

Game Title: *Ancient Echoes VR*

Genre: VR Puzzle Adventure

Platform: Meta Quest 2, 3 and 3s

Concept

In *Ancient Echoes*, players embark on a mystical journey through ancient temples filled with puzzles inspired by Mayan mythology. Each level presents the player with a room containing statues and clues hidden within wall paintings. The objective is to select and place specific statues on corresponding pedestals in the order suggested by the paintings, unlocking the door to the next level.

Gameplay Mechanics

- **VR Controls:** Players can grab statues and place them on pedestals using VR controllers.
- **Jetpack Movement:** A jetpack allows players to fly around the room, enabling access to hard-to-reach statues or clues.
- **Puzzle Solving:** Each wall painting features symbols hinting at the correct statues and arrangement order. Some statues are red herrings, adding challenge.

Objective

Identify the correct statues based on the painting clues, then arrange them in the correct order on their respective pedestals. Solving the puzzle opens the door to the next level.

Level Design & Progression

Each level increases in difficulty, introducing more statues and red herrings as follows:

1. Level 1

- **Statues to Place:** 2
- **Red Herrings:** 0
- **Statues Used:** Bird, Man
- **Description:** Introductory level with basic clues to teach players the mechanics.
- **Image:**



2. Level 2

- **Statues to Place:** 2
- **Red Herrings:** 1
- **Statues Used:** Tree, Serpent
- **Description:** Introduces the concept of red herrings with one extra unrelated statue.
- **Image:**



3. Level 3

- **Statues to Place:** 3
- **Red Herrings:** 1
- **Statues Used:** Man, Wolf, God
- **Description:** Adds complexity with an additional statue, making interpretation trickier.
- **Image:**



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4. Level 4

- **Statues to Place:** 5
- **Red Herrings:** 0
- **Statues Used:** Bird, Man, Serpent, Tree, Warrior
- **Description:** First level with five statues, focusing entirely on arranging them in the correct order.
- **Image:**



5. Level 5

- **Statues to Place:** 2
- **Red Herrings:** 3
- **Statues Used:** Dragon, Sun
- **Description:** Fewer statues to place but with multiple red herrings to increase difficulty.
- **Image:**



6. Level 6

- **Statues to Place:** 3
- **Red Herrings:** 3
- **Statues Used:** Priest, God, Tree
- **Description:** Challenges players with balancing clues amid equal numbers of real statues and red herrings.
- **Image:**



7. Level 7

- **Statues to Place:** 5
- **Red Herrings:** 2
- **Statues Used:** Bird, Serpent, Dragon, Wolf, Priest
- **Description:** Adds complexity by requiring players to discern correct statues with minimal red herrings.
- **Image:**



8. Level 8

- **Statues to Place:** 5
- **Red Herrings:** 3
- **Statues Used:** Man, Sun, Warrior, God, Tree
- **Description:** The level combines red herrings and a larger number of statues to increase challenge.
- **Image:**



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9. Level 9

- **Statues to Place:** 6
- **Red Herrings:** 2
- **Statues Used:** Bird, Man, Wolf, Priest, Dragon, Sun
- **Description:** Nearly full puzzle layout, balancing more statues with fewer distractions.
- **Image:**



10. Level 10

- **Statues to Place:** 6
- **Red Herrings:** 4
- **Statues Used:** Tree, Serpent, God, Dragon, Warrior, Sun
- **Description:** Final level featuring the most statues and red herrings, requiring close attention to painting clues.
- **Image:**



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Statue Details

Each statue represents one of the following objects, chosen for their mythological and symbolic significance:

1. Bird
2. Man
3. Serpent
4. Wolf
5. Tree
6. Priest
7. Warrior
8. God
9. Dragon
10. Sun

Visual & Audio Style

- **Visuals:** The temple interiors are dark and atmospheric, with flickering torchlight casting shadows on stone walls. Statues and paintings exhibit an ancient Mayan art style, emphasizing symbols and colors that enhance the mystical experience.
- **Soundscape:** Echoing drips of water, distant rumbling, and occasional ominous whispers add to the mysterious ambiance. Each level's solution unlock triggers a satisfying sound effect, followed by the grinding of stone as the door opens.

Player Experience Goals

1. **Immersion:** Create a deep sense of exploration, mystery, and awe.
2. **Challenge:** Progressively increase puzzle difficulty to test players' observation and deductive skills.
3. **Rewarding Discovery:** Offer satisfying moments of realization when players solve each puzzle.