

High Concept Document

Overview

You are a program who must find out their purpose. You think you are a human at the start but as you progress, the world gets more abstract. Will you fall into madness or find out your goal and complete it?

Story

- You're an AI who must discover and choose their own path
- Various branches and choices that affect the final outcome

Genre

The project's' main genre will be Storytelling as the main focus will be about following the story of the main protagonist. It will also be a Puzzle game due to the light, option puzzles that exist throughout.

Environment

The majority of the story will be in a lab like environment, compelling the user to wonder why they are in a lab and if anyone happened to them. There is however the opportunity to go to different areas due to the unique nature of the character so they could "imagine" being in a different location.

Throughout the environment, there are "holes" in the wall that the player can interact with, unlocking more of the story. These holes will be somewhat sci-fi in nature.

There is also a narrator who will narrate the players choices and internal thoughts as they learn more about themselves and the world.

Gameplay

Although this is a mostly story based game, there will be some minor gameplay elements to help engage the player more in the story. For this, there are a number of puzzles throughout the world the player can solve which will dictate the direction the story will take. For example, as a "flashback" the player could remember a skills test they had to do. If they fail it, they would hear the researchers being disappointed and visa versa.

Endings

- Good AI
 - You look over the human civilisation and take care of them
- Bad AI
 - You want to rule or destroy the world (robot revolution)

- Corrupted
 - You refuse to believe you are an AI
- Information
 - You want to know everything about the world, to constantly learn

Features

- Virtual Reality
- Use of Leap Motion
- Unique way of interacting with the world and UI
- Explorable levels
- Different, optional puzzles
- Multiple endings

Player motivation

- Replayability
- Engaging story
- Desire to know more

Competition

- Heavy story based game
 - Walking Dead
 - To The Moon
 - “VR Experiences”

Design Goals

There are numerous design goals we have set out for ourselves to create the a good VR story experience that will engage the player.

We want to have good storytelling with compelling reasons for the player to choose a certain branch, encouraging replayability so they want to find out all the endings.

The environment should be immersive, drawing the player into believing they are there. The character is realistic in their thoughts and decisions.

Target Market

- VR users
- Casual
- Story/puzzle lovers

Unique Selling Points

- Virtual Reality and Leap Motion
- Unique way of world interaction