THE HIVE : concept by Mark Furman

PREMISSE

The final goal of the game is to create
your robot. To add some story to it may-
be it's 2142 year and now every reach
person has it's unique robot.

SCENARIO
Room1-Building basic parts
Room2-Adjusting wires
Room3-Inspection insideparts
Room4-Programming movement
Room5-Setting AI(Walking)

Room 01
Building robot by placing nfc cubes on
NFC scanner. The pices will be visible
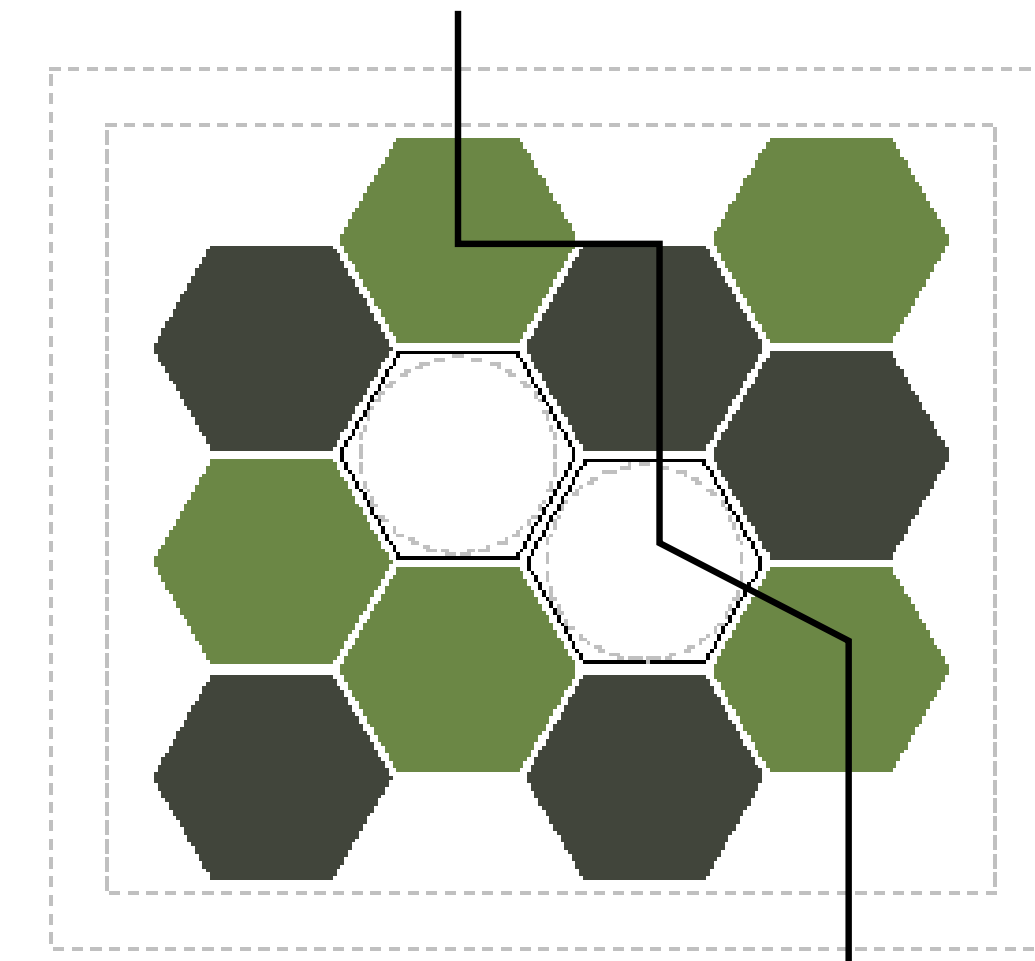only in vr.

Room 02
Adjusting the wires of robot pieces.
Fixed time per piece. Two leapmotions
and two screens with instrcutions.

Room 03
Inspection room. One guy in vive will
see a robot player needs to "scan" ro-
bot with vive controllers-cameras. Other
players will see output of these cameras
if something wrong they need to fix it.

Room 04
In a game teacher boy will do series of
movements and actions one person in
front of a Kinect will repeat movements
while others will do actions by pressing
buttons with respective actions in the
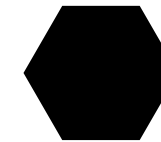right order.

Room 05
One person in VR will see the direction in
which bot should move while others will con-
trol right and left leg separately they need to
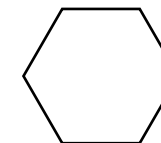walk towards the goal by balancing.

Room Intro and 0utro
There is no finish and entery intro. May Be
a better solution will be to give every team
a tablet when they will enter the room it will
show instructions for current room. After
finishing it will show scores and visuali rep-
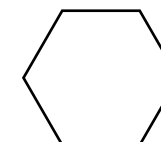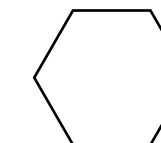resentation of a robot in a current state
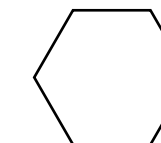
TIMELINE

