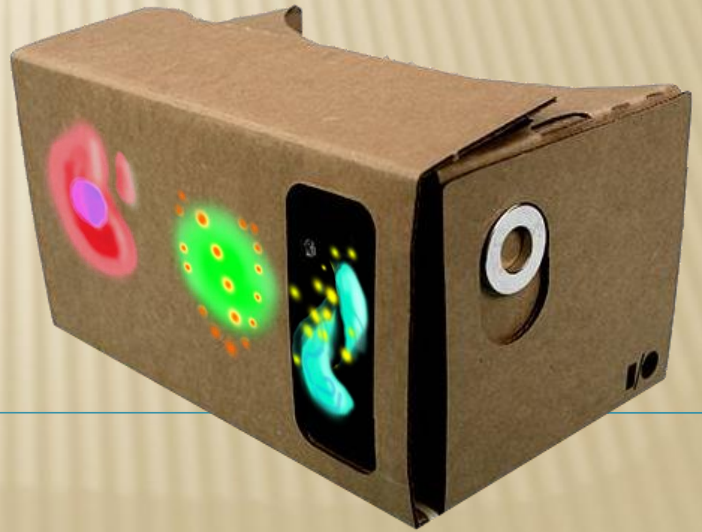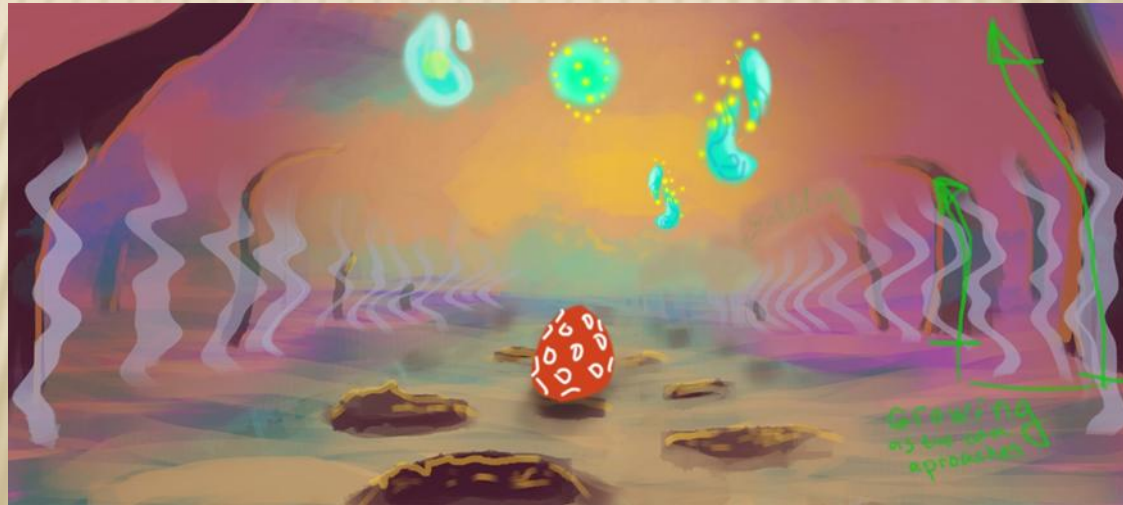Team "We are VR"

FLUMIN

ORIGINAL IDEA

Experience your favorite songs in a new way.

Jump in your music world, open your eyes and ears and let your emotions flow with the beats.

MAKING THE DESIGN

- How to make an immersive and personal visual experience based on a song?

- What about scoring?

- And player interaction?

