

## **Evolving Project Summary: Unit 8**

### **Instructions:** Evolving Project Summary: Unit 8

# **Team Number and Team Name: Team 6 - Virtual Space**

**Date: November 11, 2018**

#### **Permission to Show Your Work in Future Classes:**

We hereby grant permission to show this report in future courses as a sample project.

### **1. Title of project**

Silent Rain - ominous vibe (detect case vibe)

### **2. Tag Line**

A missing person case leads a detective to an unfamiliar house.

### **3. Core statement**

The user will experience emotions of mystery/challenge while searching around the empty home for clues in regards to the narrative, which involves a missing woman.

### **4. Essence statement**

In this game, the user will experience the feeling of excitement through searching and interacting with different kinds of object in the game. The puzzles of the game will also grab their attention as it requires their active participation to use the environment objects to complete them. As such, we hope players are

excited to solve unique puzzles that will require thinking outside the box and potentially using all your extremities.

## **5. Conceptual spin & goal of project**

One of the things we plan to focus on in this game is the sound design. We think that sound is a key element in immersing players while providing them with the right tone for situations that would reflect that of that in the real world. Which matches the idea of presence. Although we will be implementing puzzles based on available time, the one which we are currently focused on is a piano-like instrument which the player has to interact with in order to solve the puzzle. This will create challenges, and hopefully, allow the player to achieve flow. The overall purpose of our environment is to move beyond basic interactions and focus on more unique aspects of VR, including puzzle solving in 3D space which will require players to use their mind physical abilities (to an extent).

## **6. Target audience**

The target audience for this games are people who are age 13+ or above as VR for children can risk the development of their vision. In addition to the theme of the game being for a mature audience, which deals with murder/horror, which is not suitable for young children. As such, we will focus on adult and challenging puzzles which include some knowledge of puzzle game basics. e.g. knowing about sound puzzles, and matching elements.

## **7. Theme(s) of project & genre**

The theme of our game will be an escape puzzle game where the player will be required to solve puzzles to advance in the game. Through each successful puzzle, players will be given information about the narrative in addition to clues which will help them solve the mystery. The period we aim for will be a futuristic era, possible 2100- in doing so we hope to incorporate unique elements which are things experiences in sci-fi spaces. However, not too far into the future as to remove the player from the reality of expectation. ie. lack of mental model matching.

## **8. Style of project**

The visual style we are aiming for is a mix between realism and surrealism should time allow. This is in part to allow the player to focus on the mystery without becoming overwhelmed with futuristic elements and moreover, allow objects enough detail to give players subtle clues which may not be obvious at first glance. The look of the game will be dark and monochromatic to give the game a cold feeling, to help evoke the emotion of someone who is missing and the uncertainty of the job the player is enacting, a detective. The audio is going to be focused on sound effects, and environment objects over music, to create tension.

## 9. Your own Motivations

Natalie:

- Learn VRTK, and study the interaction between the user and the object within the immersive environment.
- Creating and modelling a beautiful environment and let the user enjoy the experience when they exploring the immersive environment.

Raymond:

- practice and learn about unity for future game making.
- be able to create and design different kind of puzzle which are fun to solve.
- create a unique VR experience for the player

Ricky

- explore the elements needed to create suspense within a 3D space.
- gain experience for alternate realities in VR
- learn VRTK, in preparation for v4 of the toolkit.
- create a beautiful work, that I can be proud of, but also build on in the future.

## 10. User experience goal(s) + atmosphere users should experience

We are aiming for a experience that focus on interacting with the environment. We would like the user to feel during the game that most things in the scene are intractable and placed in a way that fits the theme.

## 11. Affinity Diagramming

After doing the diagram we found the team was leading towards a sci-fi puzzle/escape room type of game, we did not take pictures of the diagram.

