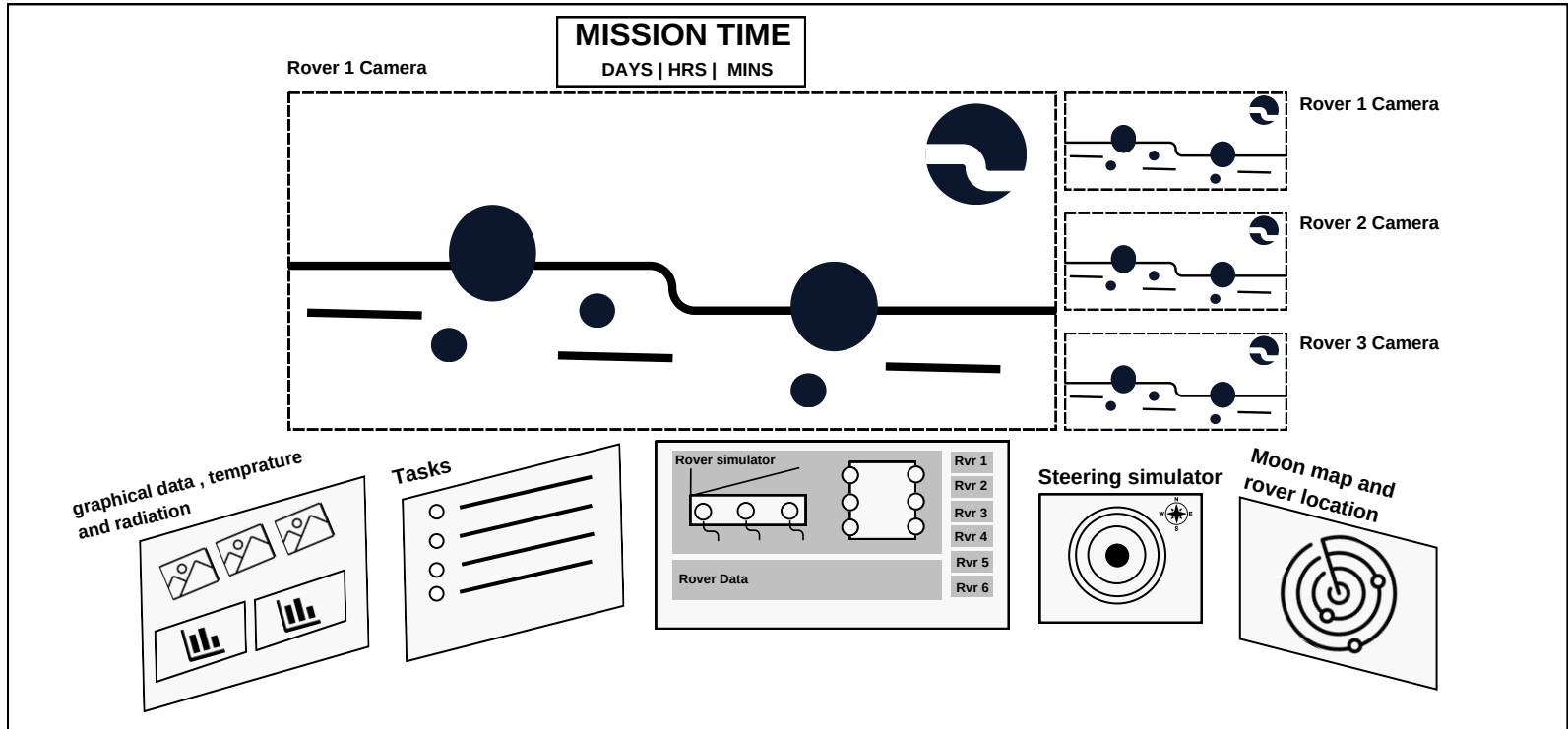


VR
LUNAR ZEBRO
STORYBOARD

First concept | Zebro Story

Game Abstract



A storytelling game of Zebro's first mission on the moon.

