human_machina

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Audience [119 words]

This title is aimed at an audience of experienced VR users, due to the fact that it is expected that the user will not need to be heavily guided by techniques such as instructions and visual arrows; in their place will be more subtle direction techniques using directional sound and visuals, which will be expanded on in Setting. The title is aimed at an age group of 14-50 due a moderately mature plot , as well as visual effects and user involvement that may not necessarily accommodate an older generation. The title will be advertised for users interested in puzzle and story based gameplay, where the user will embody a scientist whose actions as a protagonist progresses the plot.

Technology/Platform [158 words]

The title will be a standing, 360 degrees, VR game on the Oculus and HTC Vive platform, incorporating heavy use of the controllers as a means of controlling the protagonist as well as using the controller's haptic feedback capabilities to further immerse the player. The main form of locomotion in the title will be teleportation by using the thumbstick or trackpad on the controllers. User's will also use the controllers as hands in game, allowing them to pick up items and solve puzzles. The game will also take advantage of the tracking capabilities of the platforms mentioned above by setting the size of the puzzle rooms to the user's VR play area, so that the title can implement puzzles that involve having the user physically walk around, increasing

immersion. The main purpose of the title is to fill the gap of story based vr games, while implementing aspects that wouldn't be as effective in a normal 2d game.

<p align="center">Setting [140 words]</p>

The title's setting will primarily take place inside a room of a wooden shack, as pictured below. The user will start the game with a tool bench in front of them, with nothing of interest behind them, in order to encourage the user to face and explore the tool bench. Most of the gameplay will be focused around a holographic device that is able to project puzzles and temporarily changed the appearance of the surrounding environment. In order to achieve a dark tone, the room will only have two light sources; a lamp on the tool bench and the glow of the hologram. The room itself looks realistic, grimy, old and worn down. However, as the story develops and puzzles are solved, items are rewarded and the user is encouraged to use these items to make the room more homely.
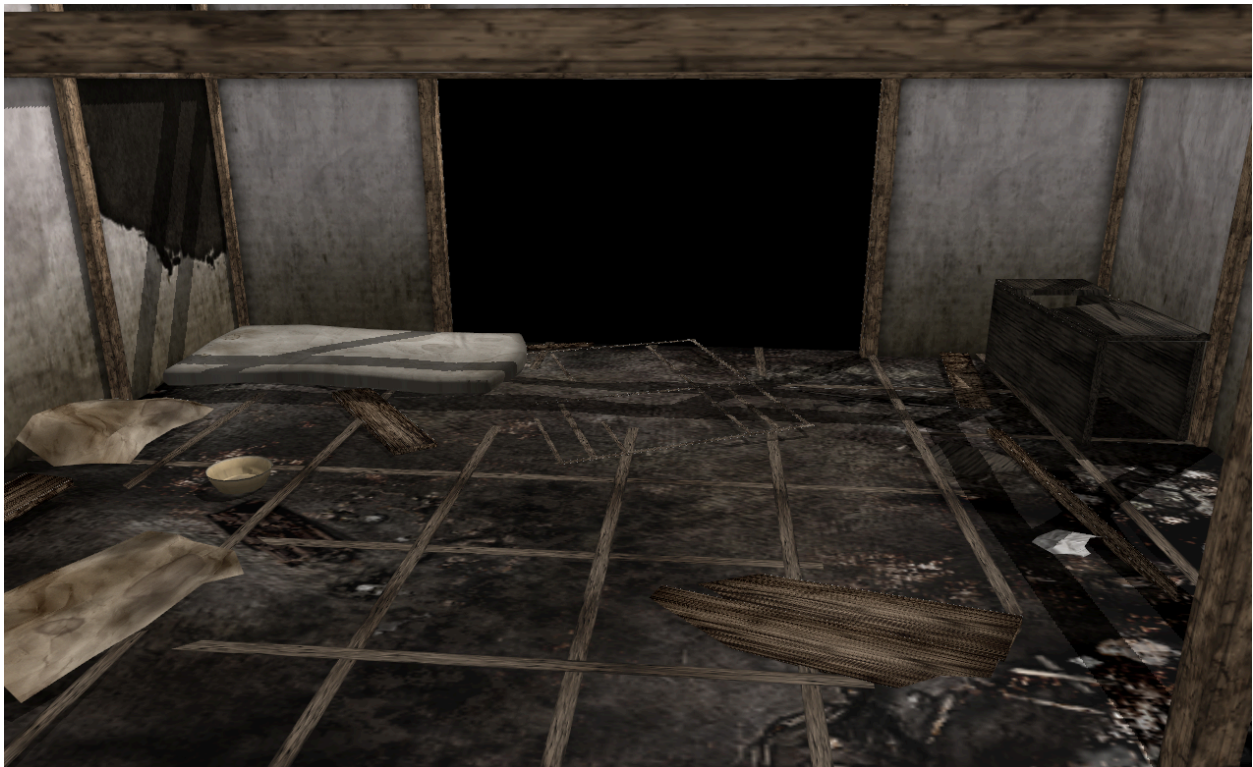
Scene [716 words]

