

**Title :** Gorillas Have the Time

**Catch line :** Don't complain about the team, you are the team.

**Team :** Team 17 : Sana Jallouli, Amine Bechrifa

**Genre :** Turn based strategy FPS

**Platform :** Oculus Quest, Oculus Quest 2

**Market :**



Teen ESRB. 13+ VR restriction.  
Immersive experience fans. Players with different skill levels; who want to have a good moment, playing à casual yet strategic and competitive game while acting like à gorilla.



**Plays like :** “*Super hot*” meets “*Gorilla Tag*” meets “*Lemnis Gate*”.

**Goal:**

Earn victory by bringing the bananas from the middle of the map into your zone before your opponents. This requires you and your opponent to take turns during 5 timed rounds, while stuck into à time loop. The time loop revives you in each round, and recreates your and your opponents previous moves. This offers you the possibility to place à strategy to team up with yourself from the previous rounds. For example, if one of your operatives is killed in combat, you can eliminate the enemy before it happens. This will change the timeline and keep your previous self alive. To place à good strategy for the next round, it is key to follow the current state of the loop when it is your opponent's turn: watch what you just did in the previous rounds, played by bots and what your opponent is doing to stop your bots from getting to the objective. Each of the five rounds is your chance to alter the timeline as past, present, and future converge.

**Settings :**

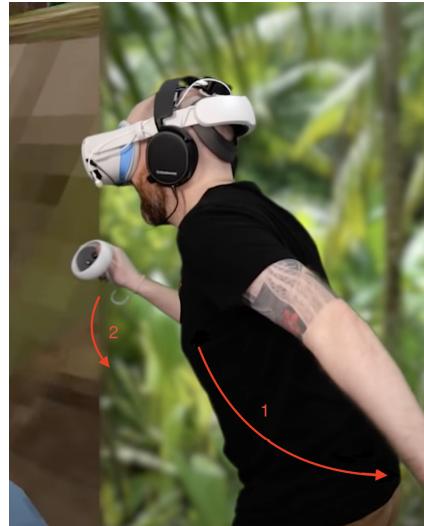
The game is set in an alternate universe where à group of scientifics are trying to make human control time. They tried the experiment on Gorillas that now have superpowers : they can control time. The power being not perfect, they can only rewind to à certain moment and slow time according to the rapidity of their movements. Gorillas escaped the laboratory and are in the jungle fighting over bananas ; because Gorillas are monkeying. The environment of the game is à realistic yet cartoonish joyful jungle

inspired from the universe of Donkey Kong. The player is immersed in the environment endorsing the role of à Gorilla.

#### Game Mechanics:

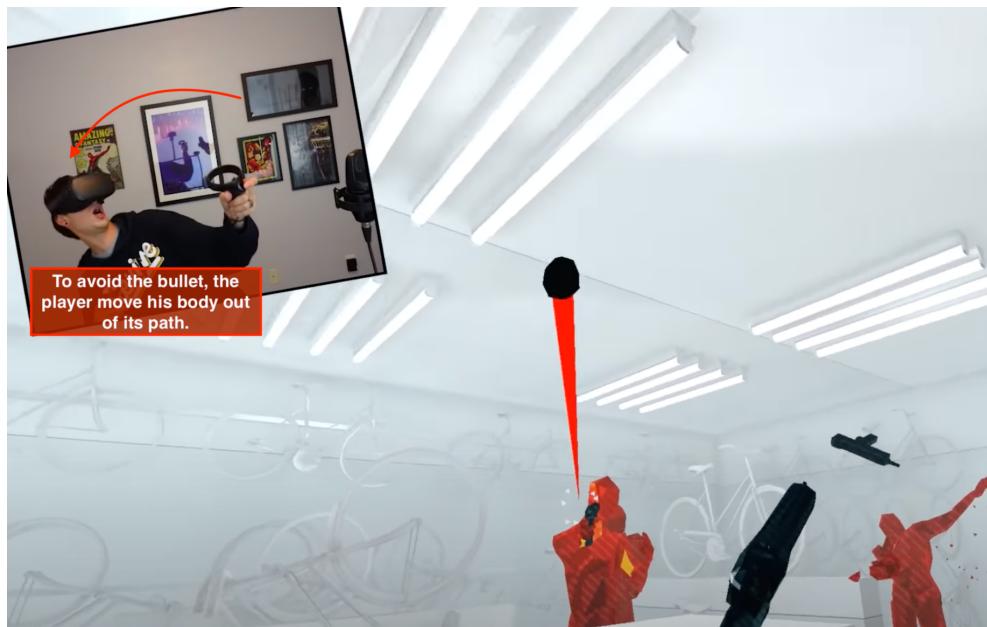
##### Primary Mechanics:

