The Last Capture

Vasco Pauthier

Yibai Zhang

vascopauthier@gmail.com

egrwvyleo3@gmail.com

IADE

We plan on making a VR game puzzle and escape game, where the user plays as a reporter that is late for the web summit convention. During his escape he will be confronted to a robot prototype.

Virtual Reality, Puzzle, Escape Game

I. INTRODUCTION TO THE TOPIC

We plan on developing a virtual reality game inspired on Web Summit.
Virtual reality (VR) is **special kind of graphical user interface** which presents a computer-generated immersive, three-dimensional, interactive environment that is accessed and manipulated using, for instance, stereo headphones, head-mounted stereo television goggles, and data-gloves.

Web Summit is an annual technology conference held in Lisbon, Portugal, considered the largest tech event in the world.

II. PRESENTATION AND CONTEXTUALIZATION OF THE TOPIC

The user would play as a reporter that is running late for the Web Summit convention. He finds himself left behind in the office, he needs to complete a series of puzzles in order to attend to the convention. This game will be divided into two parts first, its puzzle aspect, the user will have to complete few puzzles to progress and unlock different areas of the game. And Second the game will have an escape sort of mechanic, where the user will first be chased by a robot, and then by a fire.

Through this project we plan to show our users the wonders of virtual reality. We want them to see how fun it can be, and we intend to also demonstrate that it is indeed the future of gaming. We also aim to connect to the web summit convention by having a display of technology, which will be shown by the appearance of the robot. This robot will act almost humanely, to remind to our users that we are in the era of technology, and that nowadays' robots are as or even more capable.

III. MOST RELEVANT WORKS BY OTHER ARTISTS RELATED TO THE TOPIC (REFERECES)

We being both gamers, we could say we have quite the background in game genres, and we can easily put ourselves in the shoes of the user. We could say to have taken inspiration of the games: Stanley's Parable, Portal, Superhot and Human Fall Flat. These games have inspired us in many ways which will be later developed.

IV. INFLUENCES

The idea is to have a clean plain environment. Resembling more a psychiatric hospital rather than a journalism office. The game will be separated in sections, each corresponding to a puzzle needing solving.
The map is projected to be drawn as an office abandoned, very similar to the environment where occurs Stanley's Parable, but with colors on the grey pallet, ranging from dark grey to white. The idea would be to recreate a feel similar to Portal and Superhot, but in an office. The puzzle mechanics will be similar to those in both Portal and Human Fall Flat. From Human Fall Flat we also plan to use their exit mechanic. It is planned to work on the same way,

having an exit sign that will be lit case the exit is unlocked.

V. PROJECT

Here follows the entire transcript of our project:

- Concept
  - Inspiration: our event of inspiration is the Web Summit convention. We connected it to our project in different levels:
    - 1. The user plays as a journalist who is late for the convention
    - 2. We Proceeded to add Web Summit posters in the game area
    - 3. The game happens in an office that contains a robot research department, which brings the important technological aspect to our project.
  - Objective: the user has for objective to exit the office area, completing series of puzzles and then finally escaping from a mal functioning robot
  - Space: as aforementioned, the game area will be divided in two:
    - 1. The office area, using a wooden floor, and office decoration: (desks, tables, chairs, lamps, mugs, computer stuff)
    - 2. The Robot research area, using a tech-like floor, and technological decoration: (server-blocks, reactor cores, research tables)
  - Dangers: there will be two dangers to which the player can lose:
    - 1. The robot, when enraged, the robot will chase the player around the game area until the player deactivates its "enraged" mode
    - 2. The fire which will start once the robot turns friendly, and will be progressive, following the player.
- Genre & Target Audience
  - This game has two parts, and these parts have different game genres:
    - 1. First area is a puzzle area, this is valid for the game all the way until the robot appears
    - 2. Once the robot appears the game genre changes to an escape game
- Player Experience and Game POV
  - The player in first person VR as the reporter who is late for the convention, he is expected to exit the area he is in as fast as he can, braving puzzles and dangers on his way out.
- Visual And Audio Style
  - Low-poly models, with high definition textures, wooden textures for the tables and floors in the office spaces, along with future "tech" textures for the technological areas
- Game World Fiction
  - We plan on developing an office space, which would have in its center a robot research department
- Core Loops
  - The user will be able to pick up most of the items in the office areas, along those items, some will be required to be picked up in order to solve some of the puzzles.
- Objectives and Progression
  - The door is closed
  - The players looks for elements to produce a door opener
  - The door opens
  - The player sees the corridor with the lights off
  - He goes back and grabs the camera for light
  - He finds the exit room locked
  - The player goes in the robot research department
  - He falls face to face with the robot ("evil" mode)
  - The player escapes the robot

- o The player finds the server room
- o He gets the robot control key
- o He goes to the robot control room
- o The player turns the robot's "good" mode
- o The robot leads the player to the electric room and opens the door
- o The power is turned back on
- o Has fire has started
- o The player escapes
- o The fire catches up
- o The robot deploys a shield to protect the player
- o The player exits.
- Interactivity
  - o Most items were thought to be pick able, to make the experience more enjoyable to the player.

V. CONCLUSION

Use this space to make a conclusion about your project.

VI. ACKNOWLEDGMENT:

XI. BIBLIOGRAPHY