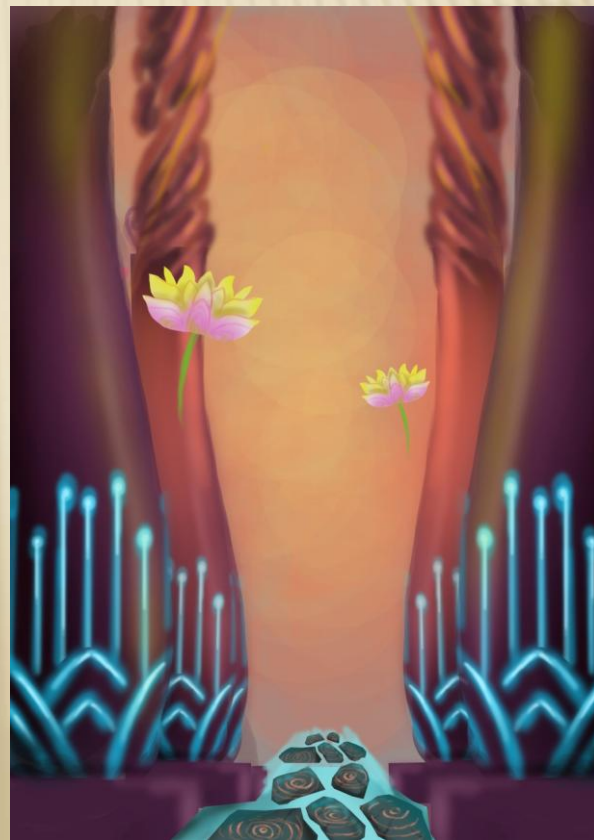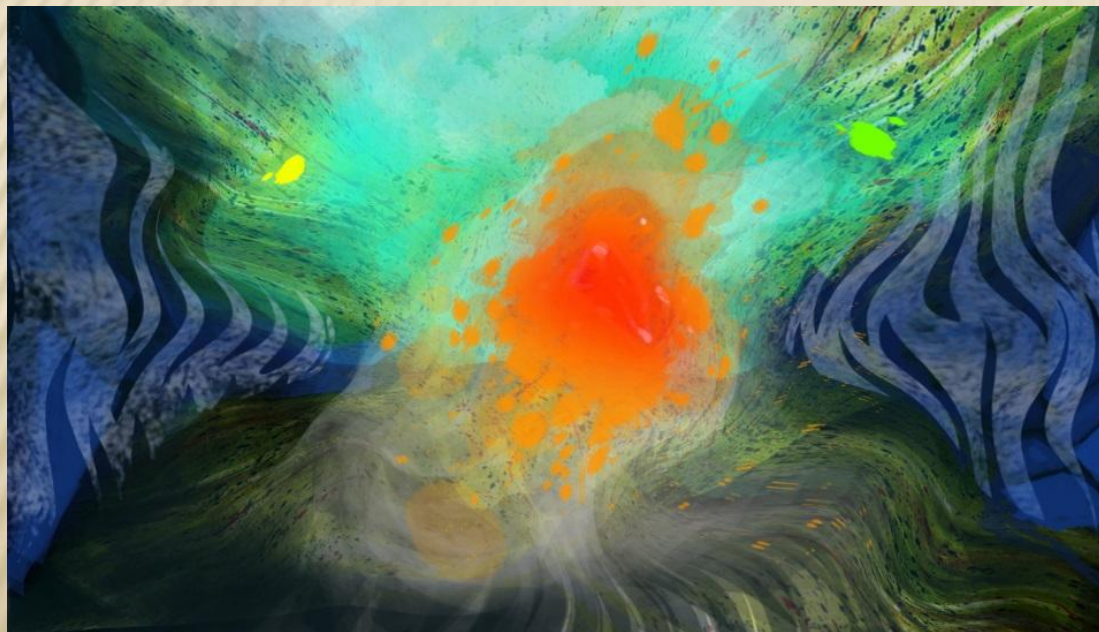- Should it be only visual?

- What about making it personal?

