

All design decisions in the game are based on maximizing the visual pleasure that can be more enjoyed with VR glasses and allowing the player to experience it. It comes from our belief that the player will be able to feel a sense of accomplishment, stress-relieving, joy and satisfaction with it.

A spirit tale consists of four different scenes: the main menu scene, the temple scene, the medieval town scene and the desert city scene.

To design the main menu scene we started with a storyline in which the player starts his journey when he falls asleep while he is playing a VR-Game. With this scene, we wanted to make the player more immersed in the virtual space before he starts the game in earnest. So we tried to design the room to look like an ordinary room of an ordinary person as much as we can. On the other hand we also tried to make the player recognize the current situation in the game world by putting some mysterious or fun elements like Van Gogh's painting on the wall or the game menu on the tv screen.

The design of the temple scene is based on old temples and villages in Japan. It stems from the story in which the player faces a spirit or a soul of the virtual space first in the scene. While we designed the scene, we recalled images of a village once beautiful and peaceful, but now no one lives, which is desolate and somewhat spooky. In accordance with it, we designed and created a temple in the middle of the scene which has four opened directions and it is meant to be a perfect place for the first confrontation between the player and the spiritual objects. Moreover, we created more objects like a sword, lamp or shovel that fits the atmosphere of the scene and also has its proper function.

After the first scene we tried to create more scenes with more diverse cultural backgrounds and have a distinctly different atmosphere than before. As the second level scene, a medieval village is designed, considering that the player became more familiar with the confrontation with spiritual beings after the first level. In the scene, it has more objects than before and its visual effects have been further strengthened with more colors. For the last journey of the player, we designed an abandoned oriental city in the midst of a desert. As the final stage of the game, we designed the scene with more intense and colorful colors. We were sure that with the design of the scene we would give to the player more visual impacts with more different colors and effects like a sandstorm.

During our design decision process what we were most concerned about was the feelings of the user. We tried to minimize motion sickness during the game and left some open spaces, something like a window in a room or doors with a hole to make the player feel safe and free. Furthermore after the game, we expect the player to look around and perceive the color of the real world more actively like he/she experienced it in the game. We hope that a spirit tale will bring them positive experiences both in and out of the game. Lastly, we would like to thank the prof. dr. Strippgen for willingly supporting our scene design with paid assets and fresh ideas. And we also thank the lecturers of usability and project management classes for giving us the knowledge and tips to help us determine the direction of our design decisions.