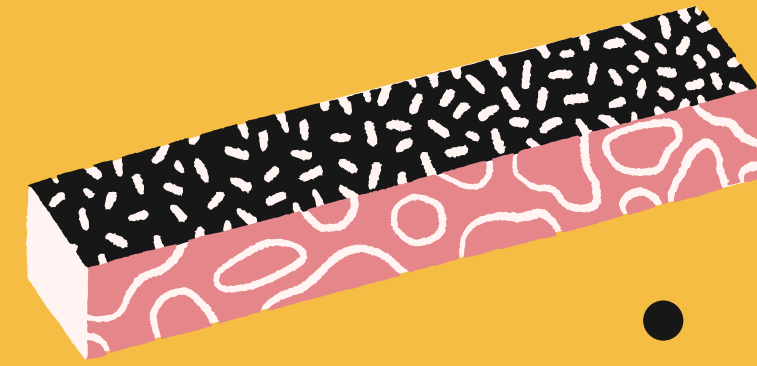
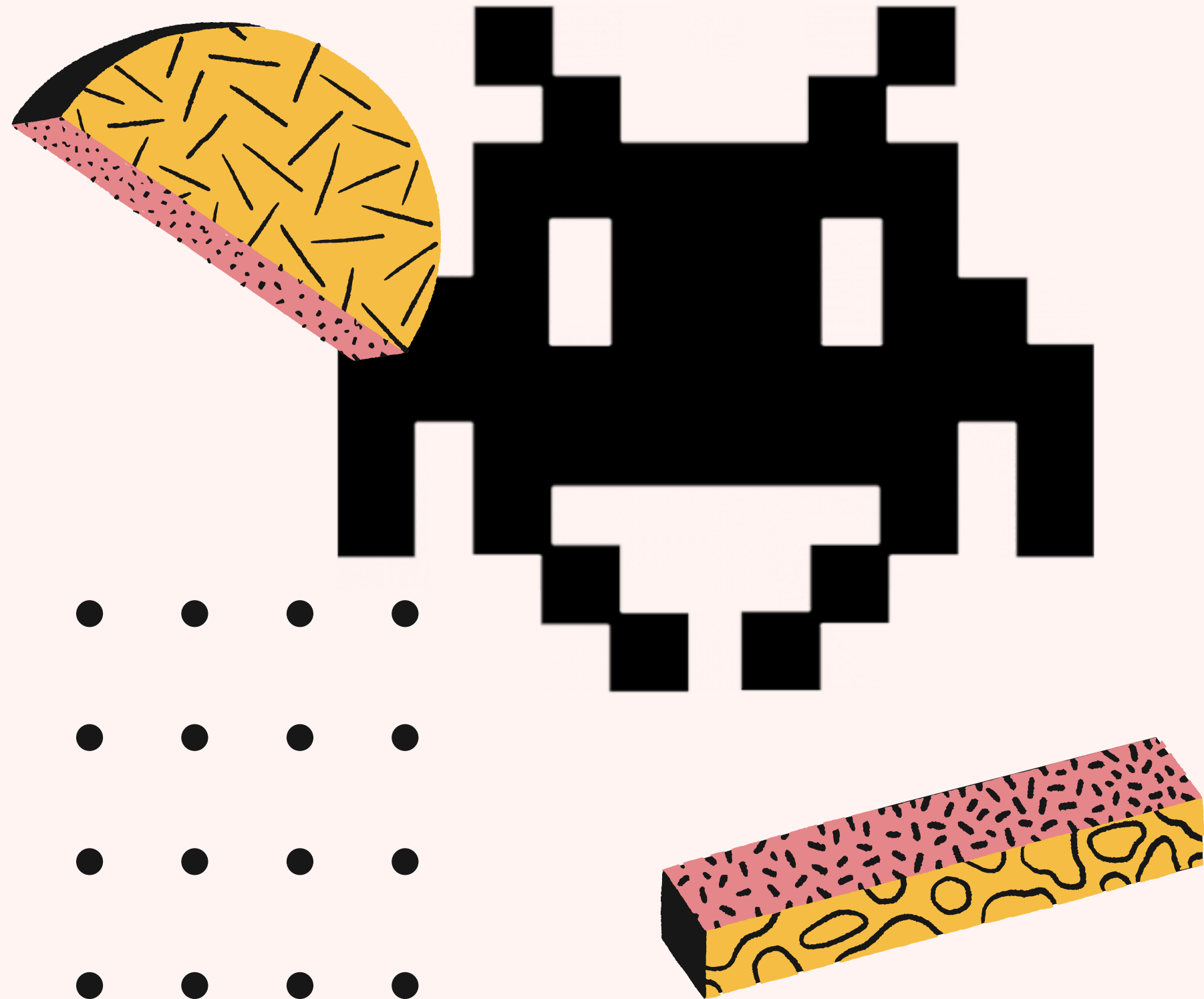