The user is put in a dark room, and they can only see the slight outline of a tool bench and a lamp directly in front of them. Upon turning on the lamp, the user hears the character they're embodying whisper, "There's not much time left. I'll make use of the leftover parts in the drawers and give birth to my final creation." The worn hands and voice of the character gives the user an impression of an older male, and by looking down, the user can identify a lab coat with an emblem of a research division. Opening the various drawers of the tool bench reveals various parts of a robot, and the user is able to use their controllers to grab the parts to build their own robot. The parts include various body parts that are all able to connect to a central cube with a keyhole. When the user inserts and turns the key, the robot will come alive. In an attempt to introduce himself, the old man whispers "I'm your father, and you, my little one, are my daughter." However, the robot blinks unknowingly at the user and the unfamiliar world around it. "Of course… Come, let me teach you the ways of this world." The hum of a projector is heard behind the user as a blue glow lights the dark shack. Holographic puzzles appear, and with the completion of each puzzle, the user is rewarded with various items, accessories, and trinkets they can use to decorate the desolate room. Each puzzle teaches the robot an important lesson, and how the user completes the puzzle develops the personality of the robot. Originally curious and childish in nature, the robot may grow to become rebellious or kind, feminine or tomboyish, and intolerant or patient. The goal is to create a relationship between the user and the robot parallel to

that of a parent and a child. The first few puzzles involve teaching movement, speech, and other basic human knowledge to the robot, akin to how you would raise a child. This is followed by teaching human values, such as that of right vs wrong, traits such as kindness and the ability to forgive, and the inner working of human relationships. In one set of fully interactive puzzles, the holographic device has changed the surrounding area to a typical 21st century home where a family of NPC's live. The user goes through several scenarios, from an average morning routine to a family meeting discussing an important decision. As the NPC's reenact lines, the user has several choices of dialogue to choose from, using a gaze selection method, to demonstrate the complex relationship between a family. For instance, if the user causes an argument to arise during the family meeting, the user is able to show that even if members within a family have differing opinions, the bond within a family is able to keep them unified. With the completion of more puzzles, the robot will grow to become a being with equal intelligence, expressing emotion, adult behaviour, and a strong bond between the user and the robot.

Upon the completion of the last puzzle, the old man suddenly stumbles. The man is obviously at the end of his strings. "Heh, guess my times up." He takes off his lab coat and wraps it around his creation. "But before I go, let me give you a final lesson. I don't know what state the outside world is in right now, but I do know that it's a big world out there, and sooner or later you'll have to face it. At times you'll feel like you're all alone, but you see this lab coat? You look at this and remember that you're not, because even if I'm not physically with you, I'll always be there to support you. That's what a family does! Families stick together not because we're connected by blood, but

because of the memories we've shared and the bonds we've created that transcend time and space." A fit of wheezing overcomes him as his breath slows. "Go out there and find a family of your own," he whispers, and with his last breath, he utters,"I'll miss you." The old man slowly closes his eyes as the game fades to black.