1. **Turn** : Each turn lasts 25 seconds. The game is composed of 5 rounds. When it is not the player' turn, he is able to follow what his opponent is doing to better plan his next round moves.
2. **Time Travel** : Time loop that recreates the player's previous moves in previous rounds. The player is stuck within à time loop for the 5 rounds of the game. The loop revives the player in the same place of the map and recreates the moves he did in the previous turns by bots. The player can alter the past : if one of his previous selfs is killed in combat, he can eliminate the enemy that did that before it happens. This will change the timeline and keep that bot alive. The player can also alter the future: for exemple shooting in the air to prevent his enemies from going into à certain direction when it is their turn. In the last round of the game, the player and his 4 previous selfs performing the previous rounds will all be present in the map. They will be playing against the 5 enemies : each of the 5 bots of the 5 previous rounds.
3. **Time progression depends on the player's movement but is not unlimited**: the game progresses at normal speed only when the player moves or shoots. This slows down the gameplay, offering the possibility to the player to analyse the scene in slow motion, before deciding what to do. This allows the player to rely on strategy instead of his reflex. This changes the mental map of the player : He does not have to dive for the nearest cover when he sees a bullet coming : he can stop moving and see the bullet frozen in mid-air and simply sidestep out of its way. At the same time, the player has only 25 real seconds per round : he is able to dilate the time and action but at the end of the 25 real seconds he will disappear from the map.
4. **Locomotion** : hand motion and collision with the ground controls the "Ground Pound" move. The player's avatar reacts to his hand movements to allow the player to move the gorilla on the map. This locomotion mechanic is used in "Gorilla Tag" VR video games.

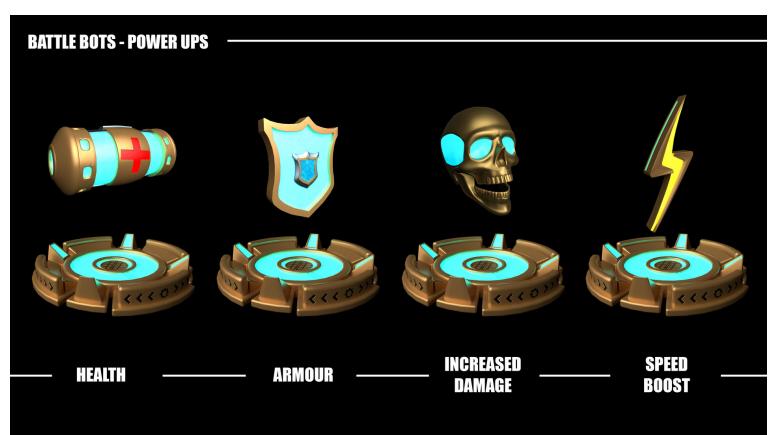


## Secondary Mechanics :

5. **Shooting** : Different weapons with different characteristics are available on the map. In order to shoot, the player has first to find the weapon on the map, grab it and then use it. All the weapons have limited munitions but differ in the damage they are able to do. The weapons and their characteristics are inspired from Overwatch: shotgun, rocket launcher, simple gun.
6. **Avoidance and physical movement:** Any shot taken by the player avatar in any part of his body will make him lose health points . Because the player's avatar reacts to the player's body, head, and hand movements, avoiding à shot will require the player to physically move all the parts of his body that may be in the path of the bullet. In keeping with "the time progression depends on player movement", the player has the opportunity to avoid à bullet path by performing very slow movements.



