

PITCH:

The setting of my story is a deep sea trench, thousands of miles underwater. There are two underwater research facilities, with a path marked out between the two with artificial lights. The environment is very, very dark, eerily so, the only respite provided by the lights, few and far in-between. Something is lurking out in the darkness, though it never makes itself known, only heard through rumbles and bellows. The graphics are simple, as because it's so dark, there's no need for high level rendering. I imagine it'd look like this:



(source: *Ultrakill*)

With little to see, sound would be the one option for directing the player's attention.

I imagine that my hypothetical audience will cover a wide range of ages and experiences, but with most if not all of them able to access a gaming device in some way. The one unifying trait they'd all have is a love for horror, for braving the unknown and feeling the tension of potential death, or for seeking answers where questions are posed and left open-ended, as horror games often do. Each player will, for a moment, pretend to be a lone researcher thousands of miles below the sea who must brave the depths to seek help while being hunted.

And as for why this project will be done in VR: immersion is a fundamental aspect of VR, and horror is at its most effective when the player is truly immersed in the terrifying aspects of the narrative. When the player has difficulty differentiating between reality and the fabricated fear, that's when it's the easiest to scare them. Ideally this VR project of mine would be played with a VR headset and controllers. The headset would completely envelop the player's point of view for maximum immersion, and the controllers would allow the player to move through the VR space, as physically walking isn't an option.