Note of intent Escape Verse

Concept

Escape Verse is an escape game based on augmented reality and the use of QR codes. These technologies allow the user to play easily with the notions of transmedia. The scenario is based on the change of temporality and world through the Multiverse. The user is led to travel in time afin order to solve this dysfunction.

The game will be divided into 4 worlds calling on the different senses (touch, hearing, sight):
- Egypt: based on mythology and architecture (historical facts, geographical knowledge, mathematics, hieroglyphs)
- Pirate (historical facts, geographical knowledge)
- Manor: based on sounds and horror (stress, anxiety, fear)
- Spatial: futuristic dimension. final level with puzzles from different worlds

Each fin of world allows the user to retrieve a QR Code fragment that provides a link to an explanatory denouement video about the resolution of the multiverse at the fin of the game.

Target audience

Here the target audience will be quite large: people over 12 years old (warning in particular for the horror level), fans or not of video games, in search of new adventures. The concept being quite innovative, it is aimed at anyone wishing to learn about augmented reality through an adventure with puzzles. Users need a computer to run the game and a phone to scan QR codes and use augmented reality.

Objectives

The objective will therefore be to push the user to the limit. Through this reinvented escape game concept, the user will discover how augmented reality could help him solve puzzles and thus how he would manage to combine his creativity, his reflexion and his different senses, visual, auditory and tactile. It is a way for the user to rediscover his senses.

The second objective is to teach the user historical, scientific, and cultural facts through their game experience. The user learns many historical, scientific references through his journey as he moves from world to world. It is a playful way to

educate themselves in different areas and become a little more familiar with the different worlds offered in the Escape Verse.

The third objective is fun. Escape Verse must lead the user to learn a little more about the theory of the multiverse. The scenario must allow the user to escape during the game.