

Head of lights

The disco ball has lost its shine

Presentation

Enter the disco ball, bring back its lost shine by turning the lights on with the music.

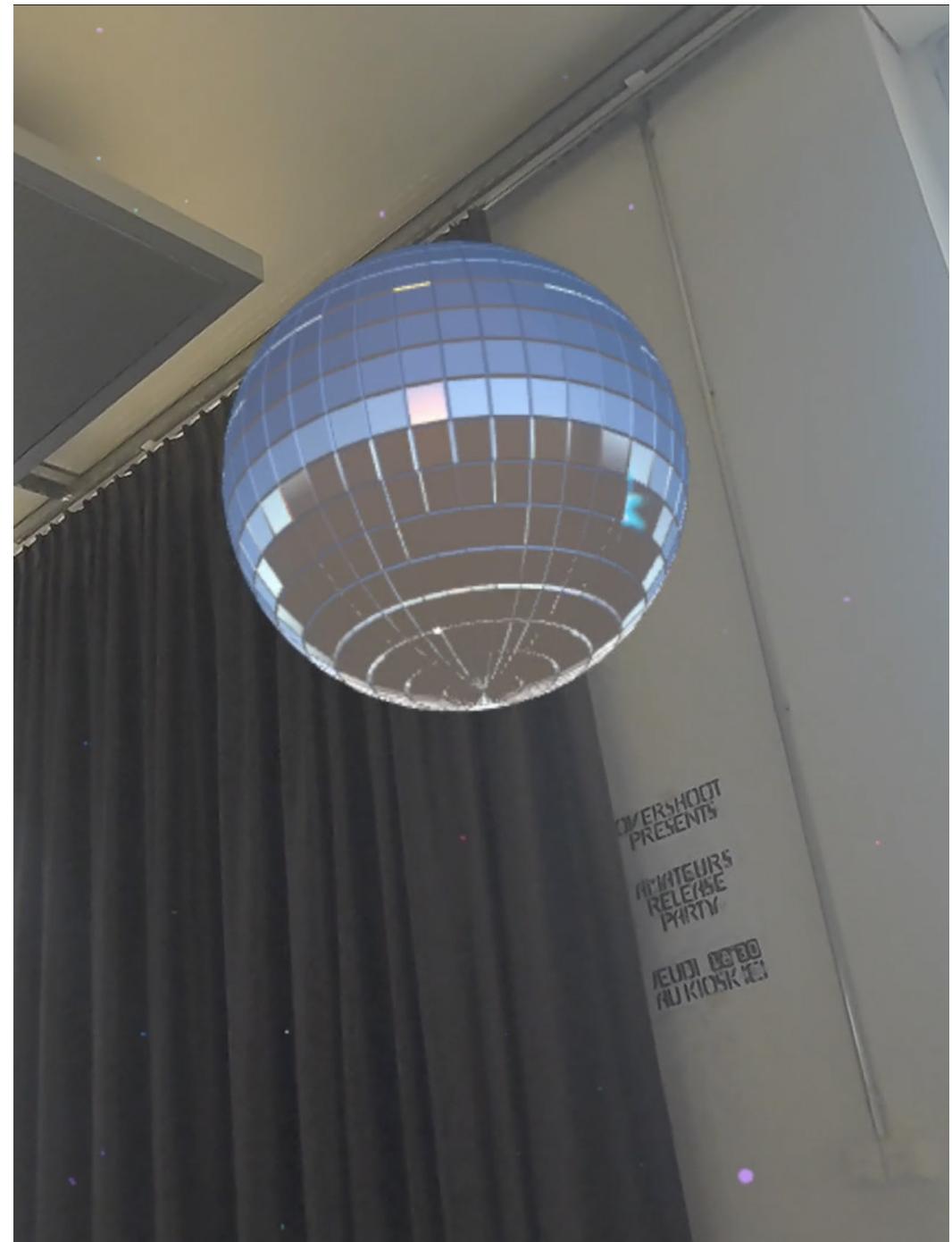
In this augmented reality game, a shining disco ball is in the room with you. Suddenly, the lights go off and the music stops. The disco ball has lost its shine.

Your mission is to help it recover. You need to bring the light back, from the inside. Open your heart and enter the disco ball.