SPACE INVADER VR

CONCEPT



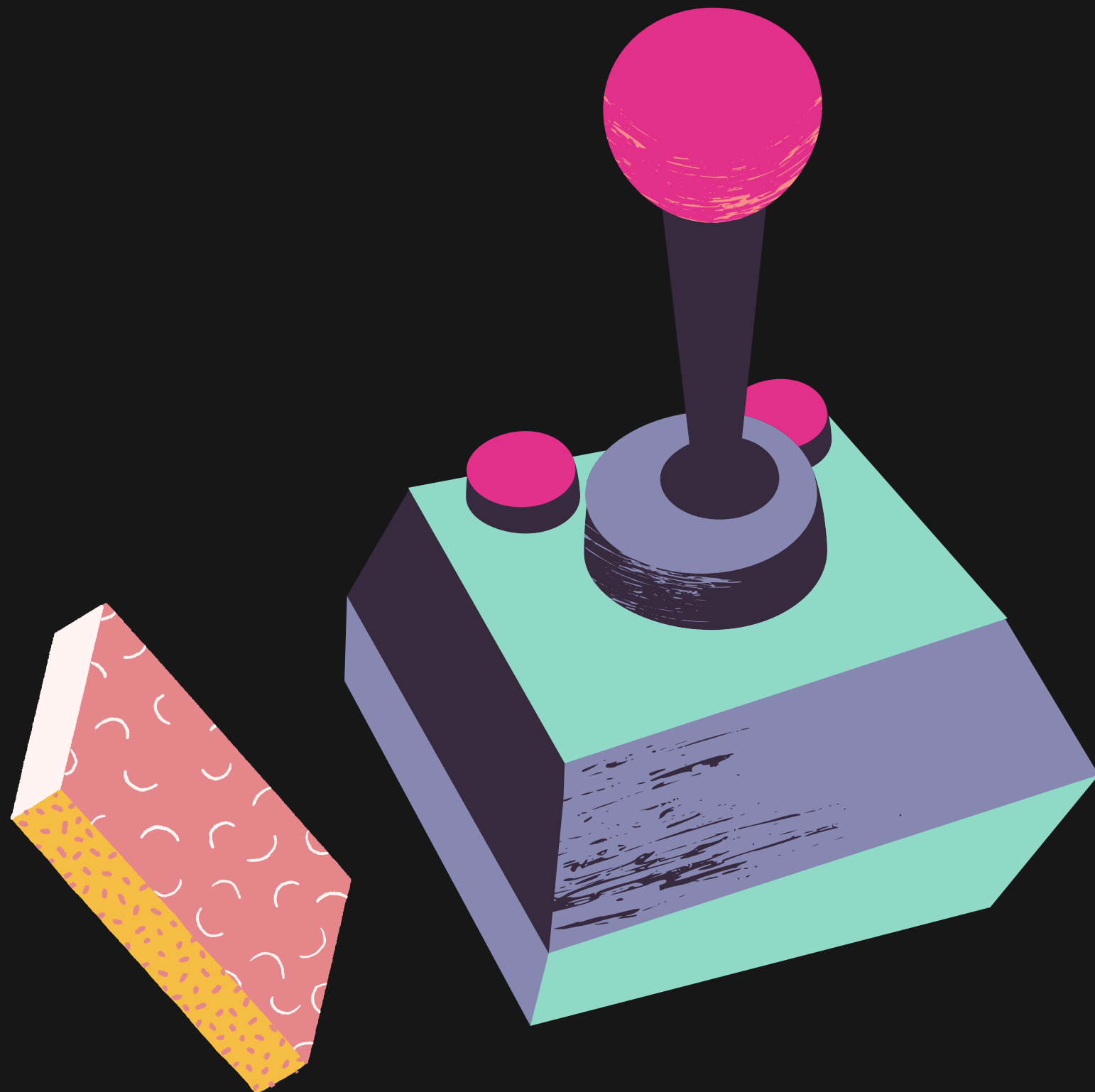


INTENTIONS

Happy / Proud // Confident
Angry / Mad // Furious

We decided to bring a nervous experience to Space Invaders. We want to bring the player to a pleasant experience that will make him feel powerful.

