



**GORILLAS
HAVE TIME**

**DON'T COMPLAIN ABOUT THE TEAM:
YOU ARE THE TEAM !**



Team 17

GENRE: 1V1

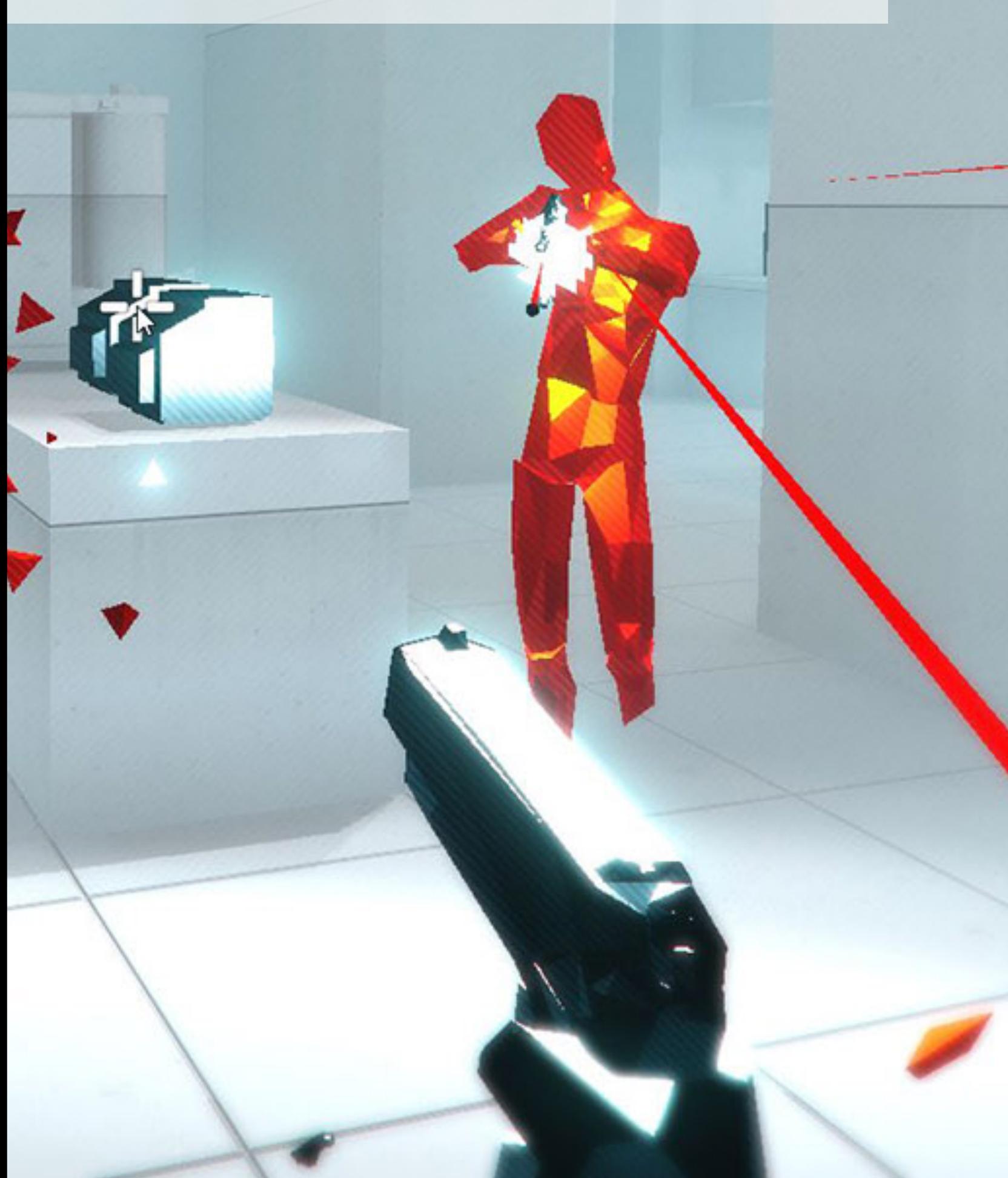


**TURN
BASED**



STRATEGY

**FIRST
PERSON
SHOOTER**



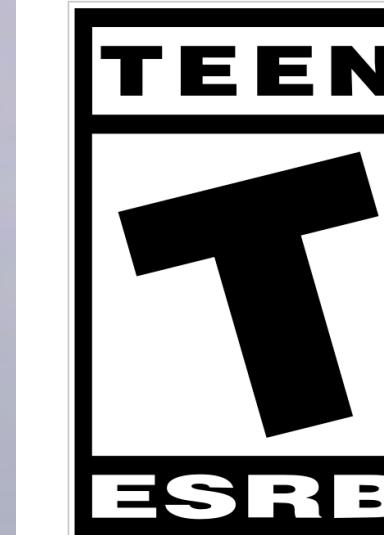
PLATEFORM & MARKET

QUEST 2



o oculus
from FACEBOOK

COMPLETE CONTROL OVER THE CAMERA VIEW AT ALL TIMES.
