

# Interactive Systems

Midterm Report

Techfall

A dystopian, technology-themed 3D Virtual Reality Game

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# 1 Concept and Narrative

## 1.1 Concept Description

### 1.1.1 Core Concept Story

The Game is set in the Office of a large Tech corporation. The User is a newly hired junior developer who has just completed their master's degree at university. They are now eager to gain hands-on experience and work on important projects.

However, the first day at work becomes a harsh reality check. The rude CEO assigns them a seemingly pointless task, building a Jenga-like tower out of tech equipment. Although the User finds this task boring and meaningless, they must complete it in order to climb the corporate ladder.

The User moves to their workstation, where tech equipment rapidly appears on a conveyor belt. They must grab the object and place it in a suitable spot to make the Jenga-Tower as steady as possible.

As the User keeps stacking objects, each time they drop an object or don't grab it in time from the conveyor belt, the CEO yells angrily. As the mistakes pile, there are earthquakes moving the tower. After losing a certain amount of objects, the tower collapses.

Through a symbolic Jenga-style gameplay, the User physically interacts with different layers of modern technology, trying to keep the system stable while external pressure keeps increasing.

If the tower is greater than a certain height, the User has done too good of a job. By building the tower, they have given power to AI to conquer humanity. There are some visual and sound effects to signify the AI Take Over End Scene.

If the tower collapses, the technological world as we know it has collapsed as well. The User is transported to a Pre-Technology dessert-like End Scene.

Finally, the User always has the option to quit this stressful and meaningless job. If so, they become a farmer in a rural area and they are transported to a Farm End Scene.

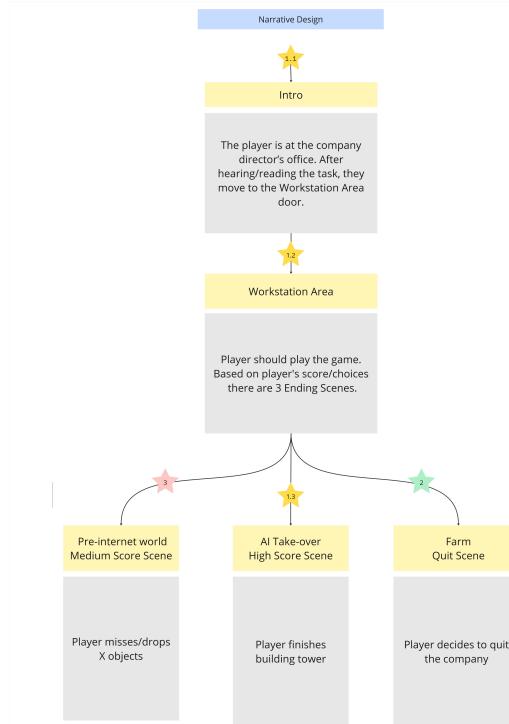


Figure 1: Gameplay Narrative Design flow diagram

### 1.1.2 Gameplay Mechanics

- The User must hear a speech from the CEO NPC Avatar explaining the task they must to perform.
- When the door opens the User must move to the workstation.
- The User must grab items from a conveyor belt and position them to form a tower.
- When items are lost, there are gradually increasing auditory complains from the CEO NPC Avatar or visual earthquakes shake the tower.
- As the tower increases in height, the User's score increases proportionately.
- Based on the User's final performance, they are transported to different End Scenes.
- There is no time limit, since the game ends with the tower collapsing or the tower being higher than a limit.