## 12. Inspirations analysis

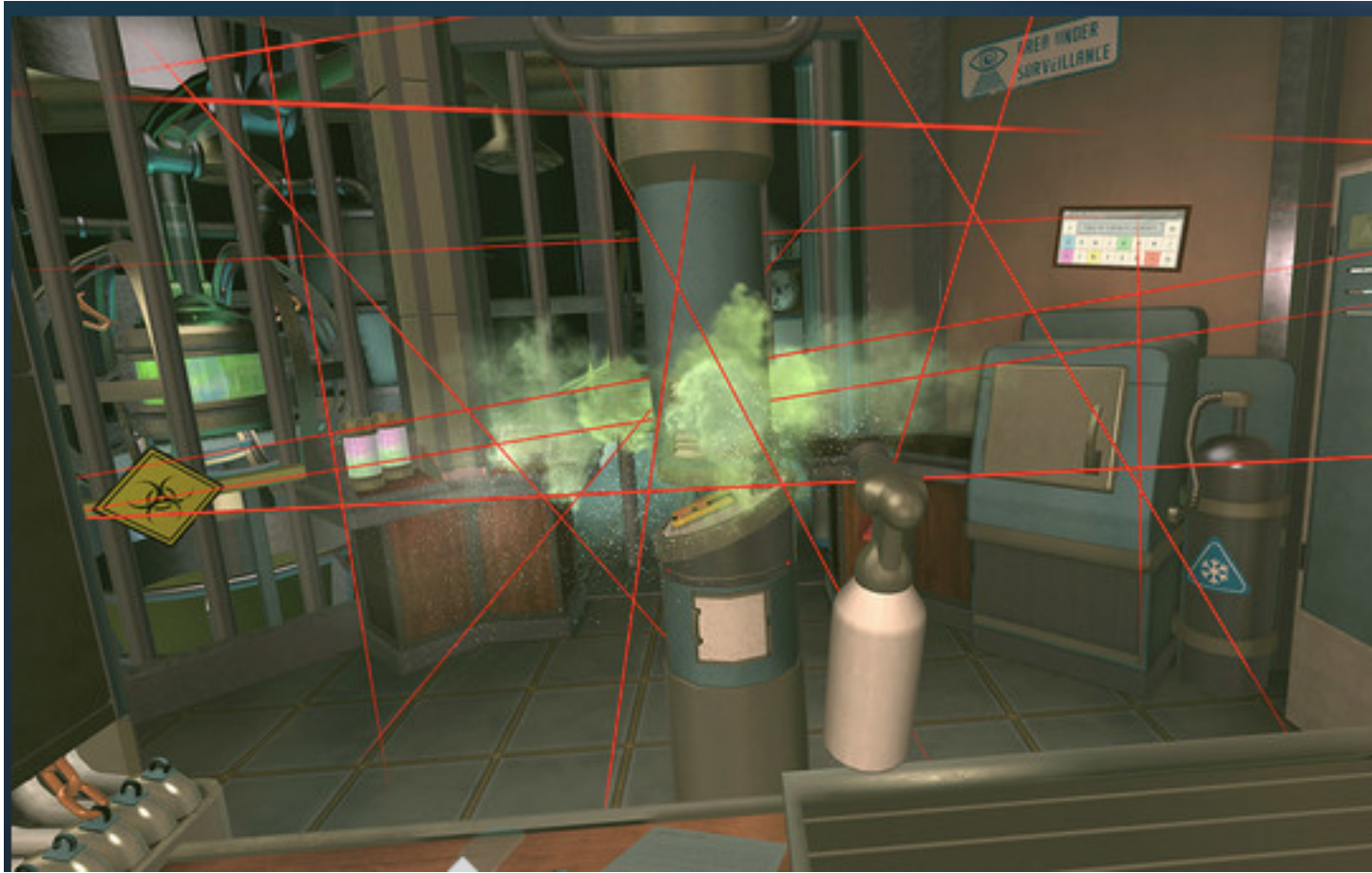
Nevrosa: Prelude - [https://store.steampowered.com/app/598070/Nevrosa\\_Prelude/](https://store.steampowered.com/app/598070/Nevrosa_Prelude/)

this game has great visual design, using light and darkness to make the world feel expansive and allow players to explore spaces which are smaller but feel large.



I Expect You to Die - [https://store.steampowered.com/app/587430/I\\_Expect\\_You\\_To\\_Die/](https://store.steampowered.com/app/587430/I_Expect_You_To_Die/)

the focus is on the player being under pressure from a time-based challenge, requiring them to take on the person of a secret agent



## 13. Narrative, Setting, and Characters

Description: this version goes with the ‘detective solving a case’ theme that we discussed last time.

Genre: Crime/Drama

It’s been almost a week since Mandy Mills was reported missing. Her family though distraught, have not despaired and neither has Detective Liam. His colleagues however think the girl is probably already dead and deem the case a lost cause. Detective Liam is more optimistic, though some would call him arrogant. Since his appointment as a detective, he has not failed at solving a single case and he is not ready to let this be the first.