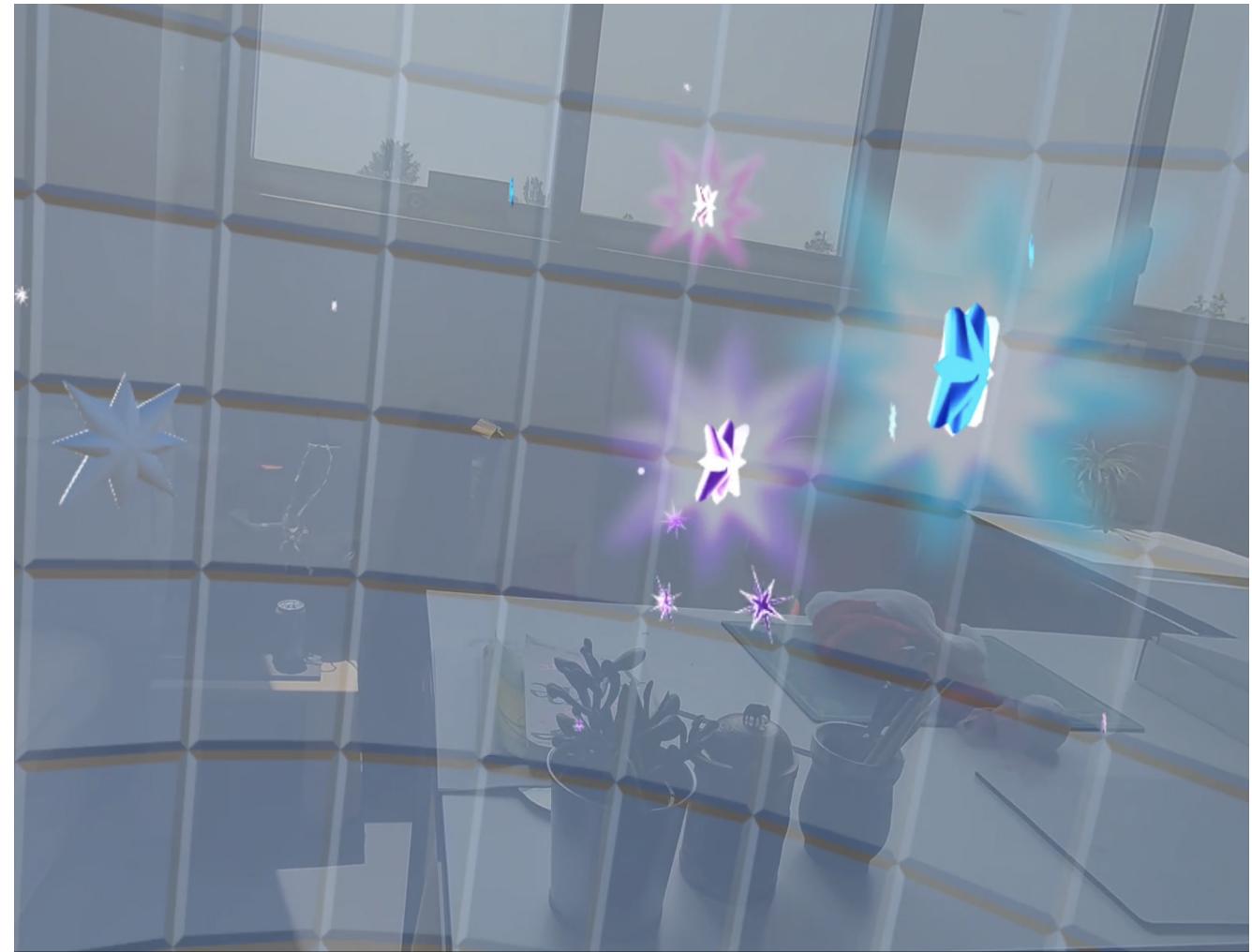
By using your gaze, turn on the stars, one by one. Gradually they will restore the lights. As you light up more stars, layers of the music return, step by step.

