

Halcyon

A Whispering Mountain

Presentation

Halcyon is a VR Climbing game where each climb is different, and each path narrates the story of a lost civilization.

Discover a VR climbing game designed to support psychological well-being, reintroduce verticality, and gently encourage upper-body motion in paraplegic users. Built around simple arm gestures used in climbing, this game allows players to reclaim verticality. As they move, players regain not only physical mobility but a sense of progress, perspective, and presence.

The mountain of Halcyon may be vast and ancient, but it is not lifeless. Layered with multiple levels, lives, jokes, grief, cave paintings and song, it expresses the final breaths of its forgotten people.

Through intuitive mechanics, the mountain invites players to climb without fear of falling. Grips are procedural, glowing softly as they respond to the player's hands with color shifts and audio cues.

There is no danger, no falling, no failure. What remains is the act of moving forward, moving upwards, with the mountain beside you.

You will only progress towards the peak, towards betterment, tedious as it may be.





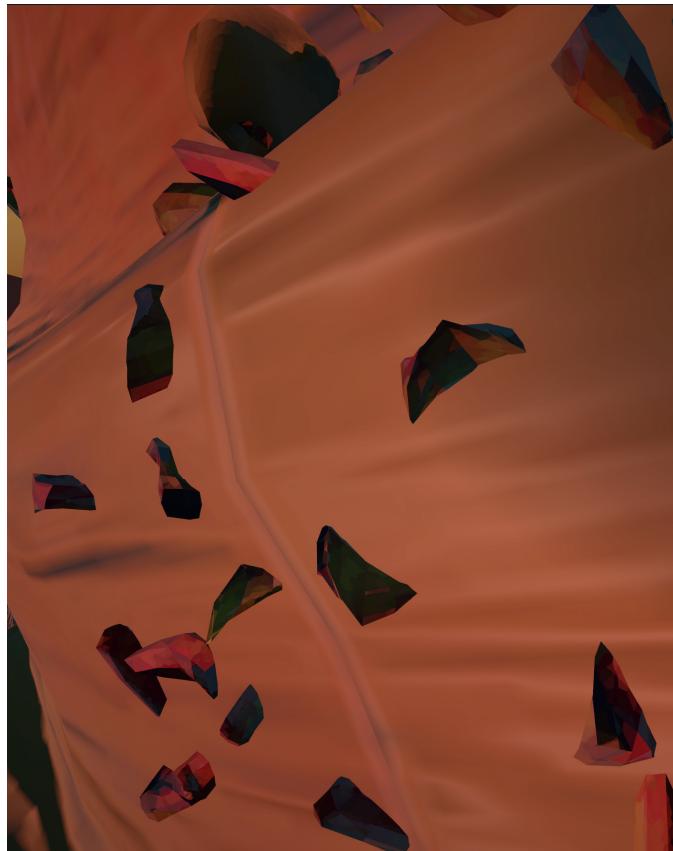
Experience

The journey begins at the base of Halcyon Mountain, a towering structure built like a vertical puzzle. The player stands in a calm desertic environment: cacti, stones, distant birds... Despite its desolation, this world is still very much alive.

Three grips are accessible: a regular rock, which allows for multidirectional movement; a lore grip, which reveals glimpses of a past story; and a rotation button at the foot of the mountain.

Touching the rotation button reveals the truth of the mountain; it rotates, moves and assists you, helping you along the desired path. You are never truly alone.

Climbing is forgiving: pinch to grab, move your arms to relocate. Letting go pauses the climb without punishment. Some grips crack and vanish, forcing players to find new paths. Each level rotates independently, while all grips and paths to the top are randomized. No one climb is always the same.



Experience

Lore grips tell the story of the people of the mountain. As these crystals, statues, and rock formations become more frequent, messages of long bygone people appear to you.

The mountain becomes a living archive.

Together, they form a cacophonous but beautiful chorus of a civilization reaching to be remembered.

At the summit, there is no victory screen. You will only find a breathtaking view, and the joy of having reached the peak.



Future Development

With more time and resources, Halcyon will continue to evolve as a gamified therapeutic tool.

Accessibility remains at the core: we plan to explore gaze-based interaction, alternate grip systems, and relaxation modes where players can ascend passively, letting the mountain carry them upwards.

The narrative system, too, is only just beginning. We envision branching storylines, mountain transformations tied to user progress, and environments that respond with player input.

Perhaps, the mountain will generate new grips when it senses hesitation. Perhaps, it will send breezes of encouragement, or reveal long-lost corners when it senses you're ready. Perhaps even, you'll discover more climbers on your way upwards. The more you uncover about its story, the more it may help.

In time, we hope Halcyon will feel less like a level and more like a companion, helping you recover.

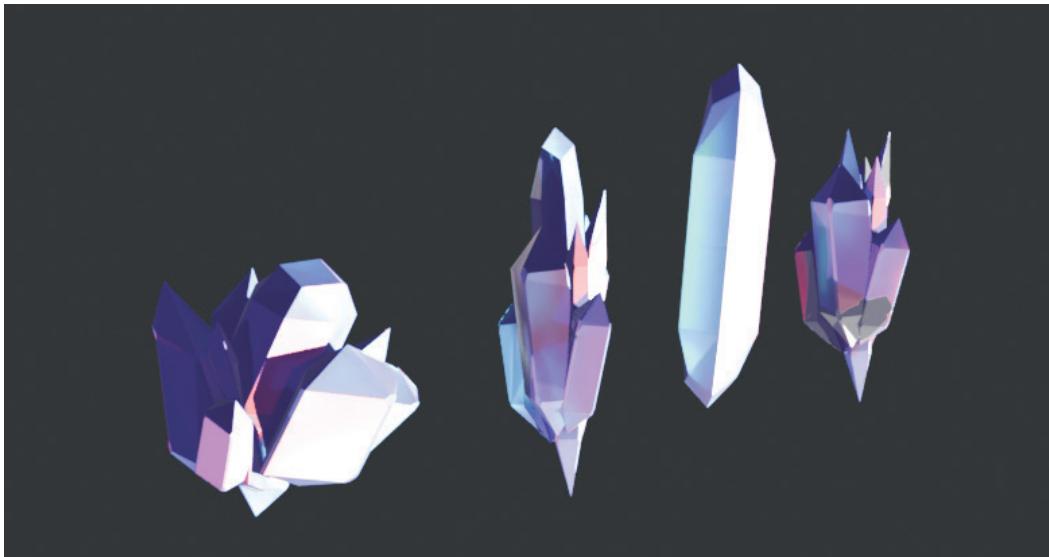




Additional Materials



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