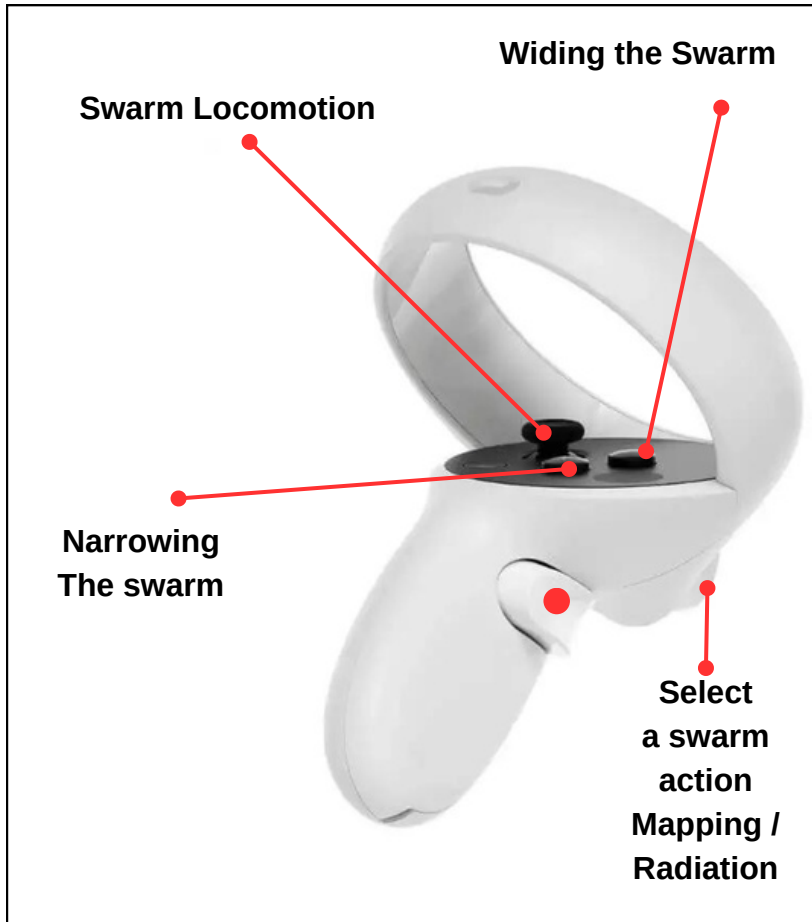
The player takes the role of the rover controller on the earth using the VR headset.

The game consists of a series of tasks that the rover requires to do during its first mission on the moon.

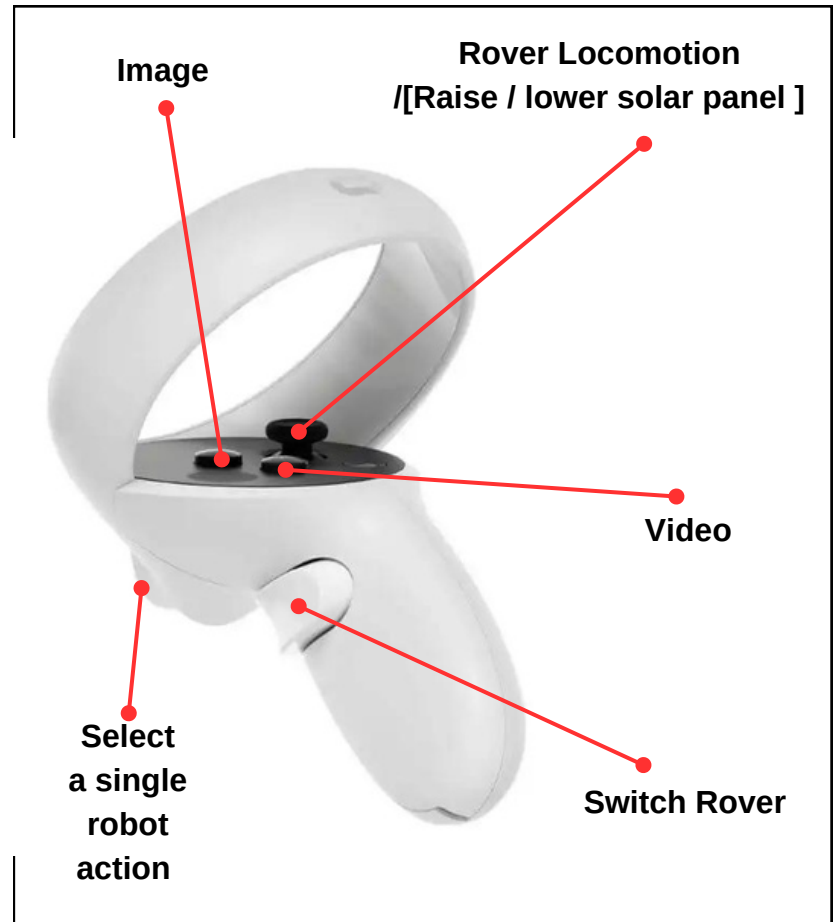
The game experience requires simulating to a large extent the communication between the rover and the command center on the earth.

The player sits in the command center on the earth controlling the rover through the screens.