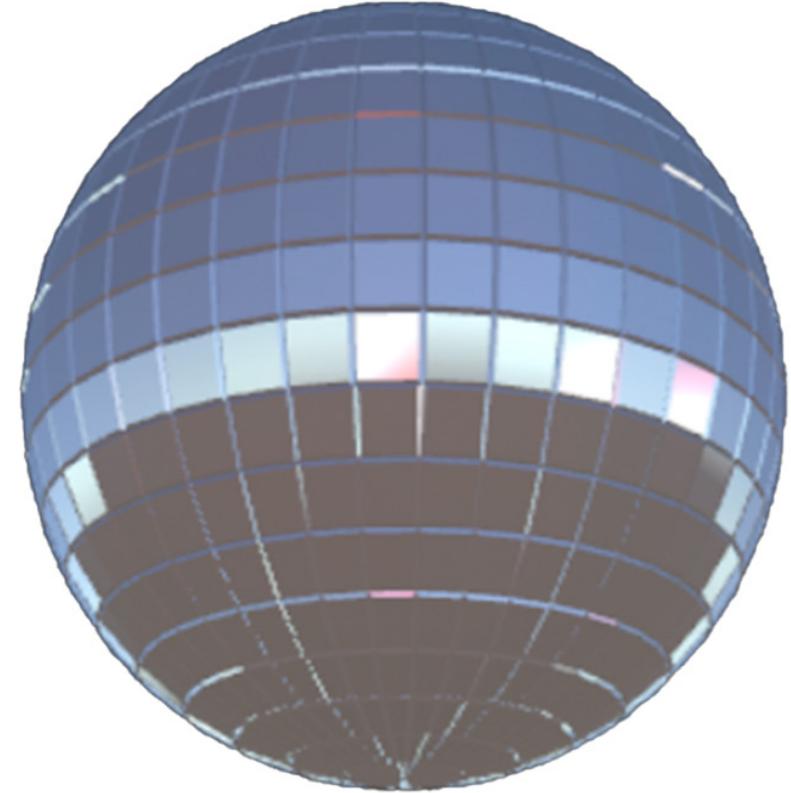
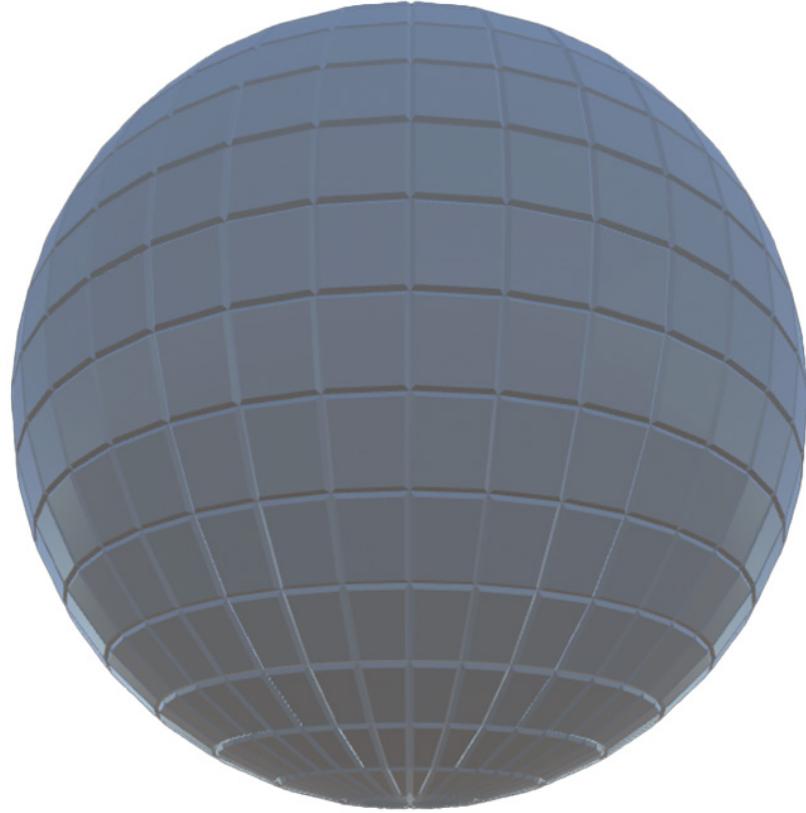
As the disco ball shines, so will you. Once you have turned all the lights and music back on, the disco ball will shine again and leave your head.