7. **Power Up Selection and activation:** Before starting his turn, the player will be able to choose one power that he can activate later. Once a power is used in à round, it will not remain in the selection set. Thus, it can not be deselected in next rounds. If the player selects à power and does not use it in the round, he is still able to use it in next rounds.. The activation of the power is done by having the player do the necessary movements



as if the gorilla he is controlling pounds its chest. There is a set of power to select from , each with different characteris : dash, speed, shield, trap. This increases the immersion and diversifies the strategies possibilities. This will avoid the linearity of the game

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

#### Art Reference :

1. **Donkey Kong : Country Returns (Wii) videogame** : The environment and characters of the game inspired our design. The movement of the gorilla also inspired the potential movement of our Gorillas.



2. **Overwatch video game:** the character of Winston, a genius gorilla ending up with superpowers after an experiment, inspired our characters and their backstory. Overwatch's diversity of insolite weapons was also à source of inspiration for our weapons and their characteristics.



3. **Back to the future 1985 film** : inspired the multiple change in the timeline
4. **Lemnis Gate video game** : inspiration for the time loop and the gameplay.
5. **Super Hot VR videogame** : inspiration of how to slow down the pace of the FPS and how to make the game reflex free.
6. **Gorilla tag VR videogame** : inspired the locomotion mechanics of the game.

### **Similar games :**

#### **1.Lemnis Gate :**

Genre: Action, Strategy  
Developer: Ratloop Games Canada  
Publisher: Frontier Foundry  
Platform : PC  
Release date : 28 September, 2021

Lemnis Gate is also à turn-based combat strategy FPS taking place in a time loop. Many of its mechanics are also similar to our game. This game have à more rapid pace of game and adds pressure on the player. It is offered on PC and Next Gen consoles which provides à very different experience, far from having the same immersion as the VR and removing the kinesthetic aesthetic . Lemnis gate is also more realistic compared to our game: shooters are humanoid landing on different planets. The difference of the platform and the change of environment create different mechanics governing the way the player moves in the map as well as how he shoots. Movement does not control the time progression. This also changes the aesthetics by adding fantasy and more stressful realism. This game also adds a 2v2 mode with different objectives depending on the mode the player chooses while our game focuses on one main objective.

#### **2.Quantum League :**

Genre :Action, Sports, Strategy  
Developer: Nimble Giant Entertainment  
Publisher:Nimble Giant Entertainment  
Platform : PC  
Release date : 15 April, 2021

Quantum League shares the same genre as our game and has many similar mechanics. The platform of the game is PC and PS4, offering much less immersive experience compared to our game. The environment of the game is very different which affects the mechanics of movement and the story behind the game : the game takes place in à realistic arena and the players are sport athletes aiming to dominate the sport's rankings. The game adds fantasy to the aesthetic and adds pressure by à faster pace of game without the correlation between movement and time. It also adds 2v2 mode.

#### **3.Gorilla Tag :**

Genre : Action, Casual, Social

Developer : Another Axiom

Publisher : Another Axiom

Platform : Oculus, Oculus 2

Initial release date: February 12, 2021

This game differs in the genre by being a “racing game”. Gorilla Tag uses VR and aims for the same immersive experience. The game does not have à time loop concept as well as the correlation between time and movement. It is similar to our game in its character and environment: it illustrates Gorillas in à Jungle but with a much less realistic design. The main focus of the game is the mechanics of movement based on the real movement of à gorilla. This is the common mechanic with our game. The goal of the game is however very different, as it is à multiplayer tag game. Yet it provides common aesthetics : competition and kinesthetics.

#### **4.Super Hot :**

Genre: Action, Puzzle, Shooter

Developer: Superhot

Publisher: Superhot team

Platform : Quest, Quest 2

Release date : March 12, 2021

This game has a similar VR FPS genre. The main concept of the game is making the time progress only when the player moves. Similarly to our game, this offers the player the opportunity to assess his situation in slow motion, offering à different shooting experience and anchoring the game in the strategy genre. It adds different mechanics to offer the player several possible strategies to kill his enemies and escape their shots using objects surrounding him. Because Super hot is à single player game, the time dilation does not have à limit unlike our game. The game has à different goal : passing from one level to the other, by killing all the enemies. The design of the game is also different by being very minimalistic with humanoid characters and an environment made out of glass. This adds à new mechanics of interaction with the environment. The environment and characters are similar in taking out the hostile attackers. This was achieved in our game by the choice of the characters.