Controllers



Swarm Control



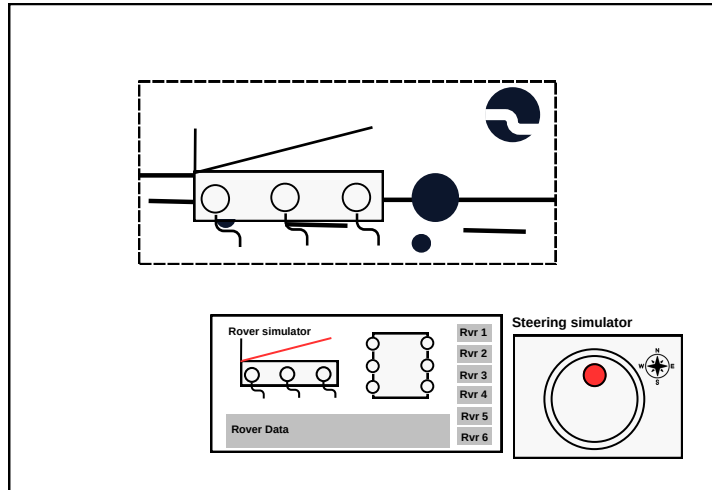
Single Rover Control

1st concept

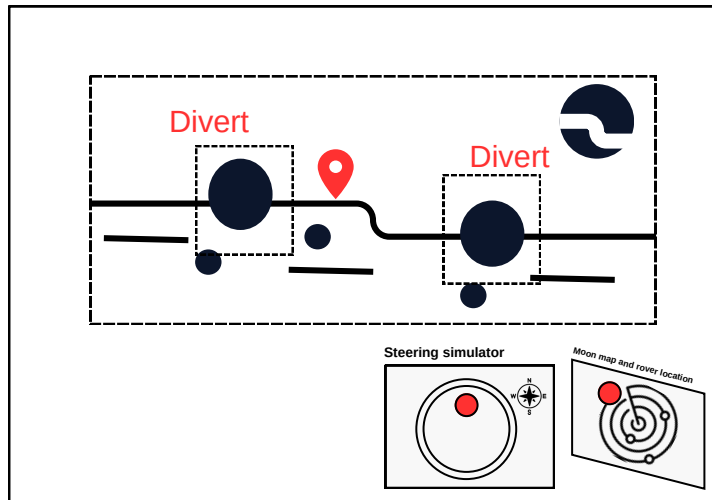
Storyboard

Phase 1

Site finding



1. Move and orient the solar panel for charging.



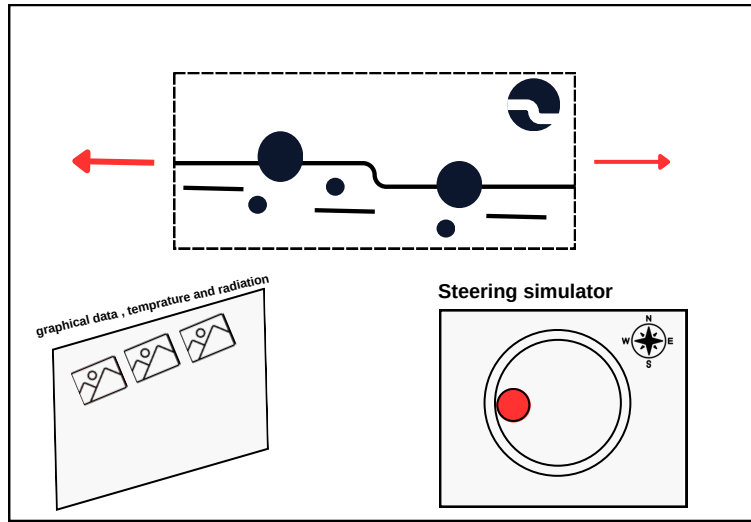
2. Move to the site and avoid obstacles with the help of a navigation system.