3C



CAMERA

The game is in VR, in first person. The player is in the cockpit of the ship and the aliens are facing him.

CHARACTER

The player takes on the role of the commander of a spaceship with two Gatling guns. He can move it horizontally and shoot with it.

CONTROLLER

The game is controlled with the Meta Quest 2 controllers. The joysticks will be used to move and the triggers will be used to shoot.

GAME TWEAKING

GATLING

In our proposal, the player manipulates a gatling gun, which gives him a higher fire rate than in the original Space Invaders.

FURY

Each damage inflicted by the player on an alien increases a fury gauge a little. When it is full, the player can activate a laser beam of death [which kills] for a short time. The damage is much higher than gatlings.

ALIEN

Aliens are more resistant to damage, which they store. The more damage an alien takes, the bigger it grows before exploding at its maximum size. The explosion damages the aliens around it.

HORDE D'ALIENS

Our aliens have movement similar to the originals.



DESIGN REFERENCES

To reinforce a feeling of power in the player, we quickly turned to exuberant explosions that really give the impression of having an impact.



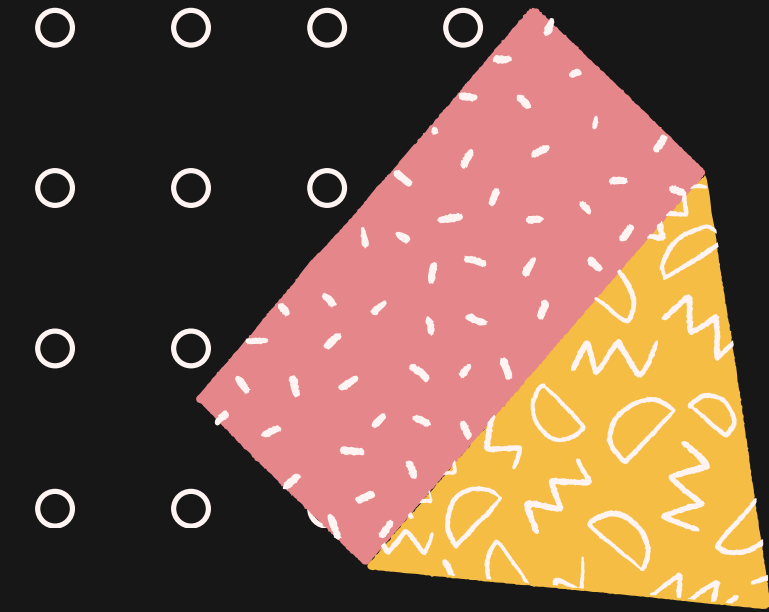
MOODBOARD

The artistic direction of our proposal wants to take the original elements of Space Invaders while bringing them up to date and in 3D. It is quite natural that we translated the initial pixel art assets into voxel.





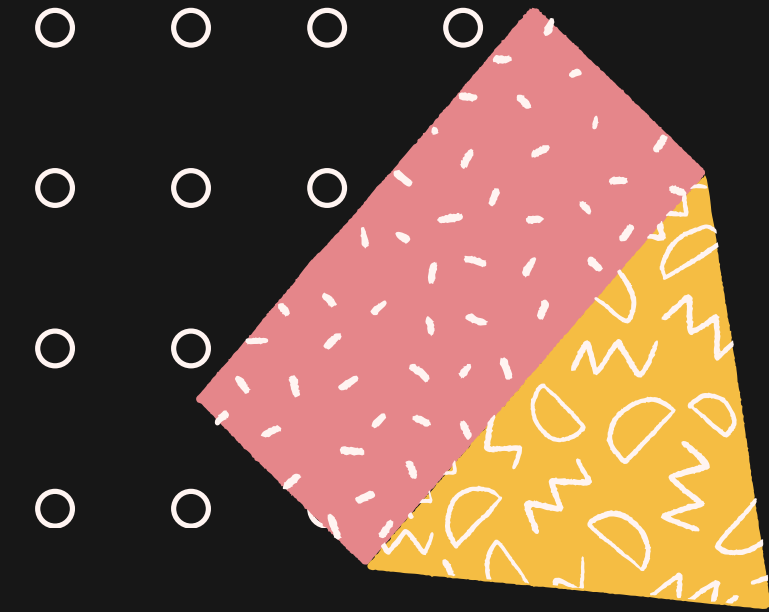
Activateable effects



Touche	Action	Feedback (graphic)	Feedback (sound)	Intentions
1	Shooting the Gatling Gun	Flash of the shot Ammunition that leaves the gatling	Sound of gunfire	Mimic a powerful and fast gatling gun
2	Alien gets hit by gatling gun	Screenshake (top view)	Hit sound	Feedback the impact and power of the gatlings
3	/	Post-Processing General	/	Add "texture" to the scene