PLAYER'S AVATAR REACTS TO THE PLAYER'S HEAD, AND HAND
MOVEMENTS AND POSITION.



13 + VR RESTRICTION.
IMMERSIVE EXPERIENCE FAN.
PEOPLE WHO WANTS TO HAVE A
GOOD TIME PLAYING CASUAL GAME
WITH THE RIGHT AMOUNT OF
STRATEGY AND COMPETITION.



GOAL : IT'S NOT WHERE BUT WHEN ARE THE BANANAS?..

**Earn victory by bringing
the banana to your zone.**

**Take turns during 5 rounds,
while stuck in a time loop.**

**The time loop revives you
in each round, and recreate
your and your enemy
previous moves.**

**Place a strategy to team up
with your previous selves
to change the time line.**



SETTING

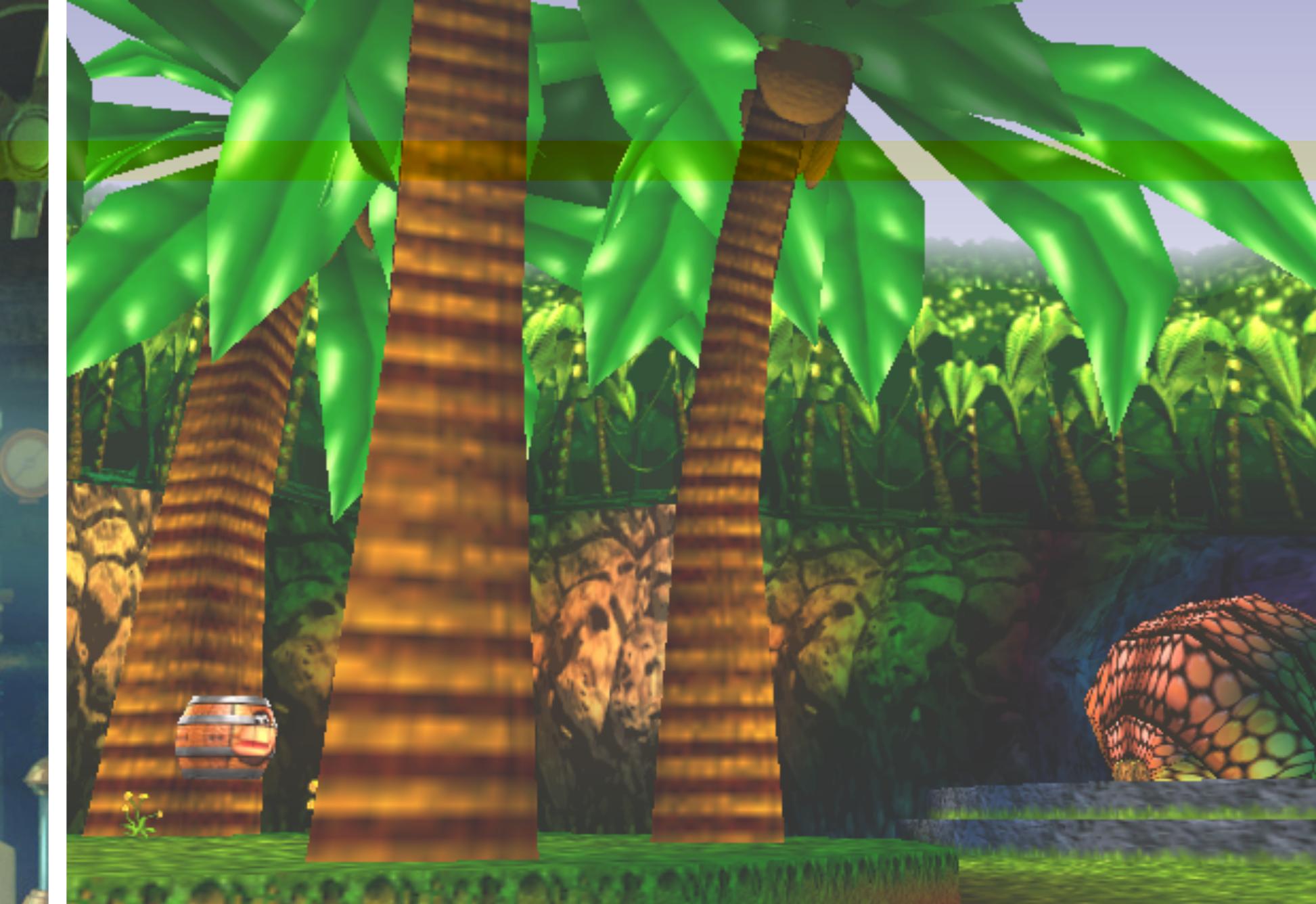
Alternate universe a group of scientific are trying to make human control time.