1st concept

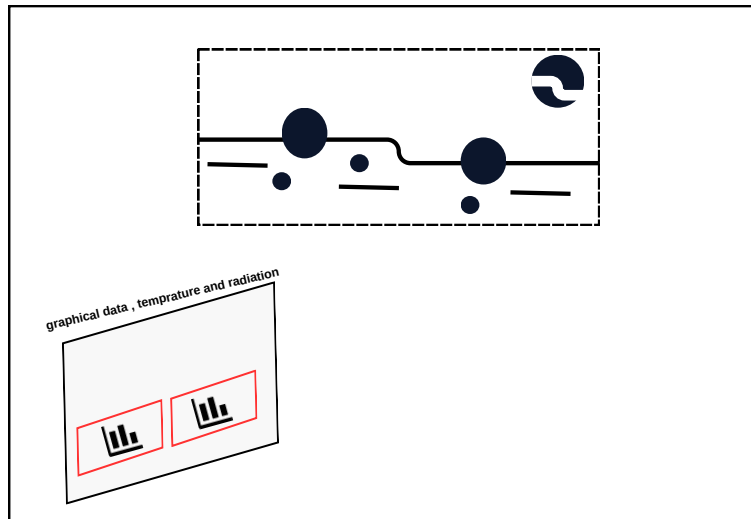
Storyboard

Phase 1

Site finding



3.The Rover Requie to record a video of the site by pressing and rotating



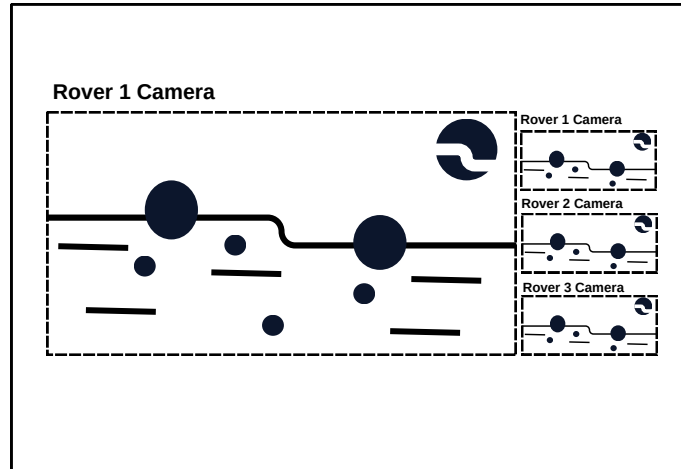
4.The rover start to press to measure different parameters

1st concept

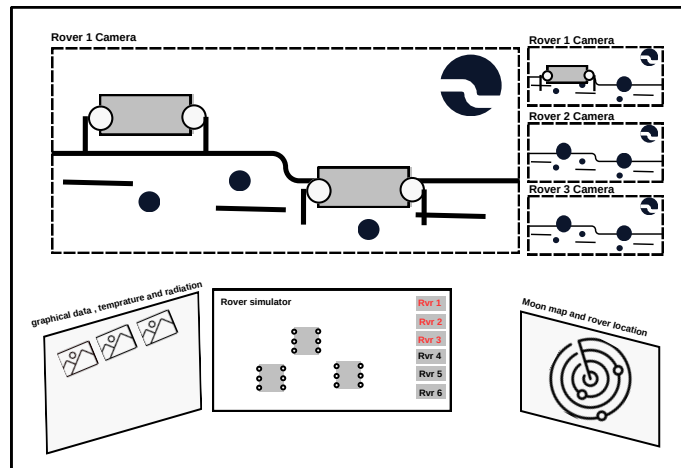
Storyboard

Phase 2

Swarming



2.0 [Another group of swarm joining in splitting the view]



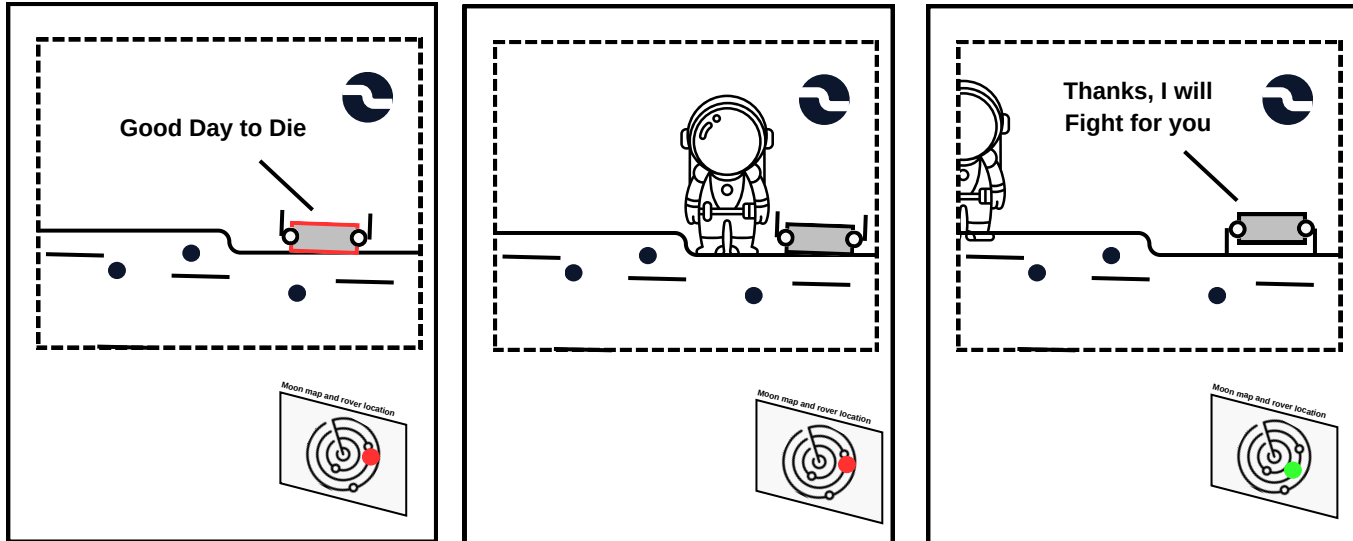
2.1 **Swarm mapping** |
select a group of rovers and move together to a location on the map

