making :** Does everyone have to agree before making any change to the project? What happens in case of a disagreement? Is there a director who is in charge of the overall vision, and therefore gets to make the final decision based on the input of each member?
 - We will vote on all aspects of the project but if needed, Richard Han can veto.
- **Collaboration tools:** How do you share files? What platform do you find most efficient and flexible for everyone to share and synchronize with others?
 - Github
 - Texting
 - Discord
- **Meetings per week:** (This should be updated as the project develops)
Please Specify How many meetings per week besides class time, and on which platform (In person \ Zoom\ Other).
 - In class and once on the weekend

- ***Participation expectations:*** An estimation of the Scope of work in hours per week, expected from each group member. This will undergo changes as the project develops.
 - At least 5 hours a week

Roles and Responsibilities (Who is doing what):

- ***Installation design and Concepts: Richard Han***
Who is directing the experience, and if it is a shared thinking, how are decisions being made? Whose responsibility is it to update the Design values document along the production process?
- ***Programming: All***
- ***Art Direction: Christina***
- ***Sound Design: Steven***
- ***Art Implementation: Animation \ Video\ live action,or any other source material manufacturing:***
Please specify responsibilities according to your installation components. You should relate to modeling\ rigging and animation as separate tasks, and specify who does what. The same goes for live footage shooting which requires a photographer, and an editor. All the roles involved in the making of your Installation's core material should be broken down to their creation process stages, and specified.
 - Modeling – All
 - Rigging – All
 - Animation – Christina
 - Level Design / Storyboarding - All
 - Sound Design – Steven
 - Environmental Design / Lighting – Richard
 - Character Design – Christina
- ***Direction of Prototyping and Testing:*** This responsibility may change and shift according to the prototype's nature: Naturally, tech and core design prototypes should be managed by the programmers, while art or other playtests could be directed by the art and concept team members.
 - Richard

Design Values Document:

Short description of your installation:

Echoes of Memory is a single-player, story-driven, interactive VR game that places the player in the perspective of a person recovering from an accident that has left them with severe vision loss and fragmented memory. Set within their apartment, the experience explores how memory, perception, and physical space intertwine to rebuild one's sense of identity.

Experience:

Explore the character's home through two different means of sight, finding different keepsakes and reliving the memories associated with them. They can't see with normal vision, so they gain empathy and appreciate their sense of sight. Rebuilding their sense of self as they uncover their memories and understand the emotions and guilt behind them.

Theme:

The experience explores the connection between memories, experiences, and one's view of the world. How they all connect and influence each other and shape how one truly sees things. This concept is shown to the players by having them relive memories associated with key items in the character's life and having the world change around them as they do.

Throughout the course of the game, the player experiences the perspective of someone with both vision loss and amnesia. As they progress through the story, they experience confusion, sadness, guilt, forgiveness, and acceptance through each memory, especially the final memory that makes everything clear. These concepts are delivered through one story that is uncovered bit by bit through items that bring back animated memory sequences.

Point of view:

Players' visuals change throughout the game, ranging from different "modes" which act as different filters/shader styles. Environments will be fully 3D, featuring a stylized, slightly cartoonish artstyle. They'll hear the household sounds of footsteps, objects as they travel throughout their apartment, as well as the sounds experienced by reliving past memories. The goal is for players to feel the same emotions experienced by the player character—nostalgia, confusion, sadness, forgiveness.

Artistic Style:

Within the game, the information is represented through a stylized environment, the player's apartment. The stylization is similar to lined cell-shaded illustration. Everything will be 3D modeled, making it intuitive for players to navigate through their apartment and find the pieces needed to recover their memories. Additionally, each memory has a translucent hologram style, to signify that it was something that happened in the past.

Challenges and constraints:

The participants are encouraged to switch between their two modes of sight consistently as both modes have their advantages when exploring. In the seen world you can see text and pictures which may hold clues to unlocking different memories, but your vision will blur and deteriorate over time. Going into the blind vision will allow your vision to recover, and may reveal clues that are not visible in the seen world. In the blind vision, the player will only be able to see by tapping their cane or activating items that make sound.

When reliving memories, the rest of the world will fade away, forcing the player to focus on them. To activate the memories, the player will have to find clues on how to activate their keepsakes to relive their memories. The player will also have to physically develop the film pieces they find to uncover more story.

Context:

The installation should be placed in a large enough room to allow the player to be able to comfortably experience the VR game without hitting the walls accidentally. The audience can be anybody, even people with their own headsets who want to experience it at home.

Emotion:

An appreciation for life, friends, sight, and empathy for others who have gone through similar experiences as the main character.