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

1. **Purpose:** The purpose of the game is to give an immersive experience to the player, where his/her field of vision will constantly shrink until the player is forced to play being completely blind.
2. **Platform**: PC / VR
3. **Genre**: Survival / Room Escape
4. **Player Design**:
   * Invitation: The sound of rain can be heard in the background. A deep voice screams, “It’s time Jashel, get up and let’s go”. The sound of locks and jail bars is heard. The selection screen appears and the options are: “New Game”, “Load Game”, Difficulty”. If the game is started in “special mode”, each option and values of the selection screen is communicated via text-to-speech.
   * Number of players: 1
   * Role: War Prisoner.
   * Pattern: Single Player vs Game
5. **Objective Design**:
   * Objective Generalization: Escape.
   * Objective: Escape from a Nazi Laboratory passing through 3 different levels. Each level has its own objectives.
6. **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.
7. **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.
8. **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.
9. **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.
10. **Boundaries Design**:
    * Physical:
      + Sight, the player will lose sight in time.
      + Doors.
    * Conceptual
      + Puzzles.
11. **Outcome Design**:
    * The player escapes from the Laboratory.
12. **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.
13. **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.
14. **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 held 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.
15. **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 by the Nazi army, inside their tailor shop’s hidden attic. After being one of the few survivors of his block on Börgermoor, he got transferred to Sachsenhausen where he was subject to immunization experiments.
      + Motivation: Hard worker, religious and family centered. After he receives the opportunity to be free from the laboratory, he must deal with the fact of losing one of his senses, stress of keeping himself 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.
16. **Story Design**
    * Exposition
      + Story takes place on Sachsenhausen, a German Nazi labor camp specialized on human experimentation.
      + The story introduces Jashel Rosner, a Jew who used to be a tailor and now is a prisoner on Sachsenhausen that also is subject to their experiments.
    * Inciting Incident
      + A new round of experiments is about to start on Jashel.
    * Rising Action
      + While he is being locked to the test chair, the Allied Forces start an air attack on the labor camp.
      + Jashel gets knocked out by a rock from the ceiling.
    * Climax
      + As Jashel wakes up, he notices that the scientists and guards around him died in the bombing.
      + Jashel discovers that he is not entirely tied to the chair as he realizes his right hand is free, giving him the opportunity to escape.
      + As Jashel manages to leave the main lab, he hears what could be described as voices screaming behind him.
      + The screams are getting closer as time passes.
    * Falling Action
      + Jashel manages to reach the final door of the labor camp.
    * Resolution
      + As he goes through the final door, a white light floods the scene.
      + The sound of a medical pulse monitor can be heard.
      + A sound of someone losing his pulse and dying is heard.
      + An old voice of a doctor asks, “Time of the death?” and the voice of a young nurse replies “4:20 AM, September the 2nd, 1993.”.
      + Depending on the actions done by the player along the game, the nurse adds another line.
        - Lost all his sanity + No lore recollected: Bad Ending.
        - Lost all his sanity + Some lore recollected: Neutral Ending 1.
        - Had some sanity left + No lore recollected: Neutral Ending 2.
        - Had some sanity left + Some lore recollected: Good Ending.