

DREAMS & DANGERS: A STARRY NIGHT EXPERIENCE DESIGN SCRIPT

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EXT Environment: Players walk towards the station that contains the "player area" we have set up for the experience to take place within. Players are then given a brief set of instructions on how to put on and adjust the VR headset (potentially with a demo from one of the creators). Players are then given a brief introduction about the experience they are about to step into. Players are then directed to the "player area," which are bounds they will stay within during the entirety of the time they are in the headset (area where no one else is allowed to walkthrough for safety and comfortability precautions). Players then put on/adjust the VR headset and enter the Dreams & Dangers: A Starry Night Experience.

INT Environment: **Players will put on/adjust VR headset. A window will pop-up as soon as players enter the space. This window will be an initial "intro screen-games menu" that will again restate the rules, illustrate controller instructions, and have a start button that will begin the full experience once they hit play/start** Players will enter a realistic, museum-like space. They will begin the experience standing on top of a set of stairs in a blocked off area, so that the only things they are able to see are a sign from the floor that prompts them to pick up an audio guide, a breakaway hallway about halfway from the space they begin in and to the right, a set of stairs on the opposite side of the "hallway" they begin in, a table connected to the wall that has headphones/audio players (audio guides), and a wall that says Audio Guides. Players will see the sign and (hopefully) walk towards the opposite end of the hallway, walk up the stairs, and grab an audio guide from the wall/desktop. A narration will begin once the audio guide is equipped on the player, and the players will (most likely) follow the directions given by the narration. Players will retrace their steps back to the breakaway hallway located halfway between the starting position and the audio guides and walk down this long hall. As they walk down/look around, they will see abstract representations (pictures) hanging on the wall like paintings in a museum. They will either have a very colorful palette or a monotonous, neutral palette. Partitions/dividers, similar to those found in museums, will be placed in front of the paintings on the wall so that players will not be able to "touch" the paintings. Players will have the ability to interact with these paintings if they choose but will not initially be prompted to interact with them from the audio guide narration. The guide

will initially tell them to "look around" the museum as they please/ they can interact with the paintings to gain more information about the images if they please. The guide will then prompt them to walk towards the end of the hallway, where on the back wall is The Starry Night painting by Vincent Van Gogh. Players will be prompted to "step into" the painting. As they walk into the painting (or stick their hand in and hit a button), the painting will seamlessly dissolve and they will be able to walk into (or will be transported depending on how the environment gets set up) the surrealistic, Starry Night portion of the experience. Within the space, there will be walls that the player is contained within. The material for the walls will be the background of the Starry Night painting (blue, yellow, green swirls, stars, suns, etc.). Within the space itself, there will be abstract 3D models and metahumans. The materials on the models will be similar to the surrounding walls. The guide will tell them that they are able to wander around freely and interact with the objects in the space. As they interact with objects, an event play will be triggered that will cause a level sequencer event to occur. This will alter the materials of the walls and 3D models around them (thus simulating changes in air pollution). The logic will allow them to go back to the original museum portion, only after they have interacted with at least 5 objects in the environment (if logic is possible). A door will appear somewhere on the walls, but will blend in with the walls, so it is not evident they can go back. If they choose to go back, they will be given visual prompts to interact with the paintings on the walls to learn more about the history of air pollution.

Section 1: The Live Entrance

Players will follow signage that will lead them to the game space.

SFX:

Dream-like Music will play through a speaker.

//INTERACTIVITY: We will greet the player(s).//

US

HELLO! WELCOME TO DREAMS & DANGERS: A STARRY NIGHT EXPERIENCE.
WOULD YOU LIKE TO TRY IT?

//INTERACTIVITY: We explain how to put on/adjust a VR headset, give a quick demo, wipe down the headset, introduce the world they will be in, and make them step into "player area."//

US

Input intro script here

//INTERACTIVITY: They enter the space, and we partition the area off. We get a chair if accommodations are needed. We help them adjust the VR headset, make sure they are comfortable and at ease, we tell them to look forward and follow the instructions in the headset.//

Section 2: The Virtual Entrance

Players are met with a "game menu" that will briefly explain rules, illustrate controller instructions, and allow them to start once they hit the play button.

SFX:

Game menu with rules, controller instructions, and a play button either taking up full screen or part of screen with the game gaussian blurred behind it.

//INTERACTIVITY: Game Play menu screen will only start once the player uses the controller to hit play/start.//

PLAYER

READS INSTRUCTIONS AND HITS START

Section 3: The Museum - Audio Guide

Players will be prompted by a sign in front and to the right of them to grab an audio guide located on the opposite side of the hall they are in. They will grab the audio guide, which will instruct them through the experience.

SFX:

Audio guide will equip onto the player once they grab it using the controller. Narration will begin once equipped. Narration will also begin when they enter certain collision boxes, triggering event plays.

//INTERACTIVITY: grabbable object - audio guide. Equips and begins narration upon pickup.//

PLAYER

NAVIGATES TO GUIDE AND EQUIPS IT.

Section 4: The Museum - Paintings Hall

Players will be prompted to wander around the hallway located in between the player start area and where they picked up the audio guides. They can interact with the paintings on the wall if they want, but they will not initially be prompted to by the audio guide. The guide will tell them to "walk into" the Starry Night painting at the end of the hall once they've "had their fill" looking at the other pictures.

SFX:

Audio guide will prompt them to wander and step into Starry Night when ready. Calm music may play in the museum portion.

//INTERACTIVITY: optional to walk up to paintings and click a button to learn more information about them. (Maybe only allow them to click plaques next to images with info if they want to → will be read aloud when clicked).//

PLAYER

NAVIGATES AROUND HALL AND STEPS INTO PAINTING.

Section 5: Starry Night

Players will be told they can walk around in this environment and interact with the different objects in the space. Their interactions will trigger level sequencer event plays, which will alter the materials of the environment/models around them.

SFX:

Abstract (Avant Garde?) music will play as the player roams the space. As they interact with objects in the space, the material of the background walls and the 3D models in the walkable area will change in hue/saturation based on the "air pollution" affect their action causes. There will be a doorway/portal that will allow them to enter back into the museum if they wish.

//INTERACTIVITY: grabbable objects - materials in Starry Night space. Players can manipulate objects and complete certain actions with them. Materials of background and 3D models will alter based on these actions.//

PLAYER

NAVIGATES STARRY NIGHT SPACE AND INTERACTS WITH OBJECTS.

Section 6: The Museum Pt.2

Players will have the ability to go from the Starry Night room to the Museum room again if they want to. The guide will prompt them (or messages will pop up as they wander around the room) that will tell them to interact with the paintings to learn more about the history of air pollution.

SFX:

Players can enter back into the museum room using a portal jump? Messages will pop up or the guide will tell them to interact with the paintings to learn more about air pollution. Each painting will depict something. Maybe the original, colorful, abstract painting dissolves and depicts a different more grim/realistic image behind it when interacted with. The audio guide will then tell them more information about each painting (the history of air pollution).

//INTERACTIVITY: player interacts with the paintings to learn more about the history of air pollution.//

PLAYER

JUMPS BACK INTO MUSEUM ROOM AND INTERACTS WITH PAINTINGS IN SPACE.

THE END