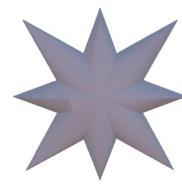
**Head
of lights**









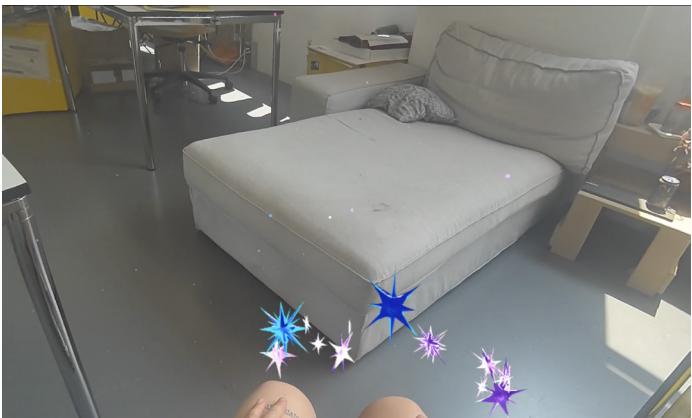
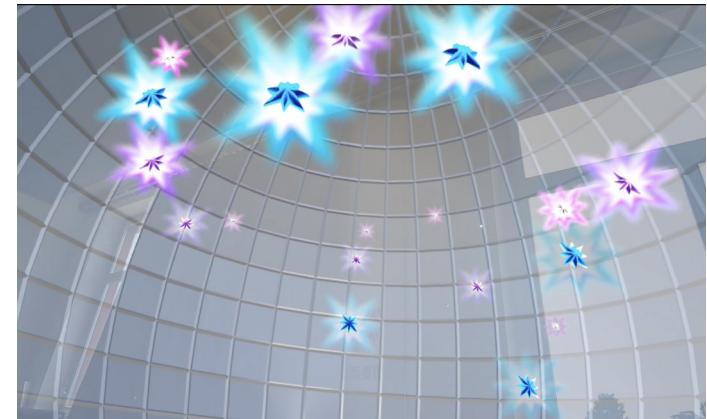
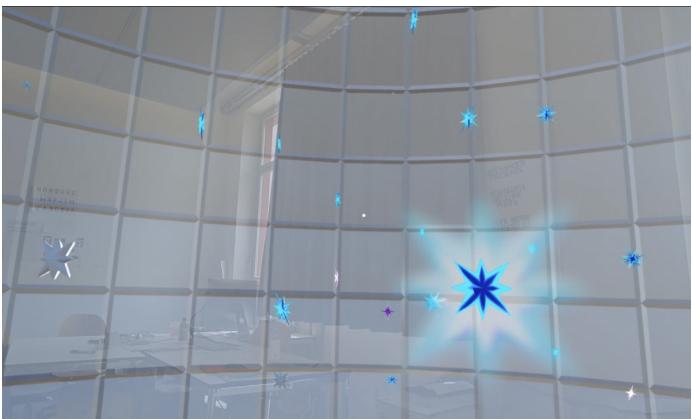
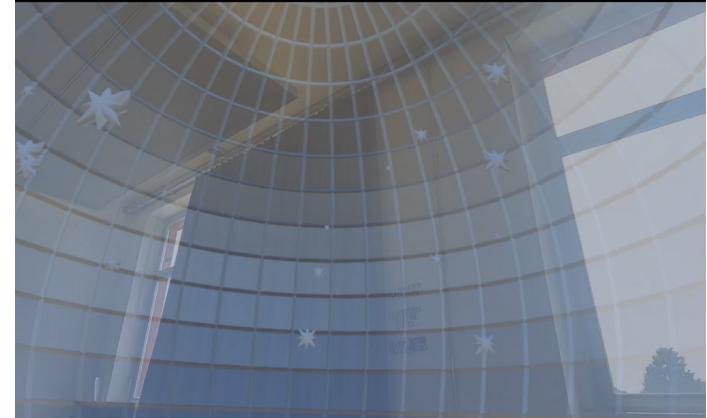


Experience

Head of Lights is made for paraplegic and tetraplegic people, as no hand movement is needed, and the game is motion-sickness free thanks to AR.