The disappearance of the young woman has been announced on all radio and tv stations but not a single person has come forward with any information yet. The best tip so far has come from highway and traffic cameras which have revealed some few seconds of footage showing Mandy’s car driving eastbound along Highway B12 and taking the third exit into Jonesville town. The car then seems to vanish after taking the route to Hillcrest Manor, a leafy suburb in the eastern ward of Jonesville town.

Detective Liam begins his search in Hillcrest Manor and goes door to door seeking information from the local residents. His inquest leads him to a stunning modern home deep in the suburb which seems to be vacant. Nobody responds to his knock at the door and Detective Liam is about to leave the premise when

something catches his eye as he walks down the driveway. He sees tire tracks on an unpaved section of the driveway which show a car had recently driven up into the shed adjacent to the house. Detective Liam decides to go around the back and see if he can peep into the shed, but he cannot. All the windows in the house and the shed are sealed and all the blinds have been drawn.

After walking around the property a couple of times, Detective Liam is convinced that the house needs to be searched immediately. Without a search warrant or even backup, he breaks into the house...[game starts]

## 14. User Experience and Game Progression

In the game, players are restricted to a room until they are able to solve the puzzle, upon solving the puzzle they are given a piece of the narrative and access to leave the room, and in doing so given access to another room. Thus, the further players progress in the game, the more rooms within the game environment players are able to access. Players progress through the game by solving puzzles and as they progress, puzzles begin to require information from more than one room in order to increase difficulty.

## 15. Final Project Innovations

(a) Did your affinity diagramming session in Unit 4 have any impact on your Final Project ideas?

it helped us decide on the idea of creating a narrative based on puzzles, which transformed from forest puzzle to a murder-mystery involving a detective within a mysterious home.

(b) How are you going above and beyond what you have already learned?

we are planning on creating complex puzzles which are unique and inspired by our imaginations.

(c) What parts could you re-use/re-purpose from other assignments, and what will be new?

VRTK toolkit, basic sound interactions

## 16. Immersion Frameworks

(a) In what way will your project support immersion, flow and/or presence etc.?

(b) What type of immersion are you focusing most on, and why? How do you plan on using these to support your overall project objectives and desired user experience?

challenge-based immersion, imaginative immersion and sensory immersion.

(c) Please explain in detail how your team plans on evoking your chosen immersion aspects.

## 17. Interaction

a. What types of interactions will your project use?

Our game is going to use interaction including: Grabbing things from, inserting key and opening lock,, crouching down to get through spaces, pressing buttons/ keys to activate certain results, sliding open and close door.

b. Justify why you think that each interaction mechanism works for your experience.

The interactions in our game are mostly focusing on solving the puzzles. Grabbing is one of the mandatory interaction which utilizing the game objects to discover and ride through the puzzles, The

interaction of crouching down in space give the player a sense of presence as it requires physically crouching down which the VR world view will hint the player to make this more immersive.

The sliding open and close the door is for the closet design. The reason behind this is to present a more modern feeling to the user. Been able to press and play the keys as well as interact with the buttons, this give the player the feeling that everything in this environment actually works and are not only for display. which will in a way make the player more curious thus and be more engaged in solving the puzzle in the same environment.

c. Give one example of an alternate design for each of your interactions.

For using the key to opening the safe. We have also thought of using a coin instead. After inserting a coin, the machine will return the user with the same result as the ones with the key/

## 18. Why Your Project is Awesome

(a) What's new/interesting/cool/exciting/different about your project?

What we hope is different in our project than others is the use of

(b) Why is your project **relevant**? How does it provide a **meaningful** / desirable experience to the users?

(c) For you final showcase, what would be your main "selling points"? Why should anyone care about it?

## 19. Project timeline

Date	Priority	Task description	Team Members	Status/ Finished?
November 9th, 2018	high	building basic UI for game start and play mode	Ricky	WIP
November 9th, 2018	med	designing first puzzle models	Raymond	finshed
November 9th, 2018	high	finish building initial starting room (kitchen/living room), and move to 2nd room	Natalie	WIP
November 16th, 2018	med	finish building interfaces for game/transition/and being implementing narrative elements	Ricky	WIP

November 16th, 2018			Raymond	
November 16th, 2018			Natalie	
November 23th, 2018			Ricky	
November 23th, 2018			Raymond	
November 23th, 2018			Natalie	

## 20. Appendix A: Affinity diagram

## 21. Appendix B: Sketches & Misc

Sketches on Concept Sketches page.