2DG103: VR PROJECT CONCEPT DOCUMENT

Apothecary

Concept Document by (James Moore):

Contents

1   Platform

1.1 Research your device (s)

Playstation VR
HTC VIVE

The HTC VIVE would work extremely well because of how it's play area system works allowing the players to move around in that space. However, since the counter area of the shop is the only place players can move, I feel the project would work very well on the PSVR system. Not only would we reach a wider audience if the game was on the Playstation 4, but we also know a game like ours could work well since Job Simulator, which has a similar style in that the player moves and interacts in a small area, is on PSVR and has done well on there.

Also, based on numbers it would be best to be on both types of hardware but lean more towards the PSVR as the HTCVIVE has sold around half a million units so far whereas the PSVR has sold around 3 million units and over 21 million PSVR games. It would be the best-case scenario to be on both platforms as usually if someone has purchased one VR system, they are unlikely to buy another.

(https://www.fastcompany.com/4040163/data-shows-that-less-than-1-of-htc-vive-owners-are-using-vr-at-any-time
+ https://venturebeat.com/2018/08/16/sony-has-sold-3-million-playstation-vr-headsets/)

2   Game/Experience overview

The idea of our project (Apothecary) consists of the player interacting with ingredients to mix together in VR into potions for customers that enter the shop and request certain potions. The USP for our game is the mixing together of ingredients in VR, taking the player and putting them into the position of a novice wizard with an inherited shop that wants to becomethe greatest wizard in the land so sets out to earn enough money to go to wizard school.
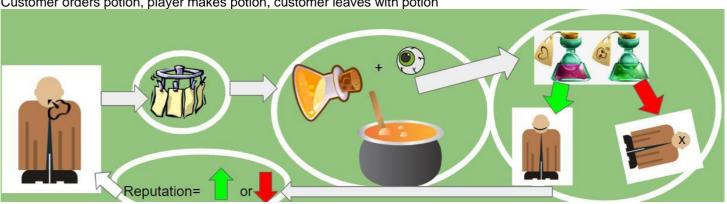
2.1 Narrative/Plot

You are a novice wizard that has big dreams of becoming the best wizard in the land. You have just inherited a shop in the town of Maplehold from your distant father, now you must build a reputation and money to go to wizard school in the capital city by creating potions for the people of Maplehold and passersby.

3   Core Game Loop

3.1 Objective/Challenge/Reward

The core game loop of Apothecary is as follows:
Customer orders potion, player makes potion, customer leaves with potion

4   Room scale/Static

The room scale of the scene is on the smaller side for the player as the playable area is behind a counter. The entire scene is the inside of a shop and the only outside seen is through the windows and when the door opens so it still is not a very large area.

5   Locomotion

As for locomotion, the player would not need to move in the current idea of what the game will be, other than moving only slightly in the area behind the counter (which would be done by their movements in real space) however if we needed to increase the size of the area or allow the player to pick up things from around the shop floor we would probably have a teleporting system as it makes sense in the context of the player being a wizard.

6   Game Mechanics

6.1 Rules

The gameplay would consist of one main thing, customers entering the shop and the player (being the wizard) creating the potion or item to serve them and build their reputation.
The stage where this game would be set is the wizards shop where the player has many shelves around them as well as a cauldron on the counter in-front of them, this will be show more through the concept stage.

7 Level Design

 The level design of the project is based around one room as the shop is the only playable area needed. Also, as there is a window in the shop, the outside area visible through the window would need to be modeled and textured.

8   AI Design

The way our AI will be designed is to come to the player and ask for a particular potion then will leave after it has been made and then come back later having a different conversation depending on if the potion was correct or not. While this isn't very complicated AI the dialogue system that they will use to converse with the player is the main amount of AI that the characters will use.

9   Puzzle Design

Our concept incorporates puzzle design into how the player combines materials together to create the required potion for the customer. This includes the player figuring out what exact combination of potions to combine to create the desired end result. Other than this we could look at adding more dialogue and within that create puzzles such as riddles that can add to the overall puzzles and available options for us in the future.

10 Audio considerations

The audio needed for this project is mainly ambience related to immerse the player in the world we are trying to create. Since this project is VR immersion is important to the game's success. We may also think about adding audio into the potions with them pouring or with the bubbling of the cauldron.

12 UI FUNCTIONALITY

The UI of Apothecary will be using one of two methods. The first is that you use a book to access menu options as well asgame features like a recipe list, the second method would be to use a spell to bring up a menu in the physical space witha magical effect as it would fit in the world we have created. However, I do feel the book method would fit more with our vision for the project.