- 1. You are in your space. You see a disco ball spinning, shining, and playing music.**
- 2. You look around and at the disco ball. Suddenly, the lights and music turn off.**
- 3. The disco ball needs your help, and you have to enter inside it.**
- 4. A. Inside the disco ball, it is dark. Unlit stars surround you. With your gaze, they begin to shine again.
B. Each star represents a light. When turning them on, you'll also get glitter on you and create a shared brightness.
C. As you light up more stars, layers of the music return, step by step.**
- 5. At the end, you shine together with the disco ball. Once all the lights are back on and the full music is restored, the disco ball glows brightly and gently leaves your head.**



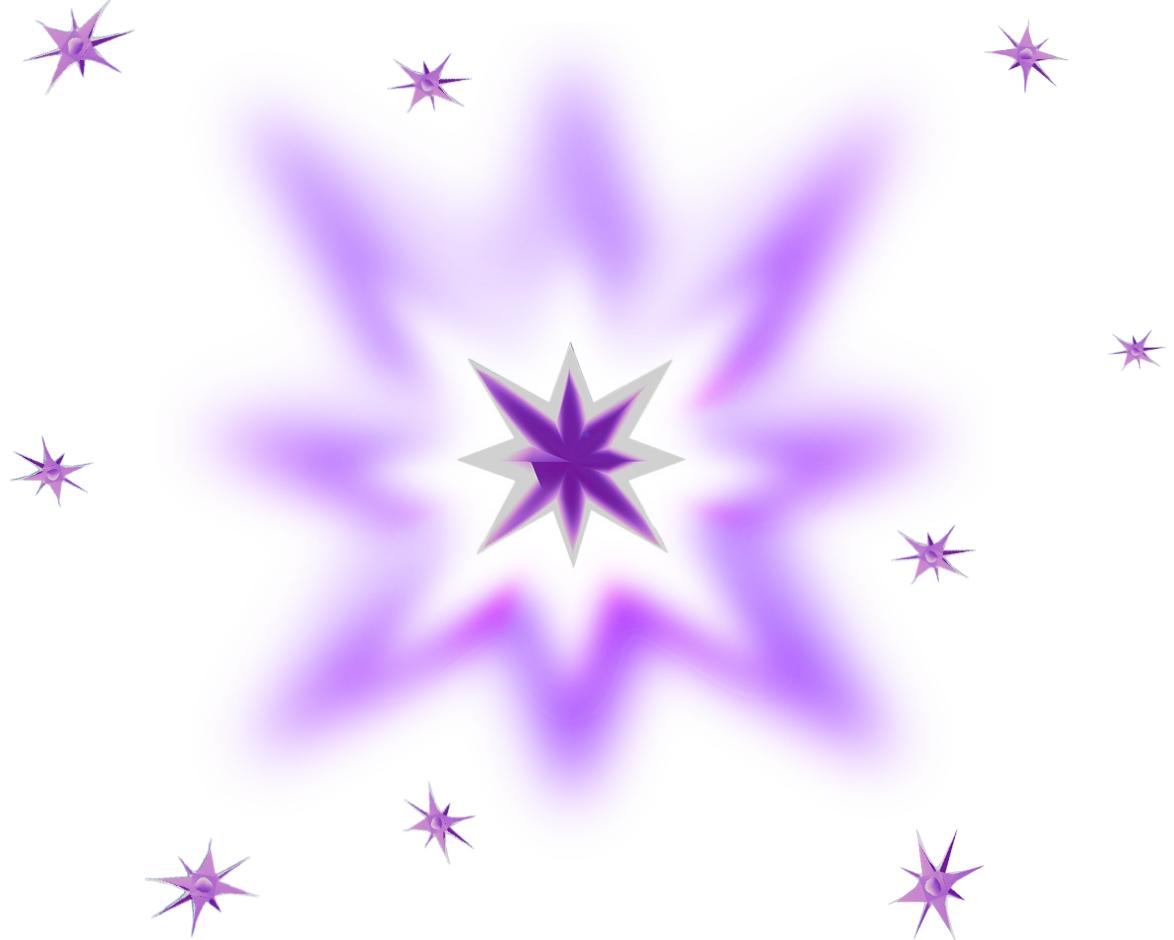


Future Development

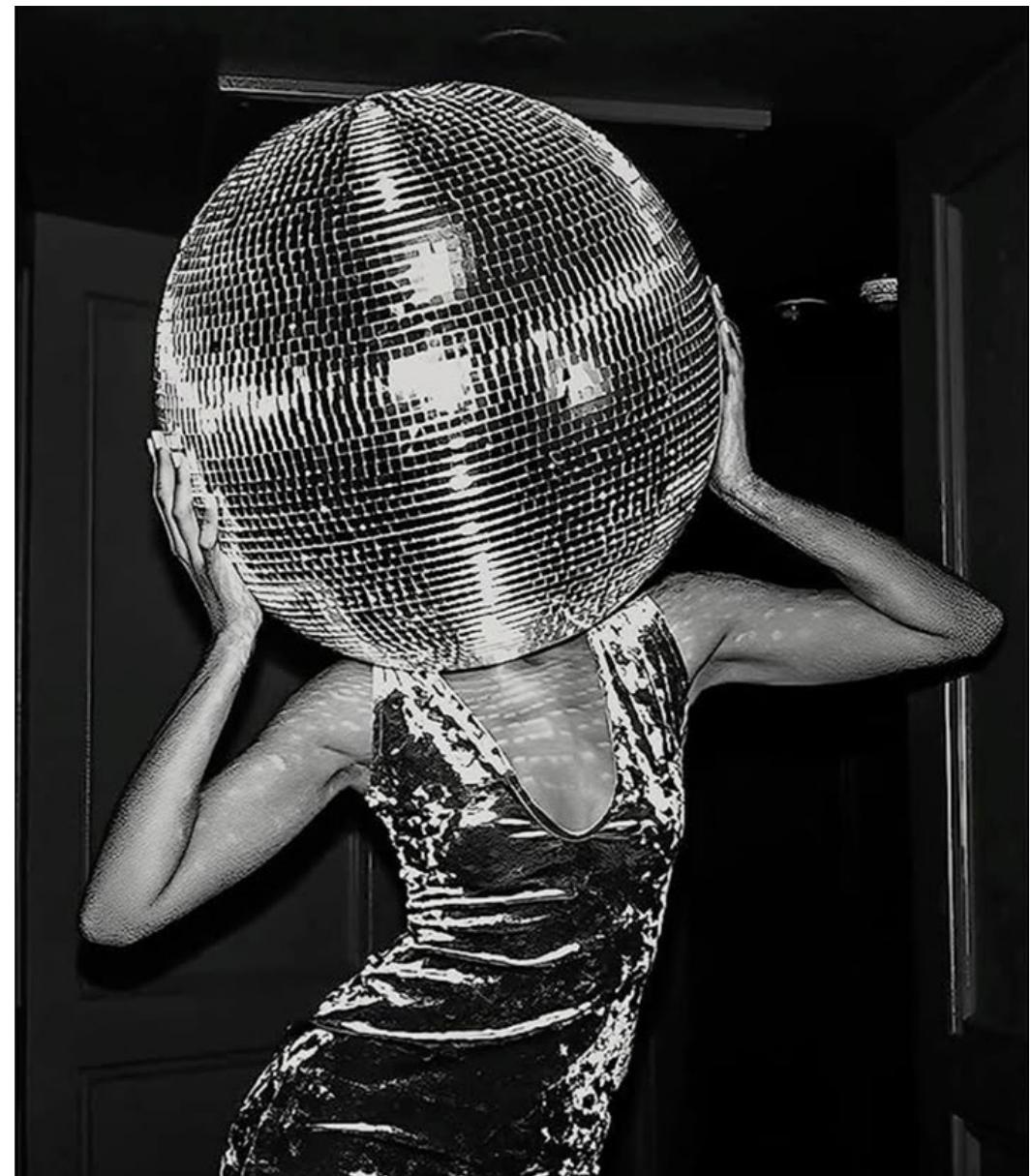
If we had more time, we would have improved our game's visuals, musical elements, and overall player experience.

Our aim is to refine the visual animations for added fluidity and easier comprehension. We also planned to enhance the light and brightness effects, creating a stronger contrast between the on and off states.

Furthermore, we want to dive deeper into the game's musical rhythmic aspect by increasing the interaction between the music and the player's gaze. We also aim to let players choose their own music from a playlist featuring various genres.



Concept references



Visual reference

