**VR Safari**

By Paul Grad

**Concept:**

You are Brownie, the most famous photographer in the world. Or at least you used to be until your nefarious brother and rival photographer Zeiss framed you for publishing forgeries. Disgraced and facing a million-dollar lawsuit, you now travel the world to capture the best shot for anyone who’s willing to pay and to slowly piece together evidence for your innocence.

**Target Audience:**

The intuitive analogy of the Google Cardboard as a camera allows this game to be a fun and straightforward introduction to VR for people of all ages.

**Gameplay:**

I. Menu

The player starts with the menu, which allows them to select different levels and make purchases with their points. The levels are displayed on a world map with different locations opening up upon completion of a level.

II. Levels

The level itself comprises a game scene composed of objects the player can photograph, and the player gains points for taking pictures of these objects. If enough points are accumulated in a level, the player completes the level and can use the points (s)he gained to purchase camera add-ons. If the player loses the level, the points gained in the level are forfeit.

III. Navigation:

Your player navigates through the game scene on a fixed path like a rollercoaster, similarly to Pokemon Snap.

IV. Aiming

You use your reticle to target objects in the scene, and the reticle expands when it meets an object you can photograph.

V. Taking Pictures

When you’re ready to take a picture you pull the cardboard trigger, and the reticle expands until the player releases the trigger. A photograph is then taken which is indicated by a snapshot sound, and the picture is put into your UI for you to see (the photos fit to the fixed size of the UI).

VI. Points System

The game allots points depending on several criteria:

1. Pose: Front shots get more points that back shots for objects with a “face” (which could be people, animals, cars). (DONE)
2. Size: Greater % of the object taken in the photo -> more points. (DONE)
3. Position: Center object in photo -> more points. (X)
4. Number: More objects in photo -> more points. (DONE)
5. Objects with a relation shot together award more points.
6. Objects without relation LOSE points (too much going on).
7. Capturing an important event: in the scene at pre-determined times, dramatic, clever, or funny events might occur upon a signal to the player, and photographing these events will award a large quantity of points.
8. Capturing Easter Eggs/notable items on an object. For example, an object may have important text revealing some evidence about Brownie’s framing.

The points may be awarded during the level as pictures are taken or after the level in the sequence they were taken. I am yet to decide which best communicates to the player what qualities of a photo give them the highest points.

VII. Camera Add-Ons

1. Zoom: the camera can zoom in to reveal hidden items or zoom out to take wider shots.
2. Panorama: The reticle can “drag” across an area and take a picture including the entire area.
3. Autofit: The camera will automatically expand to capture all of the current object in view.
4. Freeze time.
5. Filters: Add the right filter to a photograph and it can multiply points (eg. B&W filter on dramatic photo).

**Sharing Photos**

Photos are saved for every level, and after the level the player can choose to add the photos to their personal photos on the phone or share them.

2.0

-For Points System:

7. Color: Placing “warm” colors in the center awards more points than “cool” colors. Doing the opposite may cause you to lose points.

a. Same relationship for lighting (alpha).

Hiring/enlisting an artistic director/graphic designer:

-Provide advice on what makes a photo good/ the qualities of a good photo.

-Producing models, animations, and an environment that is beautiful enough that people would actually want to take pictures of it and save the pictures to their phone.