Research in VR/AR

Week 5 - Day 1
Blindness

An experience or puzzle game that simulates blindness which utilizes spatial audio for navigating around a room and interacting with objects. Similar to the Blind VR game in theory but ours would use different art style and obviously different environments/interactions.
Breathe:
Guided Meditation in VR

GEEK: Gaby, Euan, Erick, Kendra
Why VR

- Niche topic, very few successful guided meditation applications in VR
- Minimalist approach
- Visual clarity is prioritized

Possible ideas:

- Interactivity
- Guided breathing (color changes)
Key Features

- Ambient music
- Voiceover with guided meditation instructions
- Graphics in line with breathing/movement
Breathing in tends towards focus

Breathing out tends towards dispersion
Koifisch  
(actual name TBD)

Team DreamweaVR
Alex Lee, Helen Lin Luke Sturm, Lisa von Rabeneau
Project Overview

- **What is your idea - A Game**
  - The Story: Big evil koi fish won’t let you leave its tank (this fish has feet and it won’t let you leave)
  - The Goal: Open doors that lead you to other rooms, collect the necessary items, and make it out of the house

- **Why VR**
  - Obviously

- **What types of experiences/interactions will be included**
  - Transportation
  - Interacting with items (ex: opening doors, picking up items)
  - Items interact with each other (ex: key to door opens door)
  - Sounds (including the overlord koi fish voice)

- **Any concept art or existing experiences**
  - VVR - exploring other worlds
  - Koi Fish - from [http://dragonkoi.com/](http://dragonkoi.com/)
  - Max Un Muecke (Max & Mario?) - Maze escape
  - Harry Potter - have to make potions
Pac-Man: the 3rd Dimension
An immersive twist on a classic game...

- Ever wonder what Pac-Man feels like being chased by ghosts?
- Use VR to experience Pac Man in the 1st Person
- Huge market for nostalgic individuals - Barcades
- Build on concepts taught in class
But that’s not enough!

- Star Wars mode where Pac Man becomes a Jedi Knight
- Ghosts become stormtroopers
Help! There are Aliens with Guns and That’s Bad.

(working title)

Anna, Colton, Harry, Luke
General Idea

- Player is on a **fixed track** travelling through space station.
- Something has gone wrong; alien invaders are inside the space station.
- You must eliminate them all
  - There are different solutions to eliminate the enemies in different rooms.
- Low gravity, directional view moving/spinning
- Waves of enemies, including a final wave featuring dinosaurs (don’t think about that too much).
Why VR?

- This could be a tongue-in-cheek survival horror game, where the content itself isn’t that threatening, but the sense of 3D space is where the horror comes from.
- You feel the panic of aliens coming from you in all directions.
- We can create an immersive experience, where the players feel personally invested into the outcome of the game.
- There are multiple elements in space that we can manipulate to challenge the player’s sense of reality; e.g., what direction is up?
- We can play with lighting and movement in a way that we couldn’t with a traditional game through a defined personal perspective.
Ideas of Experiences/Interactions to Include

- Playing with the idea of rotational / limited light (eclipse)
- A shield that protects you from enemy attacks, but you can’t shoot while it’s up
  - If you shoot while your shield’s up, it hurts you because that’s dumb.