

PROJECT NAME: Project_Mirkwood (temp title)



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Document Terminology:

- VR = Virtual Reality
- VOIP = Voice Over IP
- UI = User Interface

Changelog:

Version 1:

1 Platform

Oculus Rift/HTC Vive + Locomotion tech eg. ROVR, Cybershoes

2 Game/Experience overview

The USP of this project is more about the use of the locomotion technology and creation of a VR multiplayer space that makes use of this to aid older people. The experience would be being able to connect with others through VR as well as have a virtual space to relax and perform activities with those in the game as well.

2.1 Narrative/Plot

No narrative in general apart from possible making the scenes have character by giving them some information about the park area that I build. By this I could use plaques and other signs to tell a story about the area however this would not be a priority for the prototype.

3 Core Game Loop (if applicable)

3.1 Objective/Challenge/Reward

The core game loop of Project_Mirkwood is as follows:

Player enters the game, meets up with friends, performs activities, rewarded by cosmetic items for their avatar

4 Room scale/Static

The gameplay will happen in a static position really, because of the ROVR and other locomotion tech using one space where you move rather than moving around an entire room. This is a better idea than creating it in a full room scape as the idea is to help people in isolation that are older and these people are unlikely to have a dedicated room space to which they can use for VR.

5 Locomotion

Locomotion will be performed through a form of VR locomotion tech such as the ROVR or Cybershoes however I will be developing with the ROVR.

6 MoodBoard

The graphical style of the game will be photo real making use of the variety of textures that UE4 offers as well as possible making some of my own from photos taken.

Below is a moodboard to give a general idea of the kind of park I am wanting to create:



7 Game Mechanics

7.1 Rules

Mechanics will be shown in the way of the mini games/activities as the project as a whole is more to do with the creation of an online VR multiplayer space for older people rather than a traditional game with standard mechanics and game loops. However, like I suggested the mechanics that will be included will be the mechanics of moving around via the locomotion tech as well as any mechanics that the activities require.

8 Character Design and creation

As for character design, for now this will be a variation on the standard Unreal Engine 4 mannequin however in future I may want to look at allowing players to choose avatars that they want to play as. This would give a little more personality as well as allowing for rewards from activities that could be cosmetic items for a reward system.

9 Level Design

The design of the Park level will be based on a real park which I will have visited and which reference will be taken in the form of pictures and possible videos. This will mean that the design has an authentic feel and will help me keep to a realistic style and scale. In future I will hope to build different scenes to allow use of my project in different countries and cultures.

10 Audio considerations

Audio may be a big part of my project, the soundscape of a park should be captured such as birds singing and the rustling of the trees. In this way I am hoping to capture some reference recordings that I can use to create an authentic feel. As for the players, I would hope to create a VOIP system (Voice Over IP) which would allow the people playing together to speak with each other.

11 UI FUNCTIONALITY

The UI for this project will mainly be an interactive VR menu at the start along with what I am designing as a watch menu interface where the options will be kept on the wrist of the player to interact with when they need to. As for interacting with the activities, most of them will be passively there like bird watching and chess so there is not much need for interaction through UI in that way. It may be possible to include players' usernames in some form such as above their heads so they can better identify each other.

12 Assets

To be added when created.

13 APPENDIX