



Being lazy in VR / Lazy VR

Literally finding new way to be lazy

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Computing for games

Overview

My VR project is a simple one. It encourages the user to be as lazy as possible in a VR environment, in this level you are greeted by A TV in game with the developer (me) on the flat screen, I would talk to you and explain the simple game. The objective of the game is to turn on/interact with objects around you by being as lazy as possible, the more active you are the more points you lose, you start with 100 Points.

An example would be exactly like an action every human does when the remote of a TV is too far, what do we do? We reach for it without actually getting up so with our feet or a claw stick if one is available. You are rewarded for not leaving the couch and rewarded for making as little movement as possible.

Detailed description of what this actually is if you haven't got it in the overview yet because I tend to be vague when I explain things.

The game starts you off with 500 Points, the more movement you make the more points you are deducted from that 500. Now you might think this is difficult, it ain't; as a player you are able to craft things together around you in order to complete your objective, for example a tool a player will always have is sellotape now remaining on the couch you pick the objects surrounding you up and use the sellotape to form something in order to complete your objective like a massive claw made up of remotes and junk you have lying around in a very messy living room.



Game Objectives


1. Grab the remote at the end of the table (easy)
2. Turn on the stereo on the coffee table (Medium)
3. Turn on the air conditioning (you're getting good at being lazy)
4. Make a sandwich (You are the gandalf of being lazy)

Rewards

If you complete the game itself you get a very patronising me (the developer) on the tv screen of the living room telling you about where your life is going considering you just beat a game on being lazy...well done.

Goals

1. Create a level (done)
2. Create a tutorial for user (not done)

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3. Create assets (done)
 4. Implement Vive (Not done)
 5. Implement interactivity for assets.

Market Research

I believe this game is viable to the market considering quirky funny games like Goat Simulator was such a success, there were objectives to the game but it made no sense whatsoever. In 2014 it was estimated that Goat Simulator sold 1 million copies. That's excluding copies sold after it had a mobile port a year after its initial release.

But why are you relating this to Goat Simulator?

Like Goat Simulator this game has no sense to and would be funny and fun to play.