Experiment tried on Gorillas



Realistic yet cartoonish JOYFUL JUNGLE inspired from the universe of Donkey Kong.

The player is immersed AS A GORILLA: VR first person view.



MAIN MECHANICS:

Time Travel :

The player stuck in a time loop.

The loop revives the player in each round and recreates the moves he did in the previous turns by bots.

When not the player's turn, he follows his enemy moves as casting.

Player can alter the past and the futur.

Score calculated after the 5 rounds.

**KEEPING PLAYER
INVESTED TILL THE
END**

LAST ROUND : PLAY
WITH 4 VERSIONS OF
YOURSELF AGAINST 4
VERSIONS OF YOUR
ENEMY



MAIN MECHANICS: Time Travel (Con't)



ROUND 1, TURN 1

**Player A is alone in
the map**

**Player A takes the
flag and return to
base**



MAIN MECHANICS: Time Travel (Con't)

ROUND 1, TURN 2

Moves of player A
replayed

Player B kills player
A and takes the flag



MAIN MECHANICS: Time Travel (Con't)

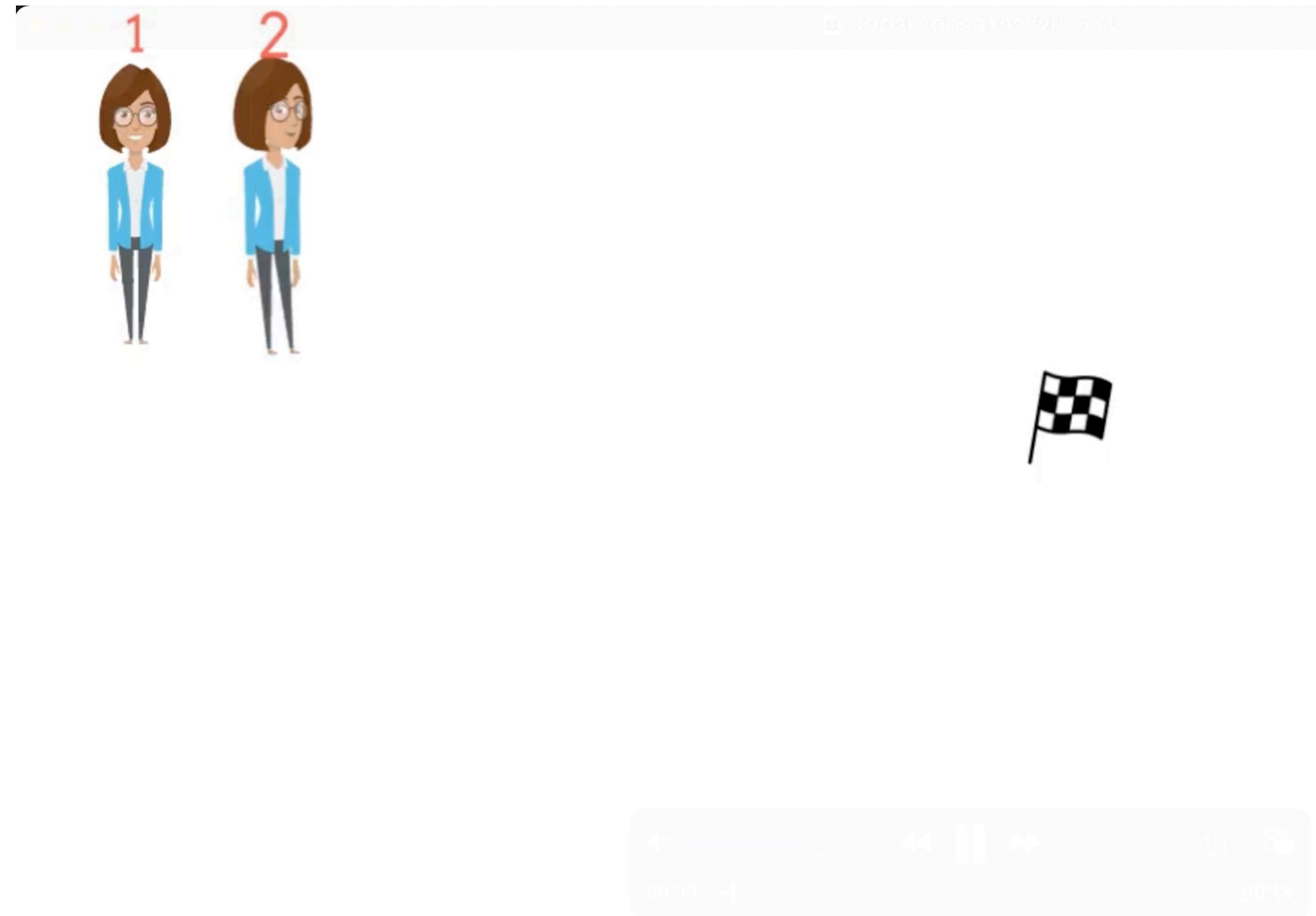
ROUND 2, TURN 1

Moves of player A1 and PlayerB1 are replayed

Player A2 will try to avoid what happened in previous turn.

Player A2 kills B1 before it kills A1.

