Memento ViveRe

Endless runner in a philosophical setting

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Similar products & Relevant Links(>=3)

**Name : Subway Surfers**

**Url :** [**Subway Surfers - Apps on Google Play**](https://play.google.com/store/apps/details?id=com.kiloo.subwaysurf&hl=en&gl=US&pli=1)

**Relevant Features**

* Endless runner
* Replayable and entertaining
* Easy to understand mechanics

**Name : Beat Saber**

**Url :** [**Beat Saber - VR rhythm game**](https://beatsaber.com/)

**Relevant Features**

* Iconic VR game (if not the most popular)
* Replayable and entertaining
* Great use of motion limitation in VR

**Name : Alter Ego**

**Url :** [**ALTER EGO - Apps on Google Play**](https://play.google.com/store/apps/details?id=com.caracolu.alterego&hl=en&gl=US)

**Relevant Features**

* Philosophical depth
* A great collection of existentialist authors, books and quotes
* The feeling of personal growth throughout the game

**Name : Portal 2**

**Url :** [**Portal 2 on Steam (steampowered.com)**](https://store.steampowered.com/app/620/Portal_2/)

**Relevant Features**

* Great environmental storytelling
* Smart mechanics that allow smart puzzles
* Minimalist graphics

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Main Features

**PRINCIPAL MAIN VERY IMPORTANT FEATURE: Procedurally generated runner**

**Other features:**

* **Players will go through a philosophical journey of self-discovery and overcoming guilt**
* **The main mechanic of the game will be using a portal gun to overcome obstacles**
* **There will be five levels for the five stages of grief and one level of endless gameplay**
* **The environment will be black and white at the start of every level, but as you progress, colors appear**
* **There will be an intermission in the middle of the level with a short puzzle**

User Journey - Step by step flow through app

A Greek sculpted door appears in front of the player with a philosophical quote over it. When the door opens, the player is given a portal gun and sent on a quest to overcome their grief. An abstract, unusual being starts chasing the player and they have to use the portals to overcome obstacles in their way. When they have reached the middle part of the level, they are sent to a Greek, white and very well lit temple in which they have to solve some kind of puzzle. At the end of the level, the player is shown a progress bar and how many more levels they have to complete.

An alternative mode is endless, where the players will compete for a high-score in an endless level where the pace is increasing.

Moodboard (10+ images)

[Proiect IMR - Milanote](https://app.milanote.com/1QYhPO14cq0G85/proiect-imr?p=A3TNgnN4fzQ)

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Technologies, Libraries, Assets (>=5)

Game Engine: Unity

Modelling/Animation: Blender

**Libraries:**

**Oculus:** [**Get started developing Oculus VR Apps with Unity | Oculus Developers**](https://developer.oculus.com/unity/)

[Unity - Manual: Using Shader Graph (unity3d.com)](https://docs.unity3d.com/Manual/shader-graph.html)

**Unity Particle System Legacy:** [**https://www.youtube.com/watch?v=bQ4INdXtpSM&ab\_channel=AlanThorn**](https://www.youtube.com/watch?v=bQ4INdXtpSM&ab_channel=AlanThorn)

[Procedural glass shattering | Particles/Effects | Unity Asset Store](https://assetstore.unity.com/packages/tools/particles-effects/procedural-glass-shattering-123802)

[Simple Day And Night Cycle System | Particles/Effects | Unity Asset Store](https://assetstore.unity.com/packages/tools/particles-effects/simple-day-and-night-cycle-system-66647)

[Volumetric Light Beam | VFX Shaders | Unity Asset Store](https://assetstore.unity.com/packages/vfx/shaders/volumetric-light-beam-99888)