1st concept

Storyboard

Phase 2

Swarming



2.2 One of the rovers falls, you press on it to call an astronaut for rescue

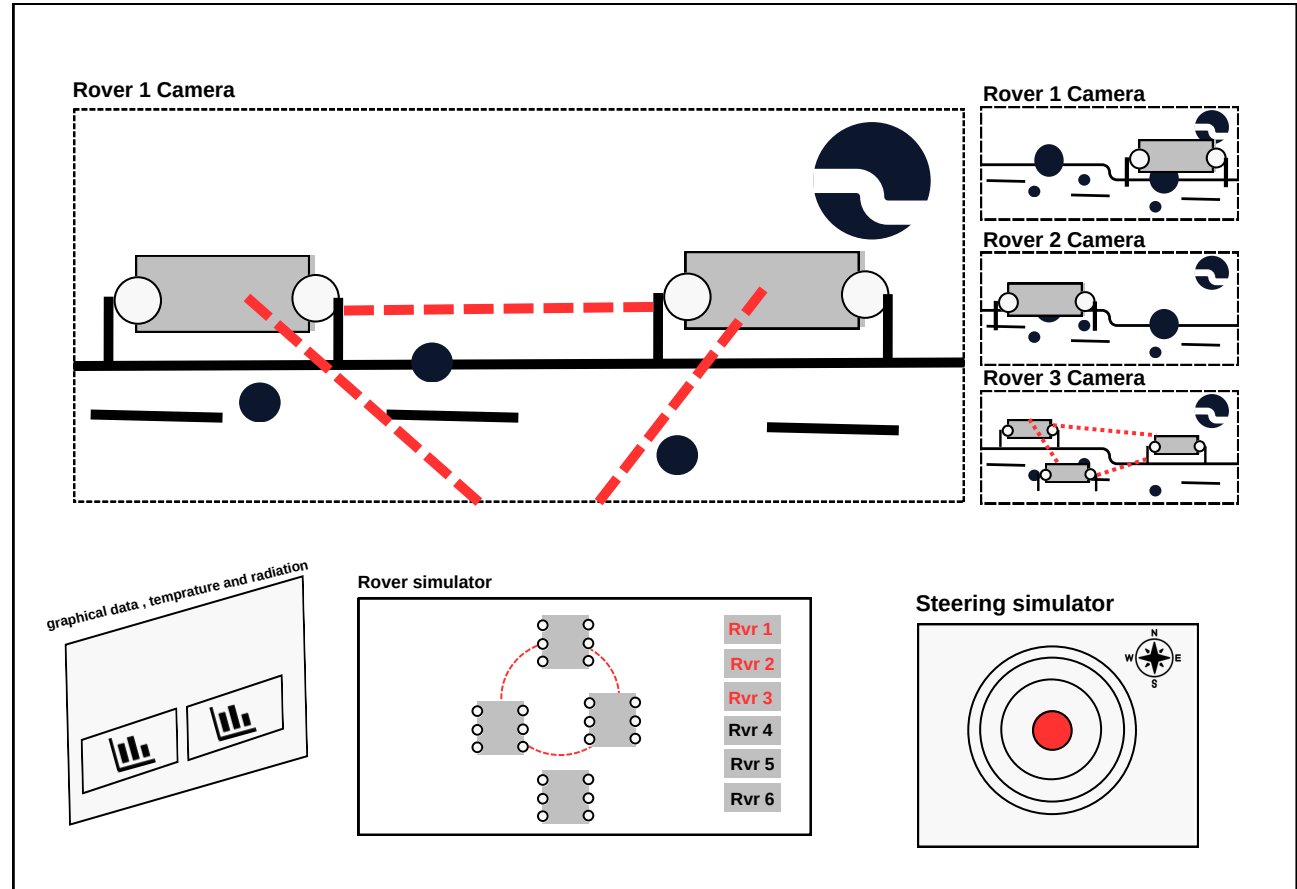
1st concept

Storyboard

Phase 2

Radio

Astronomy

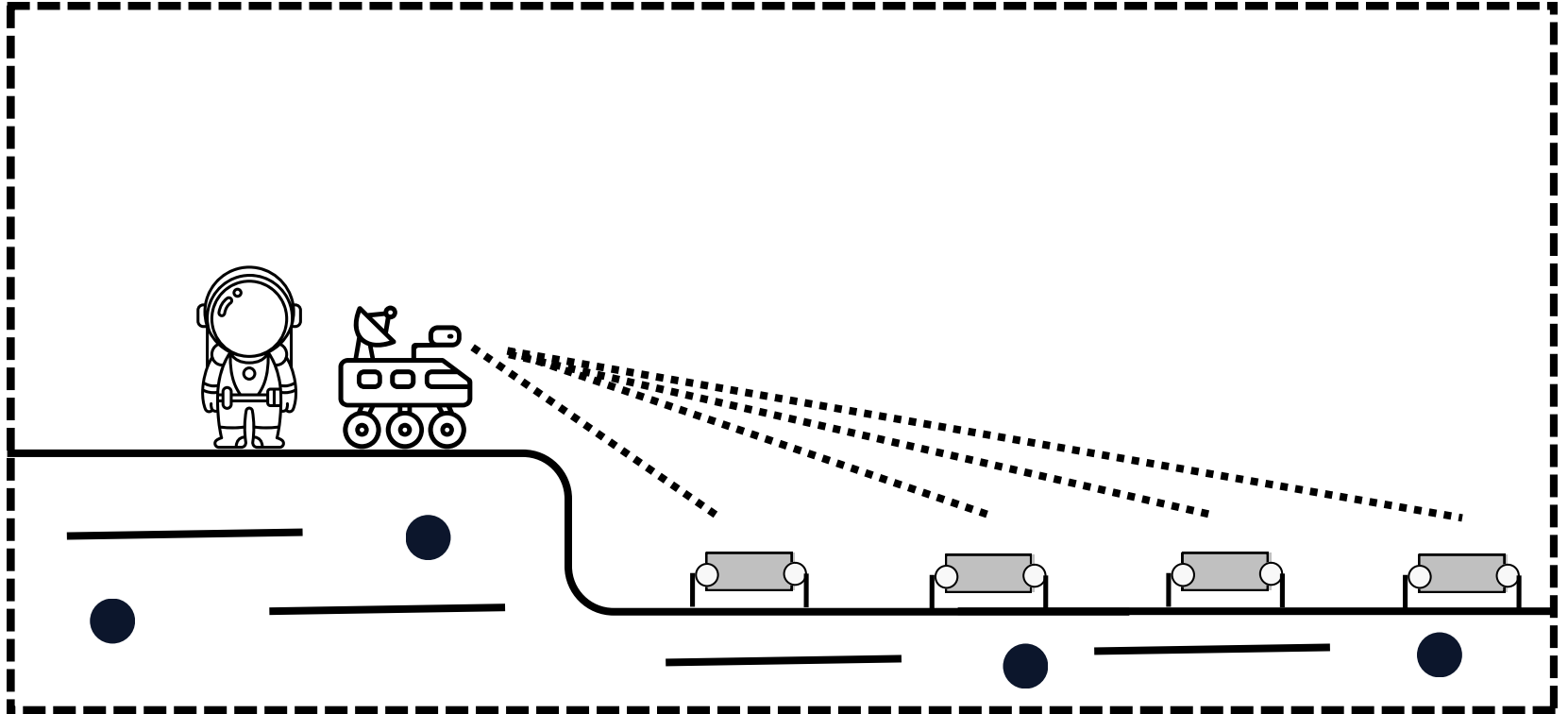


2.3 Radio astronomy | increase and decrease the circumference of the rovers to a certain diameter to create the suitable antenna

Second Concept | Setting The first Lunar base

Background

In 2026 Nasa will launch the **Artemis** mission where humans and robots will collaborate together to find the potential site to establish a permanent moon base.