INTRO TIME: 60sec

PLAY TIME: 8 min

TRANSFER TIME: 60sec

PLAY TIME: 8 min

TRANSFER TIME: 60sec

PLAY TIME: 8 min

TRANSFER TIME: 60sec

PLAY TIME: 8 min

TRANSFER TIME: 60sec

PLAY TIME: 8 min

TRANSFER TIME: 60sec

ROOM 01

In the room there are several boxes with NFC tags and
NFC Scanner in the center of the room
And 2 VR headsets
In the VR world thereis convierbelt in a place of NFC scanner
when other players will scan cubes new object will appear in the vr
and players will need to compare two objects if player thinks that it is
the same object they need to press a button and new object commes out
The closer they can match object tme more scores they will get
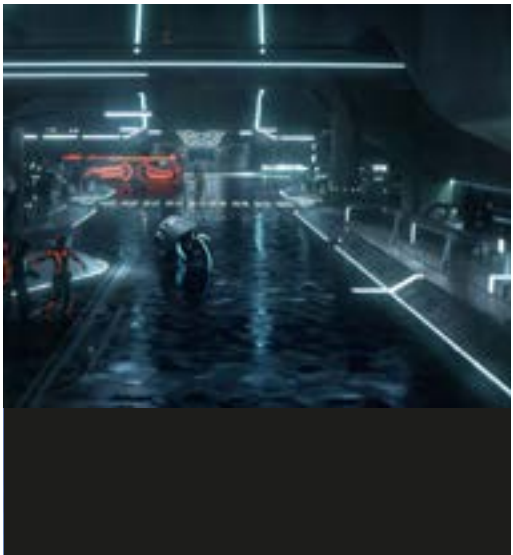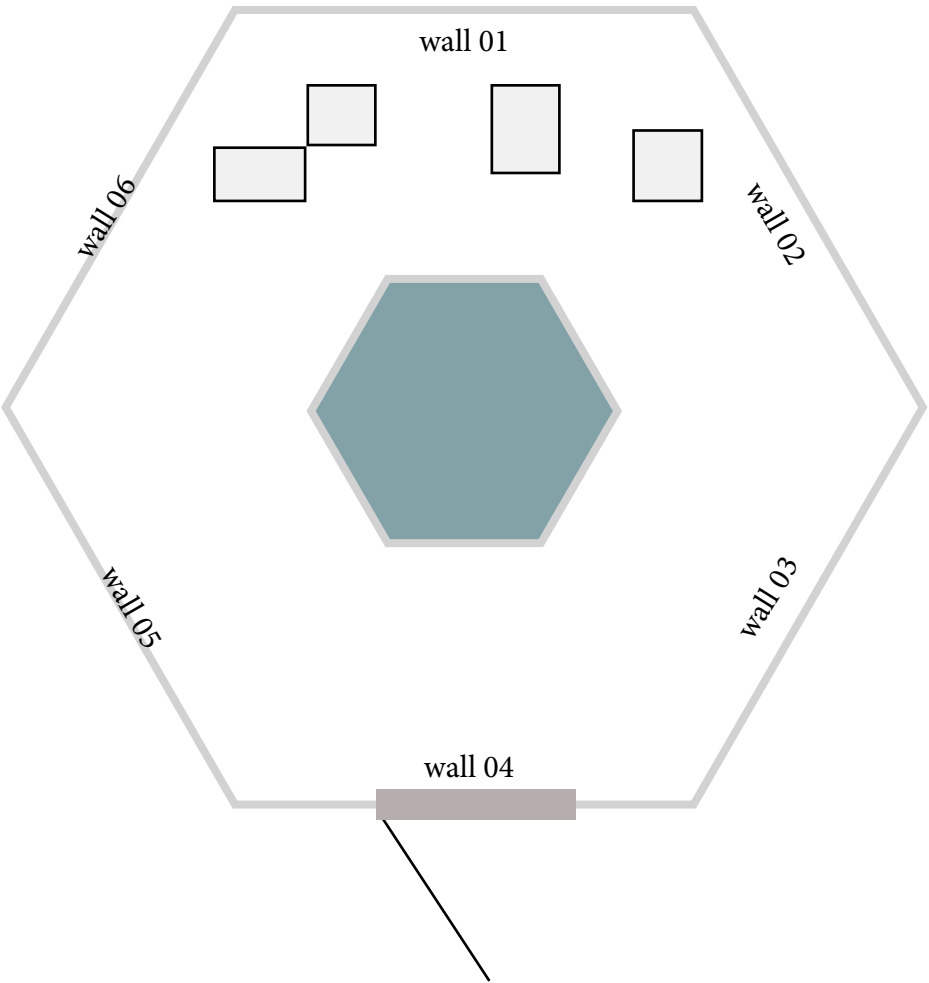
OBJECTS IN ROOM

what object do you foresee and why:
Samsung gear-Because it's cool and cheap

NFC- essential fog gameplay

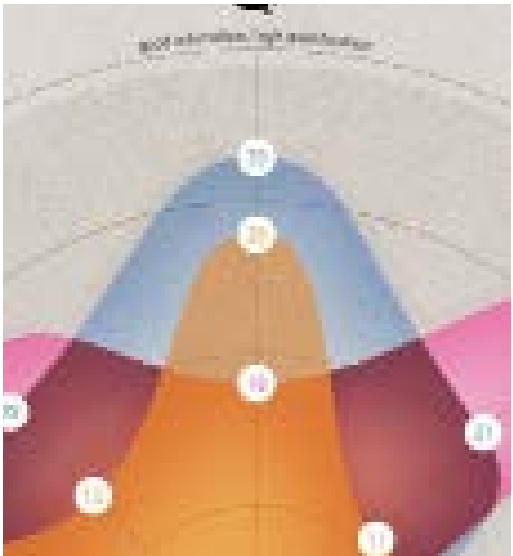## BUDGET ESTIMATION

list of the most important hardware and objects and make a budget estimation:

- Samsung   300 euro
- Samsung VR   120 euro
-                      420 ero

wall 01

wall 06

wall 02

wall 05

wall 03

wall 04

Key elements:

-Clean

-Simple

-Scifi

Key elements:

-As minimal elements as possible

List of Technology
-Samsung gear vr

-NFC

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IMPRESSION

Sketch/Render or make a collage of your proposal. You can depict the prototype of your HUD design, a photorealistic rendering or you can sketch the main character or object in your story...