A survival game of sheltering through desert day and night

VR Project Idea Pitch, Team 9
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Introduction

- A survival game that players build shelters during the day and minimize movement to hide at night.
- Concepts of Minecraft, Journey and Lotus Focus are combined.
- At daytime player can build shelters by controlling resources with their hands.
- At night, monsters appear and the danger level depends on the brightness of the candle which is affected by players movement.

Background

- We borrowed the concept of gathering resources to build shelter from Minecraft.
- In the Nintendo Wii Fit's meditation game, users must never move to keep a candle.
- The game is set in a desert, and the overall mood of the game is similar to Journey.

Concepts & Key features

- During the day (about 3 minutes), the player collects surrounding resources to build a shelter.
- During the night (1 minute or so), monsters appear around the player.
- The player must save the candle. When the player moves, the monsters detect it and try to destroy the shelter to go out the candle.
- If the player moves too much, the candle will start to go out.
- When it's daylight again, the player can reinforce the shelter.
- The farther the player travels, the better resources they can collect, but they may not be able to return to the shelter before night falls.

Planned interactions & locomotion methods

- Player can grab up resources with their hands and place the objects wherever they want.
- The player's measured movements affect the behavior of the monsters and the brightness of the candle.
- The player move by default via teleportation, and may also need to climb depending on the level design.

Schedule

- Planning and designing the game systems: ~May 16
- Implementing basic features (teleportation, grabbing objects, and switching between day and night, GUIs, etc.): ~May 27
- Building detailed features (monsters, shelter building, adjusting candle brightness based on player movement, etc.): ~ June 10
- Testing and improving quality: ~ June 10
- Making trailer, presentation, and documentation: ~ June 13

Work division

- Bakhromov Bakhtiyorjon: Day (teleportation, climbing and grabbing objects)
- Jaewoong Kim: Night (monsters and detecting player movement)
- Peennanen Teemu: Night (monsters and candle)
- Seongbeom Park: Project setup, Implementing switching day and night and GUIs

Thank you