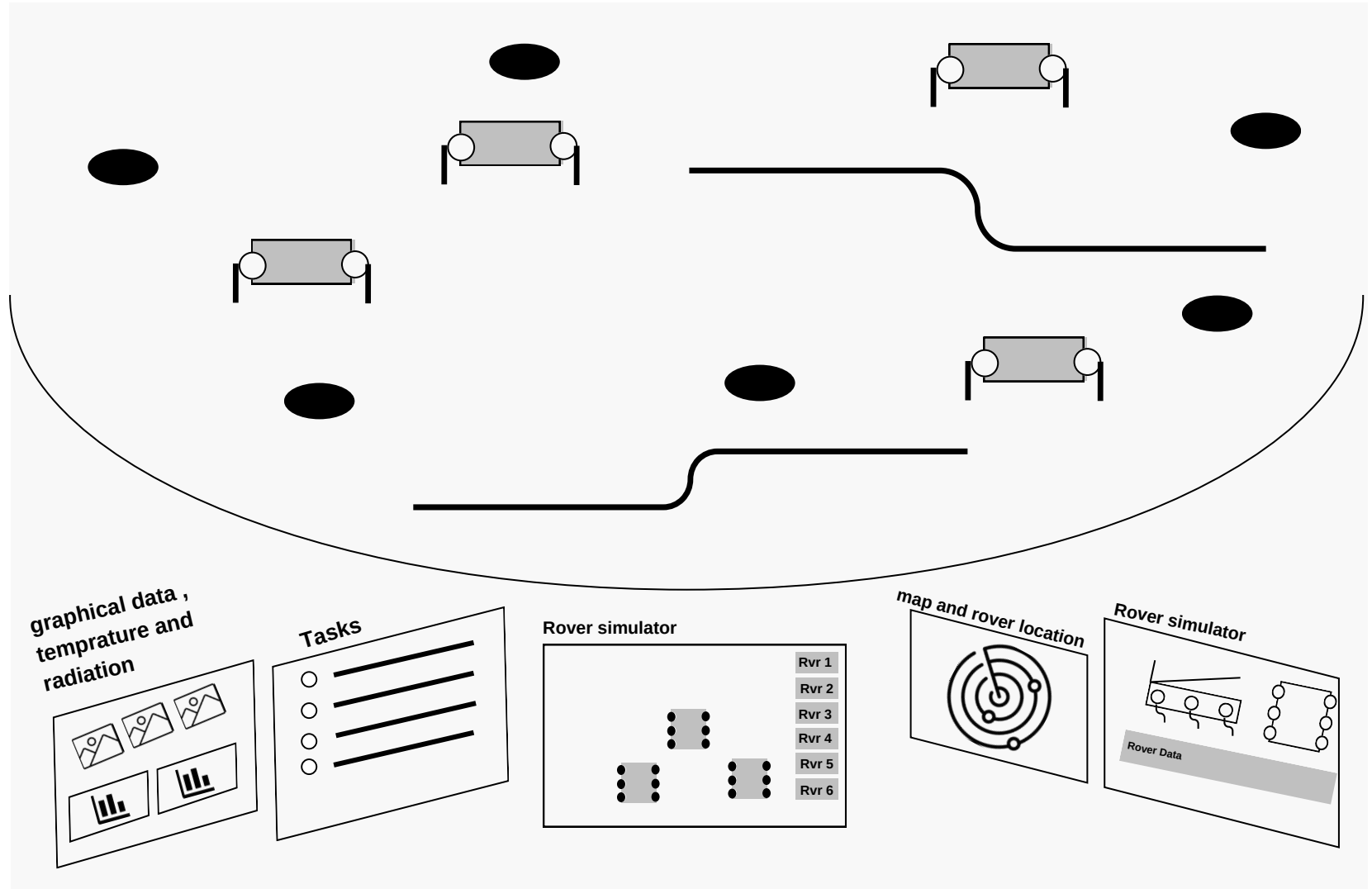


Game Abstract

The player acts as an astronaut that controls the rover on-site by receiving tasks from the command center on earth. Where the task is to understand the surface topology, radiation, and material such as the lunar ice, and regolith.

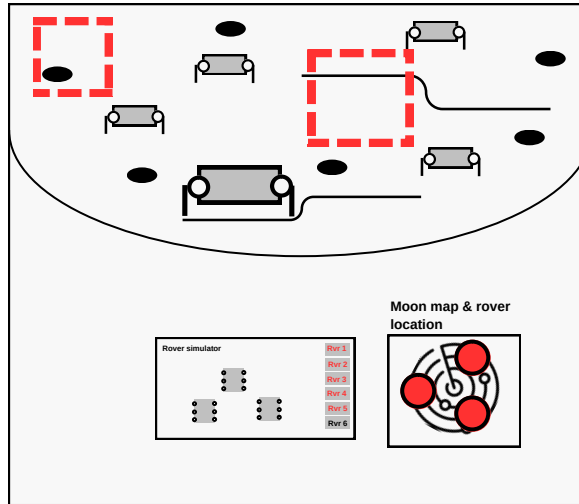
The player starts to order rovers by the display on the hands.

Player POV [Astronaut]