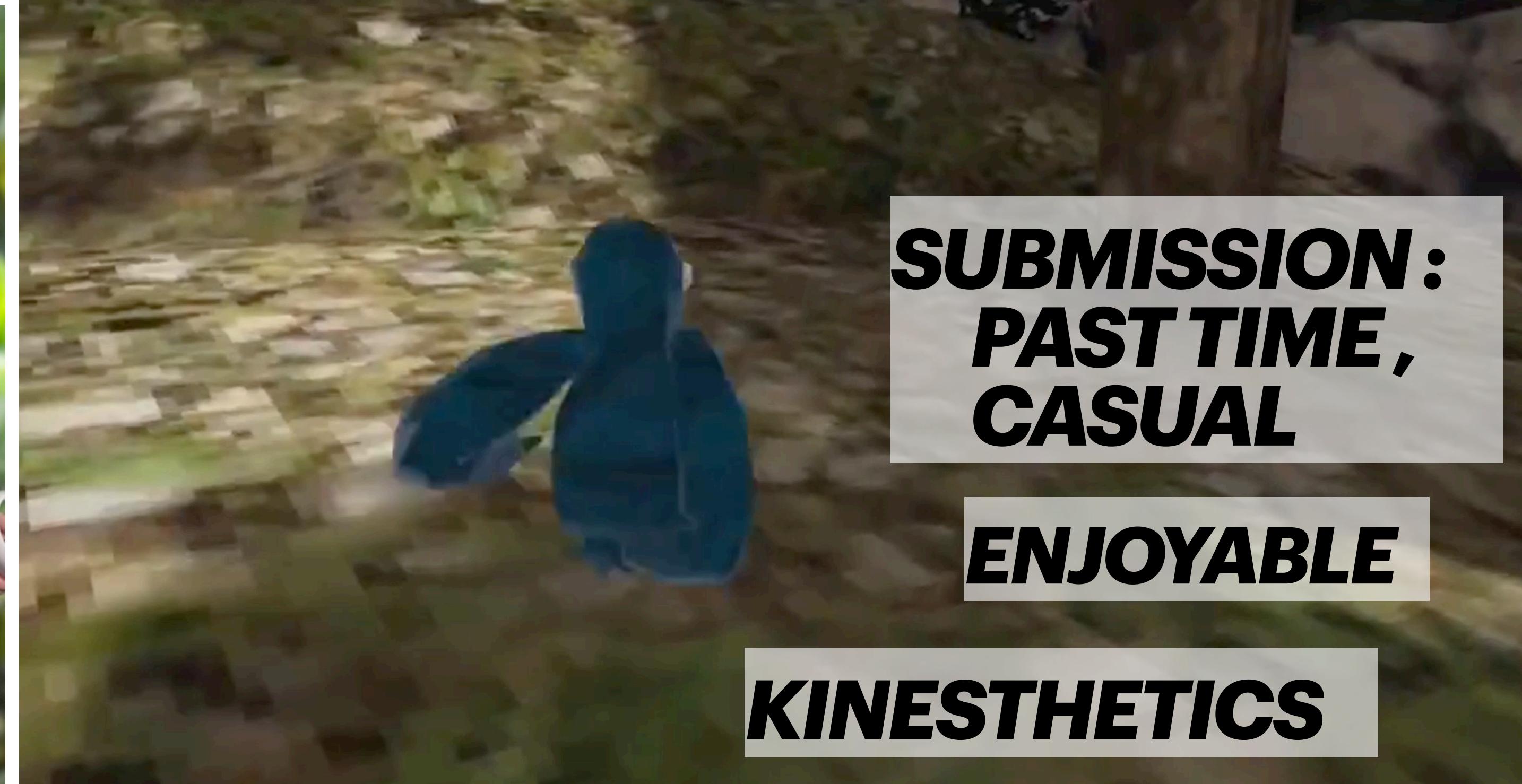
Player A1 is not killed and continue his first moves : taking the flag.



2/3

MAIN MECHANICS:

LOCOMOTION : control made by hand motion and collision with the ground controls the "Ground Pound" move.



**SUBMISSION:
PAST TIME,
CASUAL**

ENJOYABLE

KINESTHETICS

GORILLA TAG : VR GAME. IT INSPIRED OUR LOCOMOTION . SIMILAR ENVIRONMENT, BUT LESS REALISTIC AND DIFFERENT GOAL OF THE GAME.

MAIN MECHANICS:

3/3

Time progression depends on the player's movement but is not unlimited :

Game progress at normal speed only when player moves or shoots.

Player is able to dilate the time and action BUT at the end of the 25 real seconds he will disappear from the map.

