The Last Capture

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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.

Virtual Reality, Puzzle, Escape Game

I. INTRODUCTION TO THE TOPIC

We plan on developing a virtual reality game inspired on Web Summit. 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.

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II. PRESENTATION AND CONTEXTUALIZATION OF THE TOPIC

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:
"BEEP BEEP"
A reporter (player controller) wakes to an alarm sound, he realizes he is late for the web summit convention, he quickly grabs his camera and rushes out his cubicle.
As he rushes to the door he wonders where everyone else went.
He tries to open the office door, but the handle falls off, he quickly realizes he needs a way out this door. (First Puzzle)
After a crafty exit he manages to open the door and quickly heads left towards the exit door. But, to his surprise as he is about to reach the exit door, the power goes out, and the exit sign over the door is turned off (human fall flat reference).

Luckily he can use his camera to turn its light on (batteries found). Upon doing that the camera starts recording.

He sets on a quest to find the source of the power cut, and in this process he adventures past a sign in red letters saying Robot Development Area.´

He (player controller) is caught off guard by a robot marked as hostile by the red light on him.

The robot begins to chase the player around the office. The user has now to find a way how to shut the robot down.

The user has now another problem, the robot, who is constantly following him with a menacing look.

While attempting to distance himself from the machine, the user finds the server room, where he finds an engineer corpse lying.

Near this engineer corpse is also a robot control key, and a note reading the following:

"If you read this I'm afraid it might be too late for me, you might have tried to leave, I shut the exit door down, the robot has gone wild, I think he was hacked, he is trying to kill everyone."

The reporter picks the key up and rushes to the robot control room, where he finds a computer with the screen red blinking. He uses the USB stick uses it to overwrite the computer, the light on it changes from red to blue and so does the robot

The user now follows the robot to the electric room. The robot smashed the door in. And the user sets the power back on.

With all this solved the user heads over to the exit door, little did he know that turning on the power started a fire in the server room (where the engineer was found), the fire is spreading quickly.

There is no other way out, with the fire on its tail, the user races to the exit gate, but the fire is faster.

Just as the fire reaches the user, the robot arrives and puts himself between the user and the fire, allowing the user time to reach the exit, which is now opened.

At the end of the story, there is scene that shows that the reporter surprisingly captured all the footages of the robot, and ready to show this to the event.

IMAGES WITH SUBTITLES

V. CONCLUSION

Use this space to make a conclusion about your project.

VI. ACKNOWLEDGMENT:

The author would like to thank you for your availability to receive us in their studio and chat with us.
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XI. BIBLIOGRAPHY