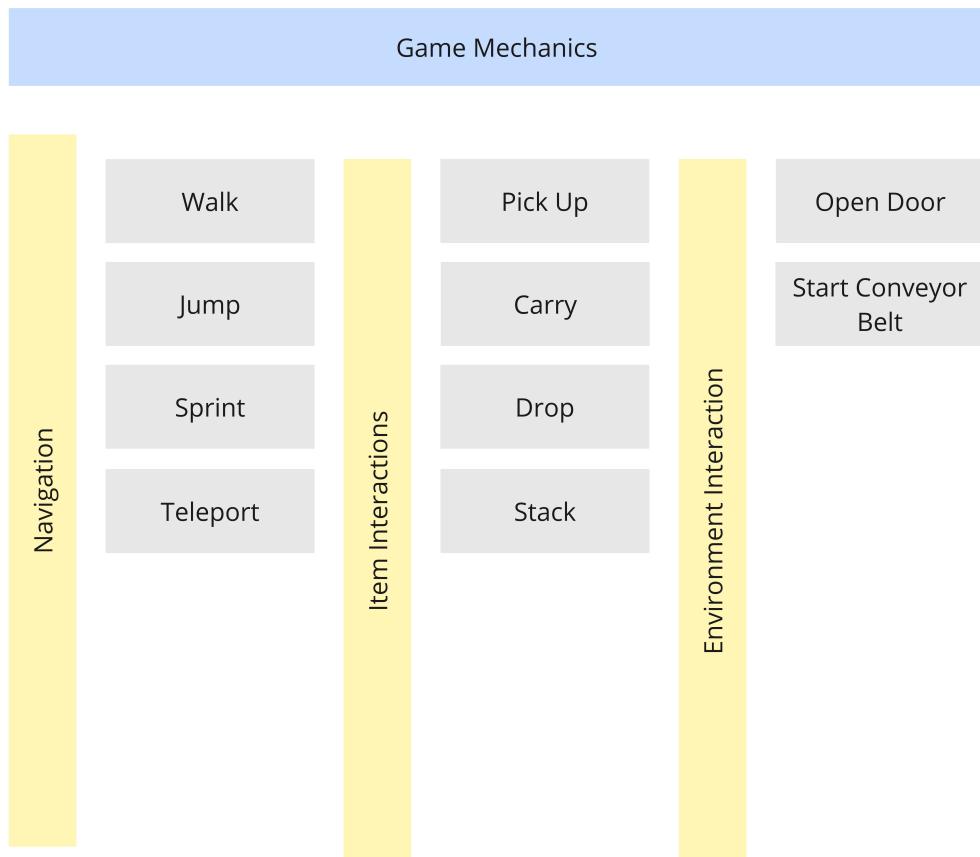


Figure 2: Game Mechanics flow diagram

### 1.1.3 Aesthetics

The Aesthetic of the Game is the middle ground between photorealistic and cartoonish graphics.

The office scene is futuristic and minimalistic, featuring cold lighting and an unwelcoming corporate atmosphere. The AI take-over scenario is an apocalypse-like modification of the office scene, with intense visual and auditory elements. In contrast, the farm scene is warm and inviting, with soft lighting and natural elements. Finally, the Pre-Technology world is a desert inspired by Dune.



Figure 3: Mood-setting reference picture about office scene



Figure 4: Mood-setting reference picture about AI take-over scene



Figure 5: Mood-setting reference picture about farm scene

#### 1.1.4 Technology

The game is a 3D VR experience using a VR headset and two hand controllers.

### 1.2 Target Audience - Personas

Techfall is made for everyone, players interested in story-driven games, people curious about technology and AI, players who enjoy symbolic and experimental gameplay, students and creators exploring interactive storytelling. No technical background is required to understand the game.

The design team values the users' ability to empathize with and relate to the protagonist. The design process was heavily influenced by the designers' personal experiences as young developers. Therefore, while the game can be enjoyed by a wide audience, young people of working age are likely to enjoy it the most due to their shared characteristics with the protagonist of the scenario.

Finally, the game could be a great learning opportunity older children and teens to familiarize with technological terms and items.

<b>John Doe</b>	
Age	25
Educational level	Master's Degree in Computer Science
Employment Status	Actively job hunting
Hobbies and Interests	Reading, gaming and socializing with friends
Favorite Inspirational Quote	"However difficult life may seem, there is always something you can do and succeed at.", Hawking St.

Table 1: User Persona Card: John Doe

<b>Jane Dee</b>	
Age	23
Educational level	Bachelor's Degree in Pharmacy
Employment Status	Junior Product Designer in "Big Pharmaceutical Company"
Hobbies and Interests	Making ceramics, Fitness, Film watching
Favorite Inspirational Quote	"‘The humanists’ replacement for religion: work really hard and somehow you’ll either save yourself or you’ll be immortal. Of course, that’s a total joke, and our progress is nothing. There may be progress in technology but there’s no ethical progress whatsoever.", Bowie D.

