

Interactive Consequences: Wartime Choices

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Project Statement

The concept of this world is urban warfare between RED and BLU soldiers, and the player is a PURPL mercenary. BLU needs RED's Essence to win the battle, but needs the player to infiltrate RED's team and get it for them.

Essence



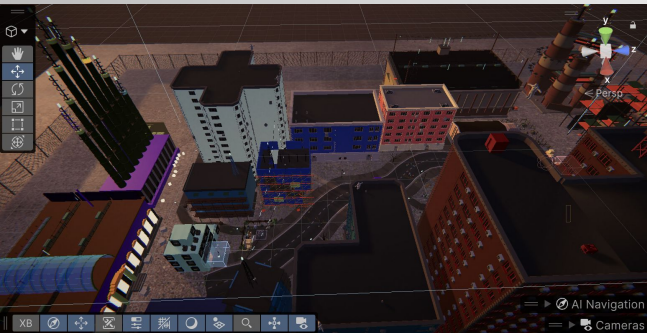
Experience we designed



We want the player to experience a multiple-possibility world where the player interacts with RED soldiers to sneak in and grab the essence for BLU via dialogue with RED soldiers mid-battle. The main idea behind this project is that war has many tactical decisions to achieve larger stratagems; this is just one possibility given VR form.

Main environment

- Urban street surrounded by buildings, fences, alleyways, and small public spaces (courtyard, fountain, bus stop)
- Run-down and abandoned by civilians due to the fighting going on, leftover trash and items are common
- RED has deployed a radio tower to disrupt BLU's communications; kept the information needed to remotely disable it as Essence far away from BLU



Main features

Buildings:

- Themed red and blue for respective sides
- Interactive buildings you can walk through
 - Usually has interactive NPC near them
- Non-interactive buildings you cannot enter
 - No NPCs inside

NPCs:

- Themed red and blue for respective sides
- Mostly interactable, some not
- Mostly in the street; if not then within few seconds walking distance nearby

Fences:

- 2 layers, 1 for immediate environment, 1 for larger world to prevent falling off the map

Main interactions

- If before getting Essence from RED
 - BLU does not trigger good ending, BLU soldiers do not wave you through
- Interaction with RED NPCs
 - 2-3 different options per interactive NPC to gain RED's trust through dialogue
 - Once enough trust is gained, can pick up the Essence from RED Boss and flee to BLU with it
- If after getting Essence from RED
 - BLU soldiers interact to wave you through
 - Drop off Essence at BLU boss (win game!)

We have an optional fighting scene after you win the game :) it's a first-person shooter (pew pew noises)

Contributions

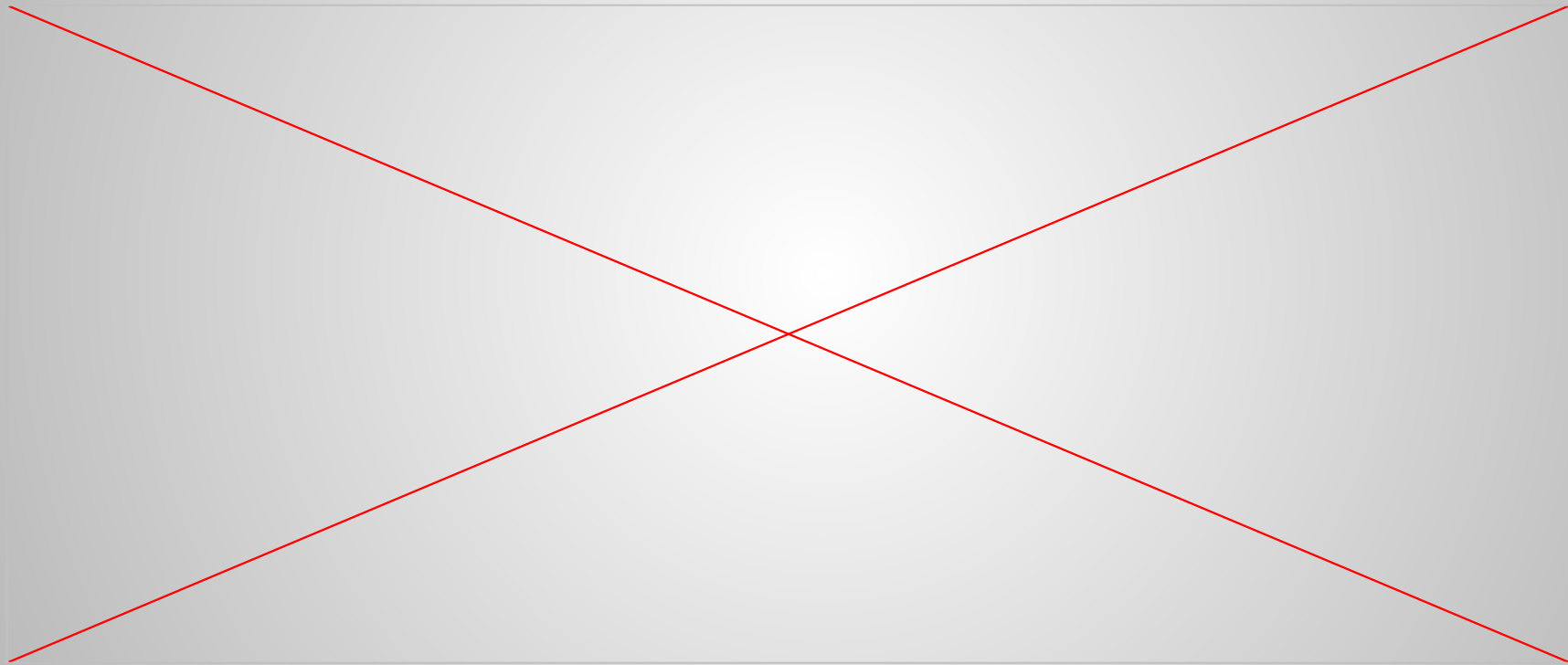
Aidan Lo - Contribution

- Terrain and general environmental aesthetic design and implementation, terrain modeling (road), non-interactive internal building design and implementation, and interactive building aesthetics design (both interior and exterior).
 - Brain stormer of most aesthetic ideas and plot

Roberto Ortiz - Contribution

- Interactive building structural design and implementation, terrain modeling (sidewalks, lighting), interactive and non-interactive NPC creation, interactive NPC interaction designer and implementer, beyond-first-fence non-interactive building structural designer, and overall game mechanics.
 - Used Claude for help with creating the scripts with the interactive NPCs and creation of some buildings' structures

Gameplay video



Epilogue

Thanks for watching!

We hope you've enjoyed our VR world that explores a singular possibility of the less-violent aspects of war that can still be exploited for one side over another - since anything and everything can be weaponized.

We acknowledge that this is still a very rough work in progress and that further improvements could have been made.

With hopes for a good grade,

Aidan Lo & Roberto Ortiz

Sources Cited

For this slide:

- https://pngtree.com/freepng/declassified-sign-or-stamp-grunge-display-information-vector_9951052.html

For the project (audio)

09581 bubble message ding.wav by Robinhood76 -- <https://freesound.org/s/532034/> -- License: Attribution NonCommercial 4.0

Success Fanfare Trumpets.mp3 by FunWithSound -- <https://freesound.org/s/456966/> -- License: Creative Commons 0

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