



<< THE HEIST VR >>

GAME DESIGN DOCUMENT
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C:\Users\TheHeistVR\generalVision

Logline:

In this asymmetric co-op VR you are a team of corporate agents tasked with stealing your competitors prototype. One must sneak around the offices and facilities while the other guides them and ensures they do not get caught. Will you complete your task without being detected?

Running:

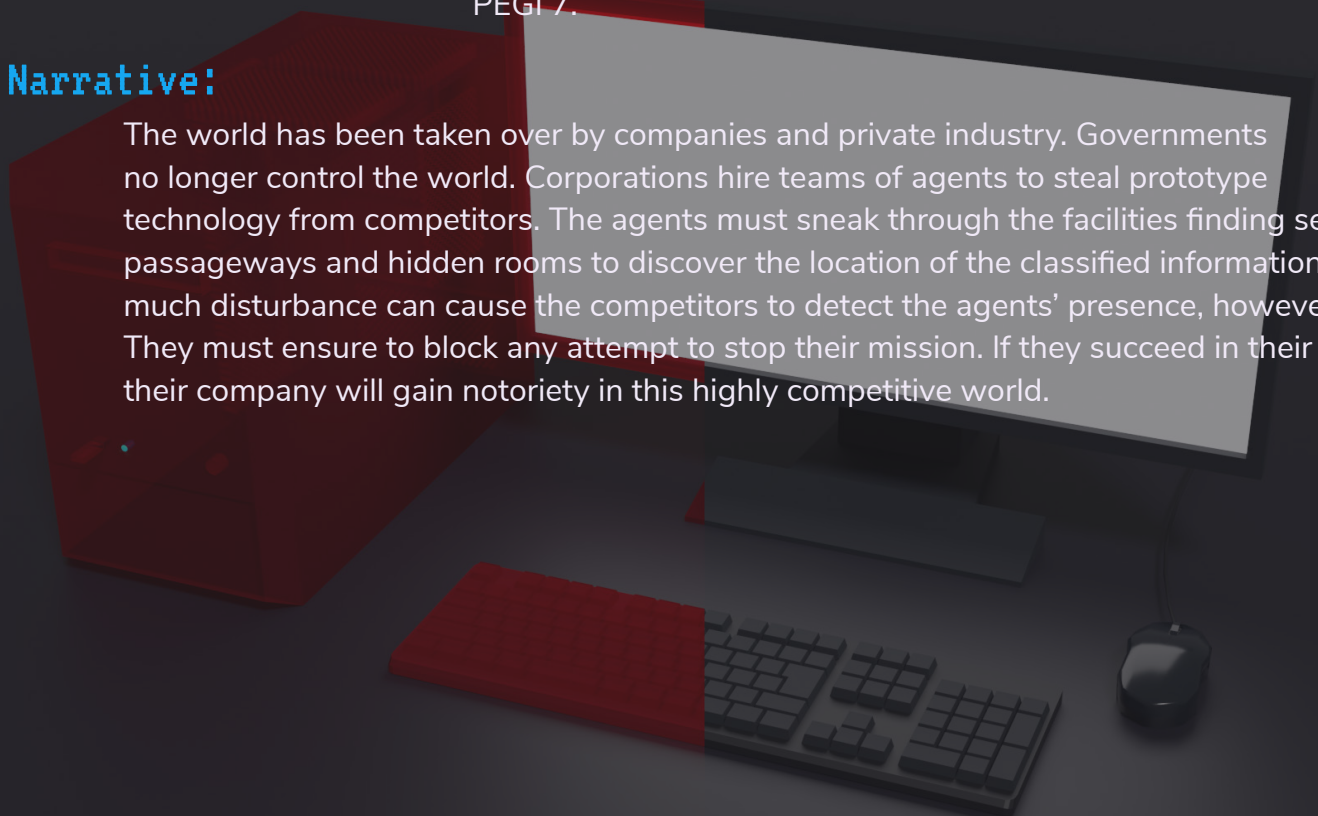
Genre Tactical stealth, co-op.

Platforms Developed with Dell Visor VR. Compatible with Oculus rift, Oculus Quest 2, HTC Vive, Valve Index. PC.

Target Ages 15-26 looking for an immersive experience.
PEGI 7.

Narrative:

The world has been taken over by companies and private industry. Governments no longer control the world. Corporations hire teams of agents to steal prototype technology from competitors. The agents must sneak through the facilities finding secret passageways and hidden rooms to discover the location of the classified information. Too much disturbance can cause the competitors to detect the agents' presence, however. They must ensure to block any attempt to stop their mission. If they succeed in their heist, their company will gain notoriety in this highly competitive world.



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Inspiration:

BlackHat Cooperative	Asymmetric video game
Keep Talking and Nobody Explodes	Asymmetric video game
Job Simulator	VR video game

Competitors:

BlackHat Cooperative	Asymmetric video game
Panoptic	Asymmetric video game
I Expect you to Die	VR video game

What makes the game different?

Both players have their own game loop, they need to receive help from the other player rather help flowing in one direction only.

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Objective

Steal the prototype without being detected.

Mechanics

VR	Movement through teleporting or continuous movement, room scale tracking. Interact with objects in the scene using the grip button. Press buttons in game by moving their hand.
Controller	Click on objects to get details. In hacking minigame, move with WASD or arrow keys and shoot with the mouse.

Obstacles

Click on objects to get details. In hacking minigame, move with WASD or arrow keys and shoot with the mouse.

Resources

The controller player must use access points to hack certain objects in the game, they receive one of these points every time the VR player places a USB into a specific computer in the game.