**Tesis – Exploración de Ambientes Virtuales 3D en Realidad Virtual inclusivo para personas con Discapacidad Visual.**

1. **Platform**: PC/VR
2. **Genre**: Escape Room (?)
3. **Player Design**:
   * Invitation: [TODO]
   * Number of players: 1
   * Role: War Prisoner.
   * Pattern: Single Player vs Game
4. **Objective Design**:
   * Objective Generalization: Escape.
   * Objective: Escape from a Nazi Laboratory passing through 3 different levels, each level has its own objectives.
5. **Procedure Design**:
   * Left Joystick: The player moves around the map of each level.
   * Right Joystick/VR Headset: The player rotates de angle of vision.
   * Right Trigger Button: Pick up/Use secondary object.
   * Left Trigger Button: Use primary object.
   * Sound: When a key object is near, a representative sound of that objects starts playing. When receiving damage, a representative sound of the source will be played.
   * Vibration: Indicates when a key object is inside the Field of View and/or the object is within reaching distance, the intensity will change depending on the distance from the Field of View range. When the player receives damage, a hard intensity vibration will be felt.
6. **Rules Design**:
   * If “The Voices” touch the player, he will return to the nearest checkpoint and loses sanity.
   * If the player touches an object imbued with electricity, he will return to the nearest checkpoint.
   * If the player touches an object imbued with fire, he loses health.
   * If the player uses the primary object to disperse “The Voices”, he loses sanity.
   * If the player drinks water, he restores health.
   * To open a door the player needs to use a key that matches the keyhole.
   * If the player loses sanity, his vision will be blurred around the edges with darkness until the player’s vision is completely gone.
   * Each level has a maximum completion time before “The Voices” flood it.
   * If the player maintains his focus range on a corpse, he loses sanity over time.
   * If the player touches an object representing lore, he restores sanity.
7. **Resource Design**:
   * Health: Amount of health that a player has. It can be affected by electricity or fire and restored by water. When health is affected the Field of View is reduced until it narrows to the center.
   * Sanity: Represents the madness level a player currently has. It can be affected by using the primary object. When sanity is affected, key object’s sounds can be distorted and “The Voices” come closer faster to the player, additionally the player’s vision starts blurring around the edges with darkness.
   * Inventory: Represents the object a player has in each hand. He can’t carry any other object. Additionally, the player will carry a keyring for each level keys.
8. **Conflict Design**:
   * Maintain health and sanity in order pass through every level in the Prison and escape.
   * Obstacles:
     + Locked Doors, across each level the player will find doors that need certain type of key to be opened.
     + End-Level Puzzle, at the end of each level there will be a puzzle to be solved so that the final door can be opened.
   * Dilemmas:
     + Lore, across each level the player will find additional objects that can provide knowledge of each level and clues to solve puzzles easier or keys locations. The player is free to keep searching for these items after or at the same time he is finding the key object. Additionally, the player will restore sanity with each lore object found.
9. **Boundaries Design**:
   * Physical:
     + Sight, the player will lose sight in time.
     + Doors.
   * Conceptual
     + Puzzles.
10. **Outcome Design**:
    * The player escapes from the Laboratory.
11. **Challenge Design**
    * Challenging Activity
      + Navigating through each level faster enough so that “The Voices” won’t catch the player.
    * Merging Actions
      + “The Voices” emerge.
      + Fire and Electricity zones emerge.
    * Concentration
      + The player must be aware of each sound so that he doesn’t get past a key object or a door without noticing.
12. **Play Design**
    * The play can be categorized as *ilinx* (Caillois, 1961), where the game alters the perception of the player as it invalidates the sense of sight.
13. **Premise Design**
    * The game is set on a World War II German Nazi Laboratory, which has been recently attacked by the Allied Forces. The player plays as an anonymous war prisoner that has been subject to various experiments. The story begins when a bomb is dropped on the laboratory where the main character is prisoner. However, the price for freedom came at a higher expense than what he thought. The main character realizes that the bombing not only left him as the sole human survivor, but there’s something else that won’t let him go so easily.
14. **Character Design**
    * Protagonist
      + Predefined Character.
      + Name: Jashel Rosner.
      + Backstory: Owner of one of the finest tailor shops in Düsseldorf, until he and his family got caught on the hidden attic of the establishment. After being one of the few survivors of his block on Emslandlager, he got transferred to Sachsenhausen where he was subject of immunization experiments.
      + Motivation: Hard worker, religious and family centered. After he receives his opportunity to be free from the laboratory, he must deal with the fact of losing one of his senses, stress of escaping alive and faith to reunite with his family.
    * Antagonist
      + Predefined Character.
      + Name: The Voices.
      + Backstory: Its origin is unknown. Represents the loss of Rosner’s sanity.
15. **Story Design**
    * Jashel Rosner was one of the finest tailors in Düsseldorf. Due to his religion and beliefs he was pursued and captured by the German Nazi Army and taken to the Emslandlager labor camp. After being one of the few survivors in his block he was transferred to Sachsenhausen, a concentration camp known by certain experimental practices on prisoners. The only thing that kept him alive through 2 years of experiments was his fate in reuniting again with his family. Its 1945, the Allied air force starts an attack using bombs and for Rosner’s luck one of them dropped at the exact moment a new round of experiments was going to start on him. That bomb left him unconscious for some time, until a crack on the water system generates a flood on the room. The moment when the water rises enough to touch Rosner’s feet makes him snap and wake up. The light bulb makes him dazzle for a while.