PreviewLabs

Rapid Game Prototyping

157 Church Street, 19th floor
New Haven CT 06510
USA

smokeSCREEN VR - Iteration 3 Brainstorm Report

Client:	Yale University
Author:	Maya Goedert
Status:	Confidential DECLASSIFIED
Date:	November 20, 2018

Summary

This document was written after a brainstorm session conducted by the PreviewLabs team. It consists of ideas to improve general gameplay experience and mini-game concepts. When writing the PDD for the third iteration, we may be able to use ideas from this document.

We'd also recommend shortening the script and re-recording some of the ambisonic audio.

Ideas

Priya Points

During the game, players can earn points, indicating their progress throughout the game. These points are called *Priya Points* and indicate how much the player (Mike) has impressed Priya.

Priya Points will be shown on the phone, in a new application with a heart icon.

When a scenario has been completed (cfr classroom in play-through one) the situation summary will be shown in this application on the phone, along with the amount of Priya Points earned. A back button will be visible to exit the summary, and view the total amount of Priya Points earned already.

An exit button will be visible: pressing this will close the application and return to the home screen of the phone where users can check notes and text messages.

When points are earned, they fly towards the phone, similar to how knowledge already flies to the phone.

Priya Points can be earned by:

- Giving a correct answer in class.
- Providing correct knowledge to Anthony and Jeremy.
- Playing mini games (see below).
- Finding observable items.
- Giving the correct answer with the power of understanding.

A summary of Priya Points earned per play-through is shown at the end of the game, along with an indication of how much Priya likes the player:

- She doesn't know you exist…
- She knows your name.
- You've piqued her interest.
- She talks about you to her friends.
- She's head over heels!

Powers

The following ideas could be implemented to improve the use of powers and to make the game more interesting:

- Observation power:
  - Players aren't required to find all observable items, but finding all items will result in a higher score.
  - Arrows will point towards observable items once observation mode is started.

- Wen the item is visible for the player, the arrows will remain visible and will point towards the item until it is selected.
- Once a single observable item is found, a button to continue to the next dialogue will be visible under the item. The text on the button will read: *"Click here to continue the story. 1/4 observable items found."* The button will stay fixed on the position of that item as the player finds the other observable items.
- All observable items will be clearly highlighted by a yellow outline, in addition to the current effect.
- When a player found all observable items, extra Priya Points will be earned. The game will automatically continue to the next dialogue part.
- Understanding:
  - When a chosen answer is wrong, the player will see the available options again, with the chosen answer greyed out. The power menu will be skipped in this instance.
- Knowledge:
  - It will be possible to use the phone when using knowledge power.
  - When providing a correct answer, a 'ding' sound effect will be heard. Optionally, Priya Points can be earned.

Mini Games

We'd recommend making mini games accessible via the phone after playing through certain content, or at determined moments in the scenario. A mini game can be played when it has been unlocked and once between each scenario. When a player has finished smokeSCREEN VR entirely, the mini games will be accessible via the menu.

Below are some ideas for mini games.

Space Cats

Space cats is a first person shoot-'em-up game where the goal is to survive up to ten waves of evil space cats by shooting them.

Each wave has tougher evil space cats, increasing the game's difficulty.

Evil space cats will fly towards the player, which the player has to shoot using their controller. When an evil space cat is able to get past the player, meaning the player wasn't able to shoot the evil space cat before it flies behind the players head, the player loses a life.

The player has nine lives in total, when all lives are lost, the game ends.

Mango Bango

In this Fruit Ninja like VR game, the goal is to slice as many flying vape ingredients as possible within a one minute time limit.
By swiping the controller in the right direction, ingredients can be sliced.

Ingredients that can be sliced: mango, cucumber, watermelon, crème brulee, oranges, …

Vape clouds will randomly appear, making it harder to slice the ingredients.

Points can be earned when an item is sliced before it lands back on the ground. Bonus points can be earned when an item is sliced multiple times, or when two items are sliced with one motion.

The game ends after one minute.

Mango Unchained

A first person game where the player is in a tower and has to protect the school from vape zombies. Using a catapult mangos can be thrown at the enemies. When hitting them, they transform into human kids and can enter the school.

At random times, a watermelon will appear as a bonus weapon. A watermelon has a bigger impact and can be compared to a bomb. It's heavier to throw and therefor more difficult to aim.

The game ends when a zombie enters the school, or after ten waves of vape zombies.

Find Sean's Books

In this hidden object game, the player has to find Sean's books in 4 different locations: the hallway, classroom, bathroom and party.

The books will be hidden surrounded by various objects. In each location, the books will be hidden better, making it harder to find them.

In each location the player has 5 minutes to find the hidden objects. As time passes, the score decreases. Optionally, a hint system can be implemented. Using a hint will also decrease the score.

Super Stall Boy

While nobody seems to help out the poor kid in the stall, this mini game answers the question of how he ended up there in the first place.

This first person obstacle run game is a flashback where the player is running through an endless corridor avoiding objects such as soup, splashes, dodgeballs, … Obstacles can be avoided by tilting the controller left or right.
The game ends when the player runs into an object, or after a tunable amount of time.

Jeremy's Kitchen

In this cooking game, Jeremy's mom shares recipes for dishes. These dishes have to be made within a certain time limit. Players have to combine the right ingredients in a kitchen and serve them. The more dishes you can make within the time limit, the higher the score.

Dance Off

This game can be played when Mike gets to Sean's party. The player can challenge Matthew to a dance off.

On the right, an animation of Matthew dancing will be shown. On the left, 4 circles on a horizontal line will be shown. Similar to guitar hero, one by one dots will vertically appear on the line. The corresponding circle must be sliced at the exact moment the dot is inside the circle time to perform a move.

Performing correct moves results in scoring points. The longer a player can do this without missing any dot, a score multiplier will be applied. The game can end in two ways: if the player misses a tunable amount of dots, or if the song is finished.