Game Concepts

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Group PixelPerfect

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1 Space Crew

A cooperative (overly simplified and greatly fictious) simulation of a crew on a spaceship! The central player wearing the VR headset fulfills the role of captain of the spaceship. Located in the cockpit / control room, the captain oversees a virtual dashboard and has a magnificent view of the large empty space ahead. (Appropriate given that the VR player will have to sit and cannot move.) However, the captain cannot control the ship in any way. Meanwhile, the players in his/her company join the game, each being allocated a different role in a different part of the spaceship (preferably via a client app on their own smartphones).

Now their mission, should they chose to accept it, is as follows. The captain monitors the status of the ship, frequently getting an indication on the dashboard or through the window that some sort of danger is approaching (e.g. an asteroid(field), hostile alien spaceship, engines overheating, a black hole et cetera). The captain will have to verbally communicate with his/her companions in real life to report this danger and the person with the fitting responsibility will be able to avert this possibly disastrous situation through their selected interface on the screen. These challenges will (at least initially) occur at just the right pace to keep the captain and at least one crew member busy almost all the time. The captain's report might include some metadata, like parameters that will have to be taken into account (e.g. some digits that represent coordinates of where to fire the laser cannons).

In order to create a flow, difficulty and the rewards will have to increase over time. In order to gradually increase difficulty, new sorts of challenges can be introduced over time. Also the frequency at which these challenges occur might increase, ultimately leading to chaos amongst the crew members. To reward the players, new dashboard options might come available. Also the players might progress along some route through space, getting across different galaxies closer to some final destination.

Finally to briefly discuss the potential of this concept. First of all, this concept allows people to really share the experience. They are in this boat together (well, actually it's a spaceship), and since they are required to communicate they all get engaged. Furthermore, since each player has their own role and corresponding responsibilities, their participations are equally important and they share the joy. Last but not least this concept allows a really cost effective implementation, since the only thing crucial to allowing the game to be playable is a couple of dashboards / button interfaces. From there the game can be improved with interesting visualizations of the challenges et cetera.

2 A Pirate's Quest (V-Arrr)

Intro

The hard thing that you have to take into account is that everyone is having fun at the game and there must a be certain pace (as it is a party game). Also a certain coop (or competitive) feature in the game must be present as well to have a relation between players.

Concept

1. Oculus Rift Player: You are assigned to be the captain of a pirate ship in the 17th century. Your aim is to not get mutinied and to keep your crew happy by getting a highscore over your crew.

2. Other Players: You are the crew of a pirate ship and your goal is to get the highest score of all (even the captain). When you obtain the highest score you may start mutiny and try to overthrow the captain in a sort of battle.

The captain can obtain quests and execute them the right way (without the crew knowing what the real quest could be) and then score points. The crew can obtain points by executing orders from the captain, ie. firing cannons, rubbing the deck, managing sails, killing as many enemies as possible. The pace of the game can be expressed by the moment mutiny happens, this can be adjusted by a goal score for the game. The player who wins then gets to wear the Oculus Rift.

Pros

1. Graphically, the world is quite small and should thus only contain water, ships (also on board) and islands.

2. The oculus rift player gets a nice experience by viewing the captains cabin, selecting tasks for the crew and completing quests (unknown by other players!).

3. The crew gets fun tasks which makes them able to score points.

4. It is possible to make the game casual (simple and addictive).

5. Pirates, arrr!

Cons

1. Hard to balance out highscores and think of good minigames to keep everyone entertained.

2. When will mutiny happen and what does a player have to do to win?

3. Oculus Rift player limited to a certain area? Otherwise make it possible for captain to walk on board.

3 Maze Runner

The person in the Rift is the runner. His goal is to reach the end of an obstacle course in the time given by the game. However, the course is filled with potentially lethal obstacles that the runner cannot interact with. The role of the other players is as a hacker role, where they use their phones to clear the road, with every obstacle containing a mechanism required to unlock it.

On the hacker's screen, a map of the maze is shown, together with the things they can interact with. They are unable to see where the runner is located on the map, relying on cameras in the maze to locate the runner and lead him to the finish. The runner's vision distance is not long (to add a sense of confusion to the runner), only being able to see things right in front of him.

Some examples of traps are: Locked doors, Booby-trapped floor panels, anti-personnel turrets, but also environmental hazards e.g spike pits.