Table 2: User Persona Card: Jane Dee

### 1.3 Task Analysis

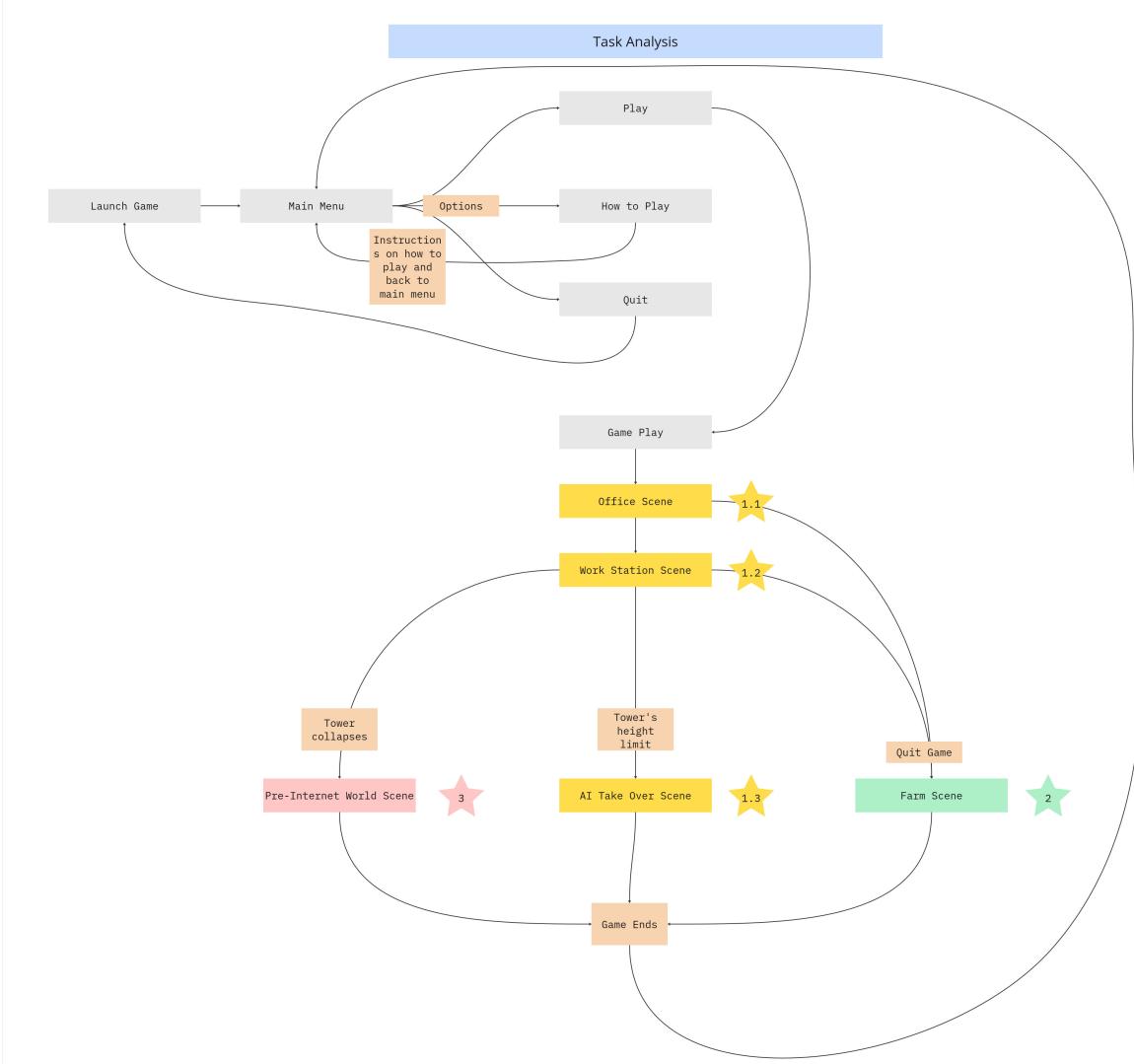


Figure 6: Techfall Task Analysis

## 2 Prototype Map

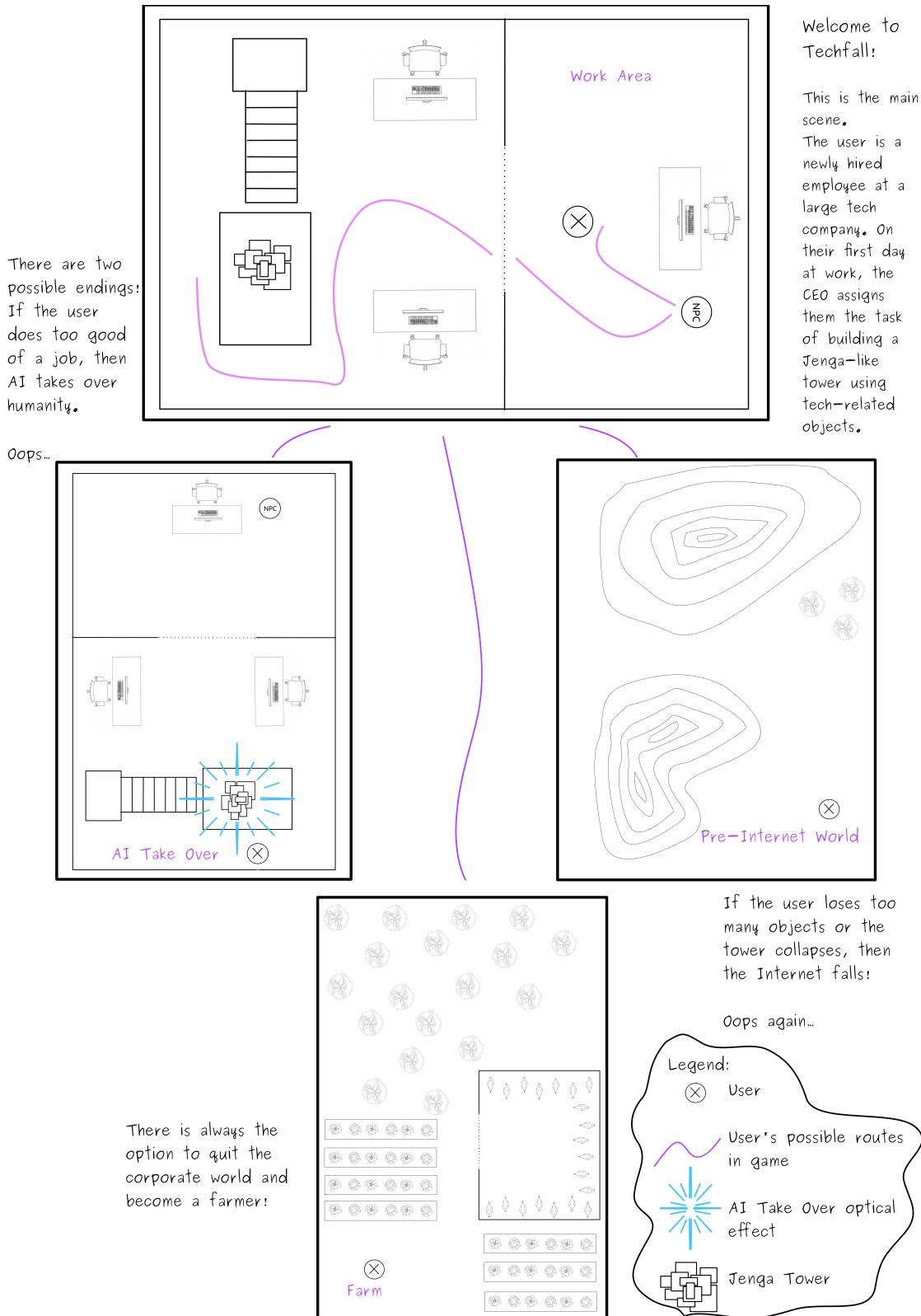


Figure 7: Techfall prototype sketch in map form

### 3 Minimum Viable Product

The Minimum Viable Product of the Techfall Game should include:

- A basic UI main menu, including Play, Instructions, and Quit buttons.
- Minimal 3D environment implementations for the Office scene and two ending scenes: the Farm and the Pre-Technology World.
- NPC CEO audio interactions, such as the initial task description and escalating complaints.
- Core game mechanics for tower stacking and score calculation based on the tower's height.
- Visual and audio modifications of the Office scene for the AI Takeover ending.

Below is a list of additional features intended for the ultimate “dream” version of the game:

- Earthquake simulation triggered by item loss.
- Audio narration describing the 3D environment.
- Step-by-step UI instructions throughout the game.
- Interactive elements within the ending scenes.