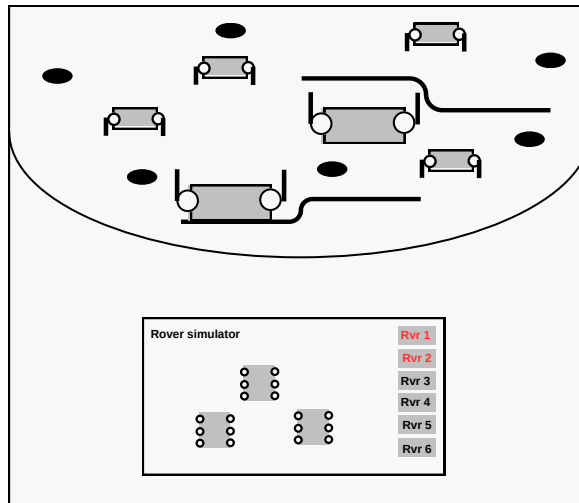


2nd concept | Story board

1st phase | Mapping



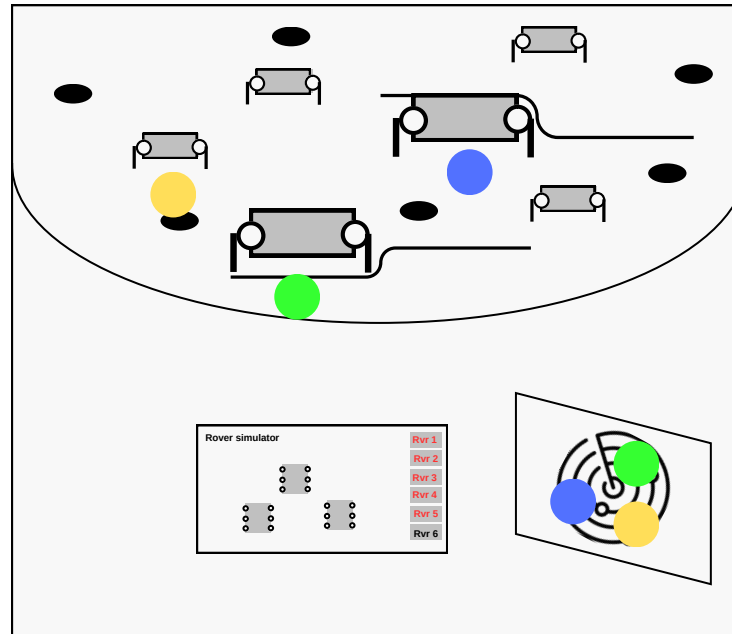
1.0 The first task is to map the surface. The astronaut selects group of rovers and select the region on the map



2.0 Two rovers slides stopped working. The astronaut assign another two rovers

2nd concept | Story board

2nd phase | Soil Analysis

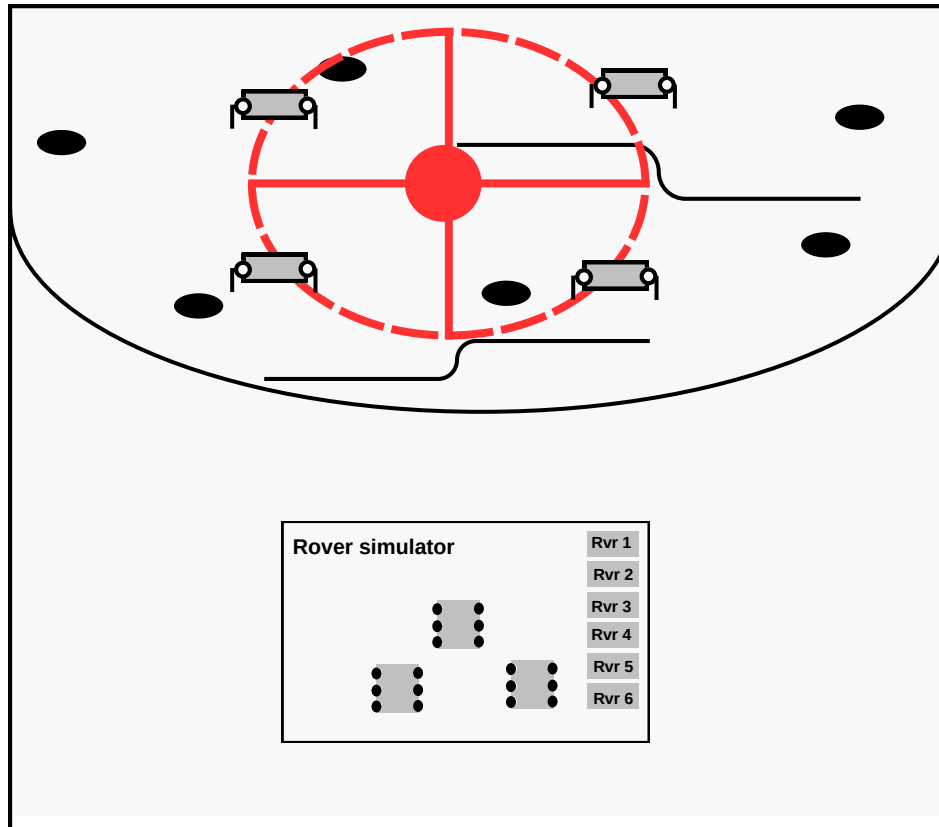


The player Start to make each rover go to a certain place pop up on the map to do different analysis Example :

- lunar Ice analysis
- Regolith analysis
- other measurements have to be carried

2nd concept | Story board

3rd phase |
Cosmic
radiation



The player selects a group of rover and move with them to the specified region and [Widen or narrowing the swarm to create the suitable antenna]

VR
LUNAR ZEBRO
THANK YOU !