

Hide N' Seek VR

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WHAT IS OUR GAME?

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Hide N' Seek VR is a refreshing twist on the classic game of hide and seek. Remember a simpler time when having fun at the playground was the name of the game? Hide N' Seek VR seeks to recreate a similar experience while adding innovative interactions that is made possible with VR. The game is perfect for anyone looking to play a fun and casual game.

As a corny philosopher once said, the only limit is your imagination, we hope that by creating a simple game with simple mechanics, players can find joy in the common multiplayer experience that we found was so mesmerizing.



OUR GAME

- Players will enter game lobbies of ~20 people.
- 5 of those people will be randomly selected to be seekers. 15 of those people will be randomly selected to be hiders.
- Before the start of the round, seekers will be shown the original room before hiders are hiding. At the same time, hiders will be finding a hiding spot.
- After ~30 seconds, the seekers will be rendered as people objects and will go around tagging the hiders.
- Seekers win if they tag all the seekers before ~5 minutes.
- Hiders win if time runs out, or all seekers lose all their lives

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**WHERE DID WE GET THE
IDEA?**

HIDE.IO





WHAT IT IS



- Hiders are spawned as random objects.
- Seekers must find and tag these player-controlled objects within a time limit.
- Each time a seeker guesses wrongly, 1 life gets taken away
- Each seeker gets 5 lives

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INTERACTIONS



INTERACTIONS

- Hiders will move around the map and hide amongst the rendered environment by double tapping the cardboard button to lock themselves in place.
- Seekers will search for these hiders that are blended into the environment.
- Most of the gameplay will be conducted in the first person view.
- Seekers will then tag hiders using the google cardboard button.

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VISUAL ASSETS

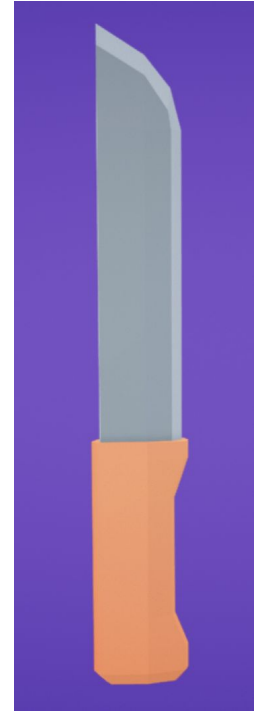
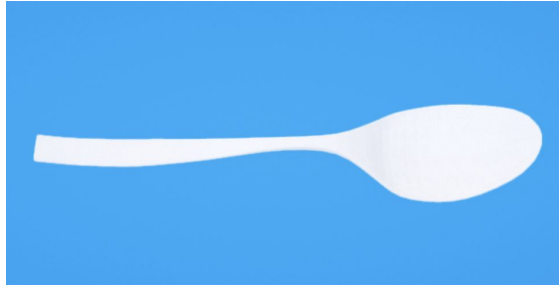
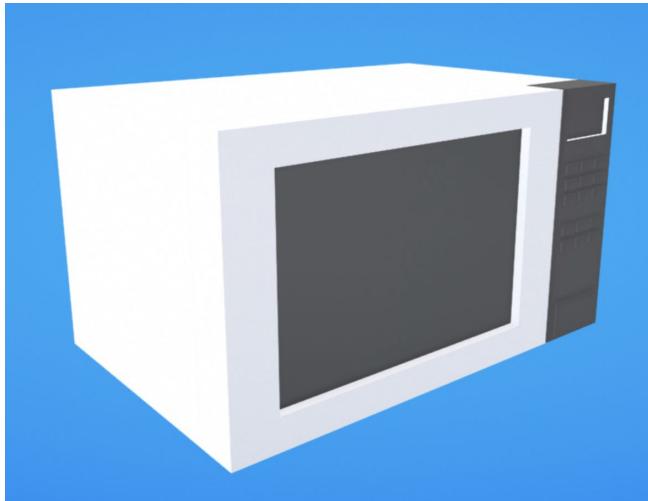


ENVIRONMENT





COMMON KITCHENWARE



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CHALLENGES



Looking forward

Our Challenges

- The Google Cardboard provides only one button, severely limiting the user experience.
- Creating a network that will support ~20 players.
- Drawing up the assets needed to make the game experience visually appealing to its users.
- Generating different users as random objects on the server.
- Generating non-player objects randomly throughout the scene

Our Solutions

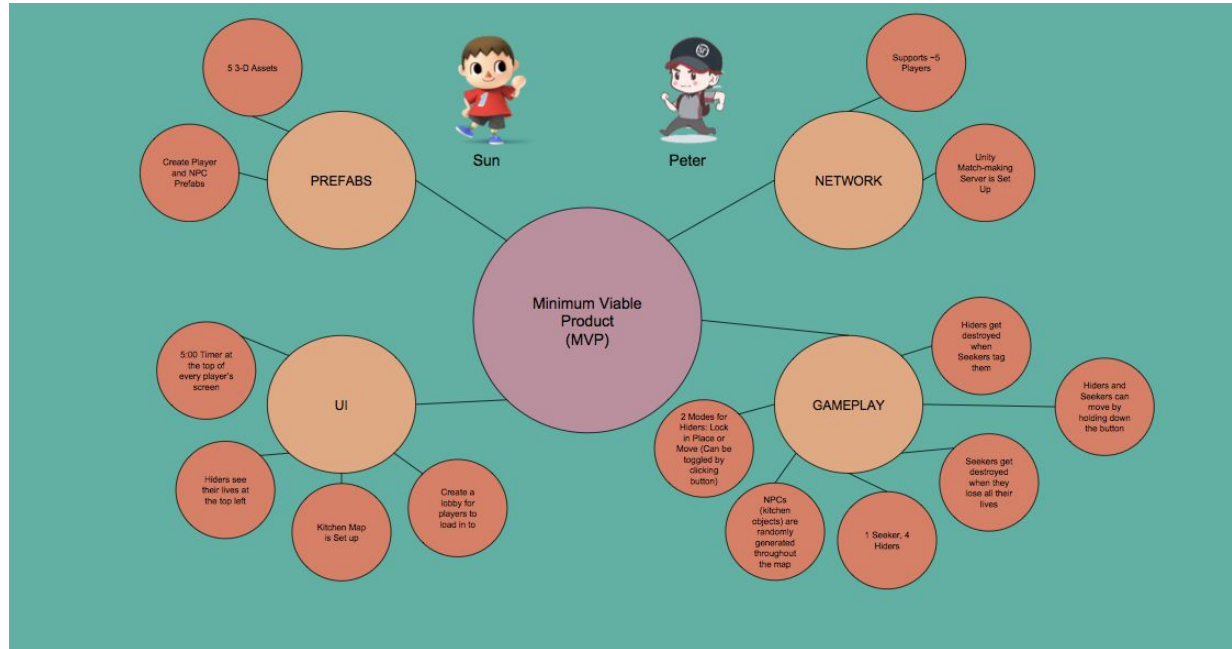
- User will move forward by holding the button. User will toggle between spectate mode and moving mode by clicking the button
- We plan to use Unity Matchmaking Service
- 3-D assets will be imported from the internet
- Use the random number generator to map to an object to be rendered
- Perlin Noise Function?

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MINIMUM VIABLE PRODUCT



MVP





THANKS!