

In VR No One Can Hear You Scream

The Garbage Collective:

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Restrictions

- Movement constricted to make presentation easier
- Set piece “jump scares” rely on a player looking in a certain place at a certain time
- Can only rely on psychological discomfort



Other VR Horror

- Immersive, but static
- More of an experience than a game



Other VR Horror

- Creepy, but not making good use of VR as a platform
- Could be played as well with mouse and keyboard



Adding New Dimensions to Horror Games



- Responding to sound immersive
- Movement can add physical to psychological tension
- Inclusion of non-Euclidian geometry to further disorient
- Changing gravity to allow for new paths

Specifics

- Google cardboard (and a pair of headphones) are for control and presentation
- Game design in Unity
- Playtesting to figure out what is scary and ideal amount of VR sickness to enhance experience



Timeline

- 6th week - have a player and a non-euclidian (probably elliptic) world for them to move in
- 7-8th week- implement core gameplay mechanics
- 9-10th week - make the game prettier (scarier) and refine play
- Stretch goals - adapt some procedural generator to work for us

Feedback

- Specific control ideas?
- Is gravity a bit much? should players control it?
- Should the game be winnable?