GIVING IT A GAMEPLAY

- To give meaning we need choice, player choice:
  - In VR the **player is the controller**
  - Following a path, and **creating your own experience** as you fly around creates a bond with the music
  - Environmental feedback as **visual reward** based on the music rhythm
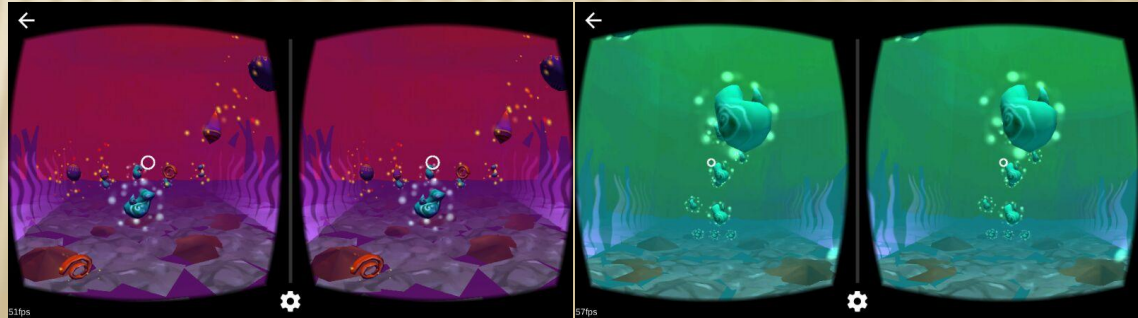
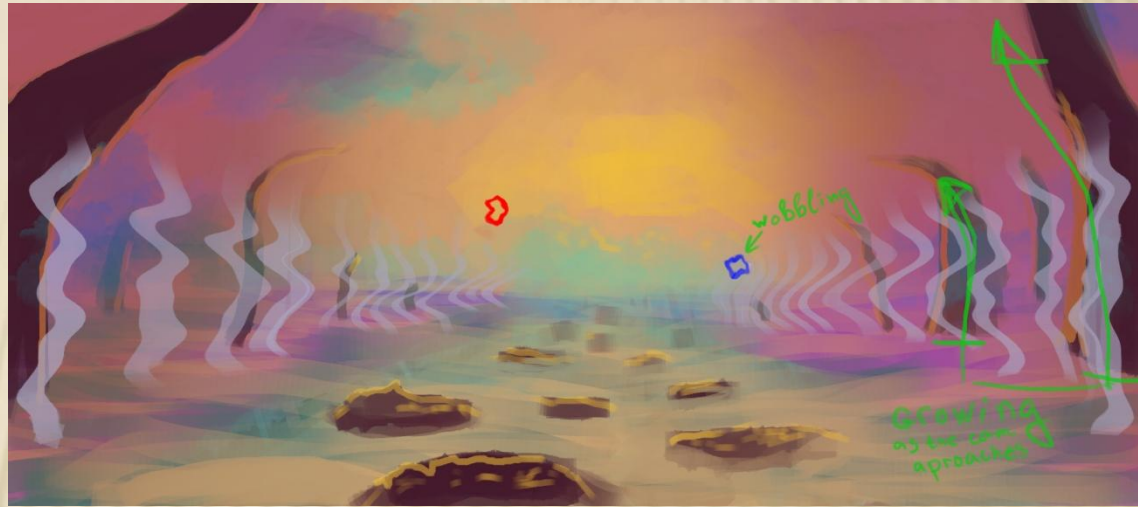# ORIGINAL DIRECTIONS
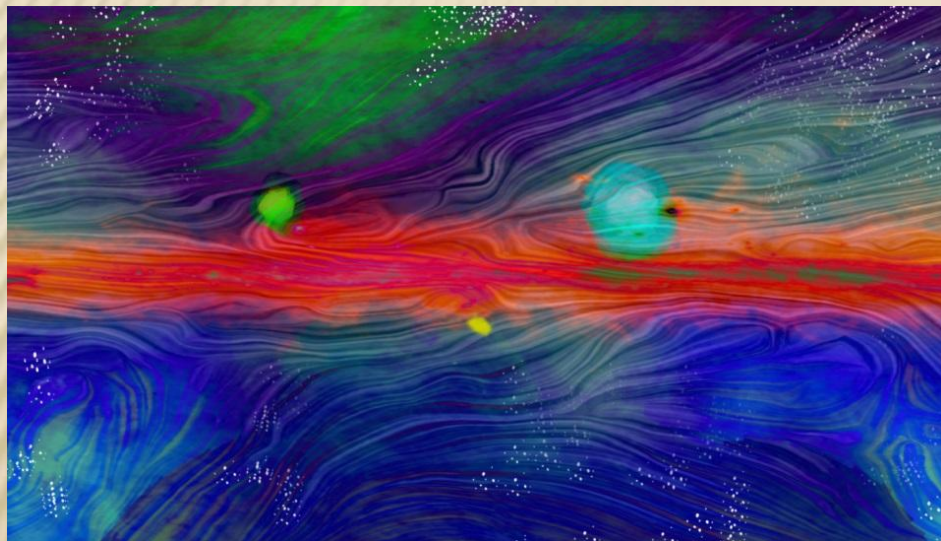
ORIGINAL DIRECTIONS

IN THE GAME

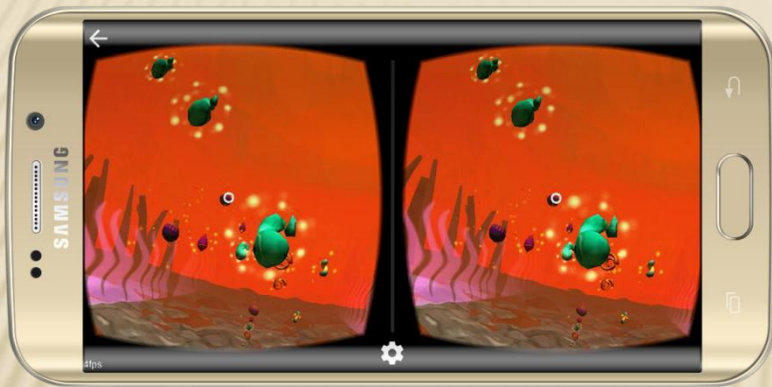Choose your path at every beat

Collecting beads triggers a visual

Reward:

* Scene color change
* Wall bouncing
* Particle explosion

Visual patterns bring variety to the experience

AVAILABLE ON YOUR PHONE, NOW!

GET THE GAME NOW