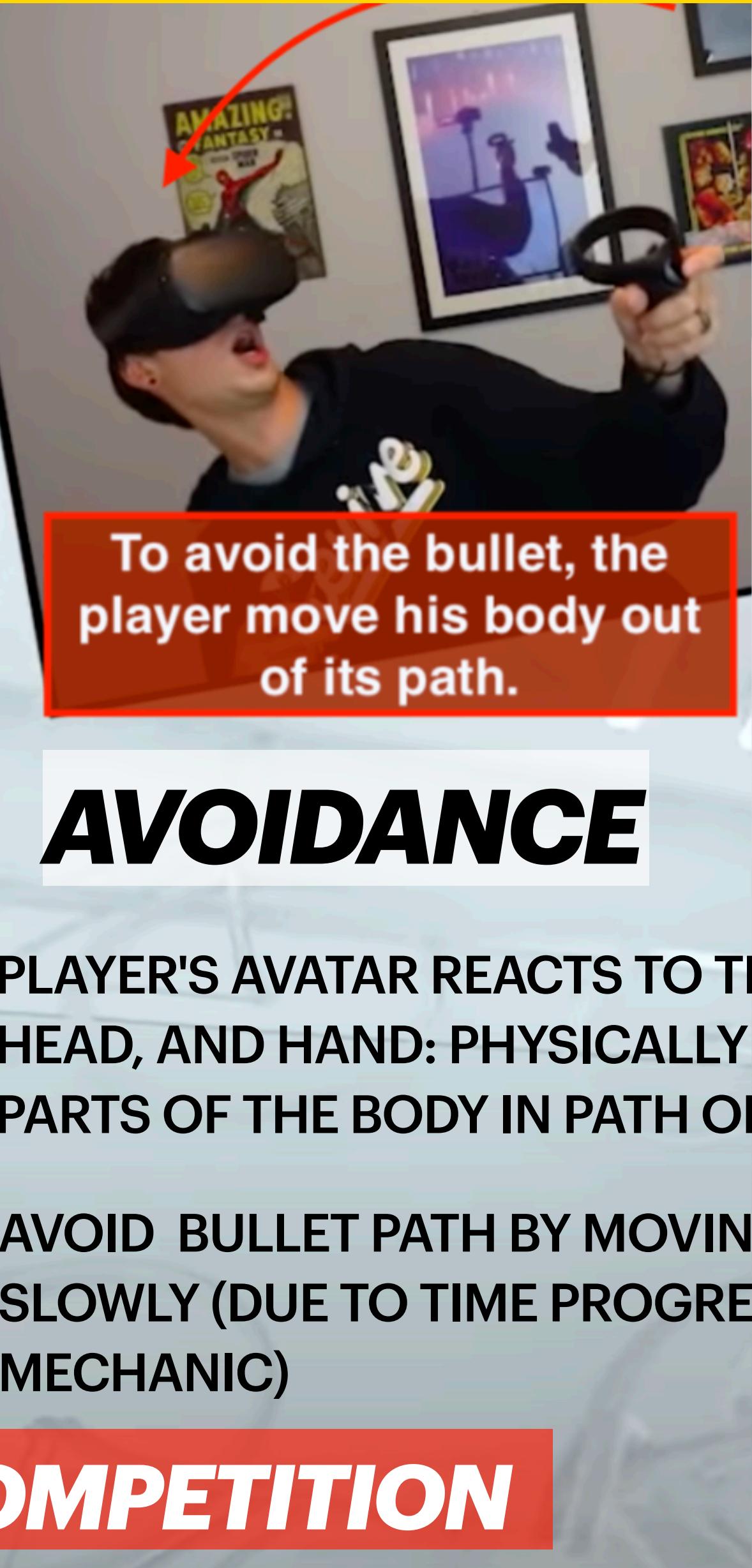
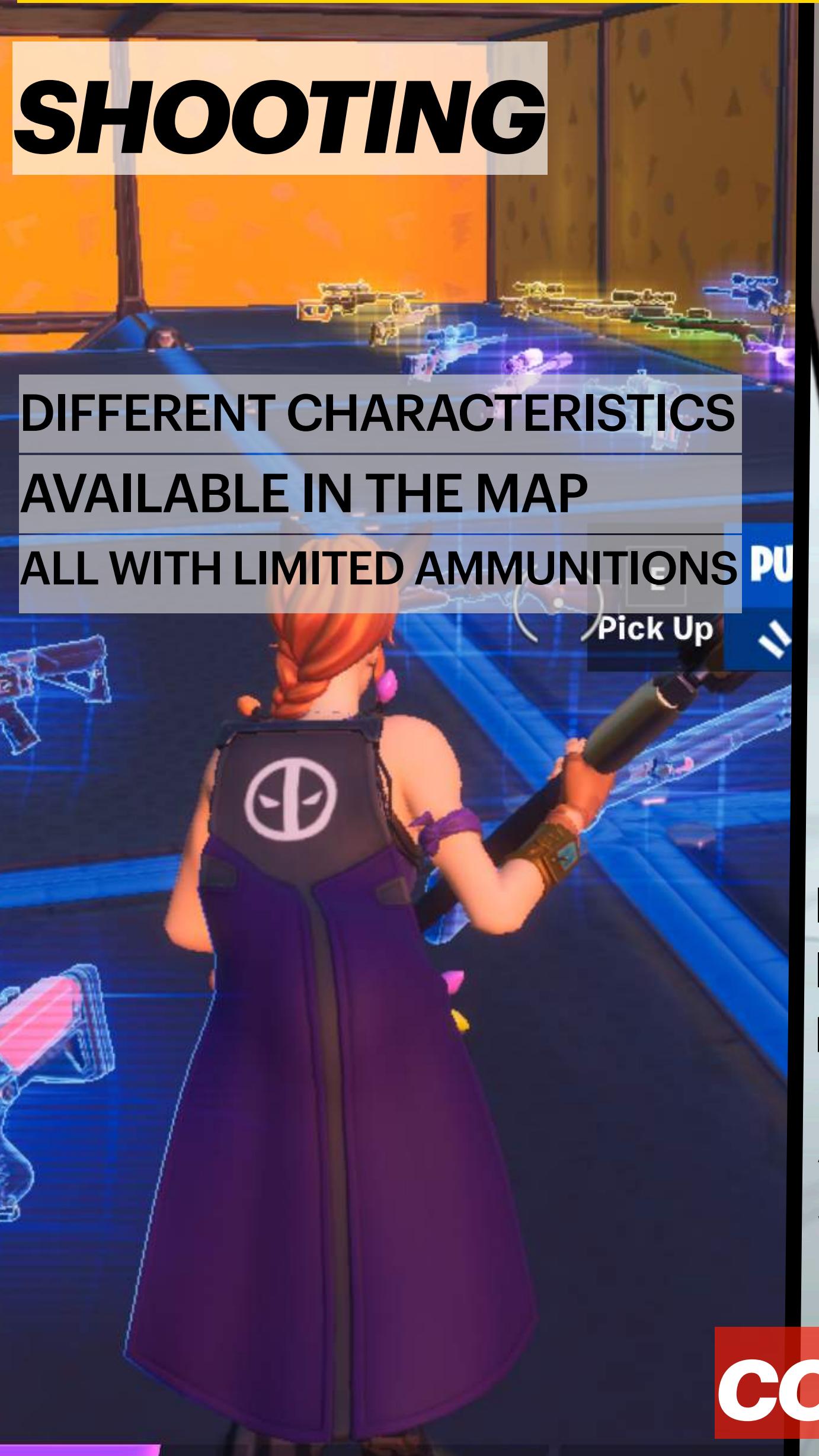
This removes the difficulty of aiming in VR, slows the pace of the game.

CHANGE MENTAL MAP OF FPS

STRATEGY



OTHER MECHANICS:



OTHER MECHANICS:

Death is not final

If the player is killed in one of the rounds, his ghost will still play in the current and next turns.

As a ghost, the player still has the same abilities but is no more able to provoke damage.

If the player saves his previous self from death in future rounds, the actions they performed as ghosts will become real.



PLANNING

For our prototype : One player Shooting range for gorillas .

1. Start with the gameplay :

Movement of the gorilla

Time changes according to movement.

Guns and shooting mechanics.

Super powers

2. Animate the gorillas.