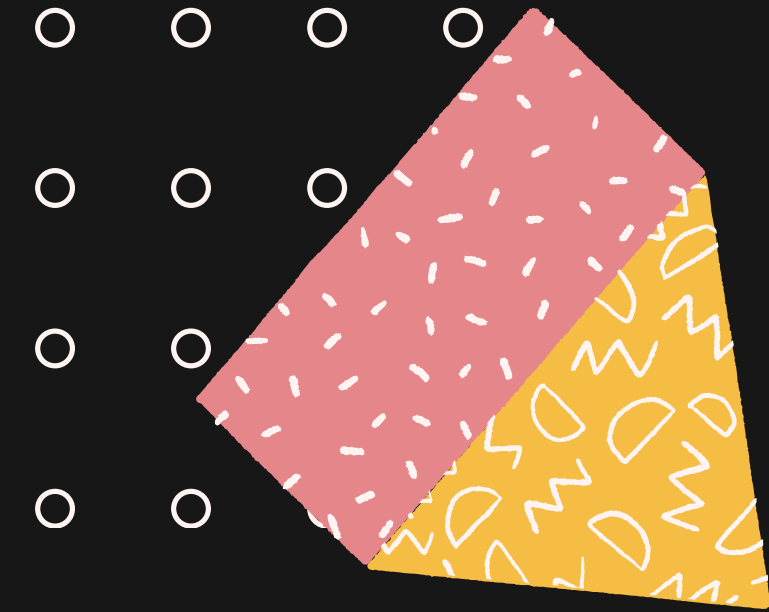
Activateable effects



Touche	Action	Feedback graphique	Feedback sonore	Intentions
4	An alien dies	The alien model explodes into several particles Score particles	Explosion	To cause a 'staining' death
5	Aliens move towards the player	Alien Model Animations	/	Make the aliens more alive, and therefore more threatening
6	The player's score increases	Animated Score [UI]	/	Put emphasis on the reward given to the player



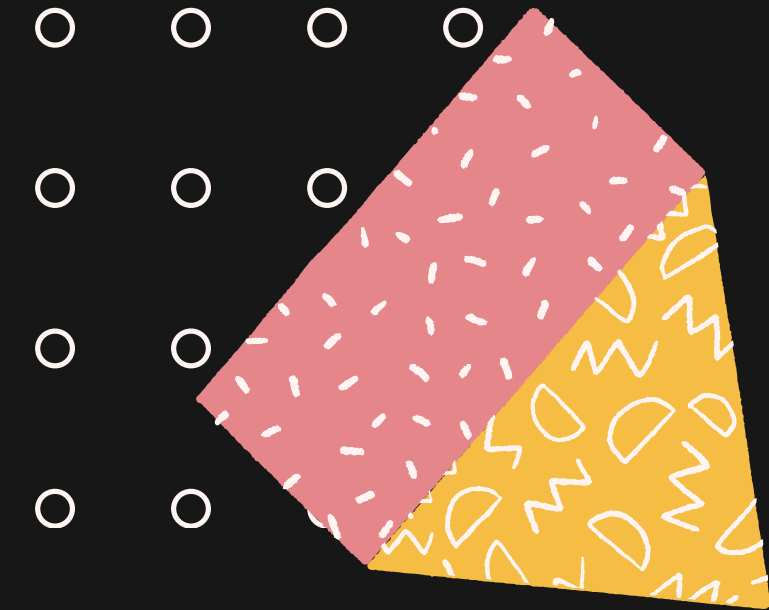
Activateable effects



Touche	Action	Feedback graphique	Feedback sonore	Intentions
7	/	Red particle effects	/	Support the impression of movement and minimize vessel static
8	Player's shots hit aliens	Super gauge filling up Then laser release (on command)	/ Then mute all sounds to play only the laser sound	Emphasize the insane power of the power-up the player has unlocked
9	The player shooting the gatling gun	Linked controller haptic/vibration feedback	/	To give the impression of using a real weapon of war



Other



Action	Feedback graphique	Feedback sonore	Intentions
Player shot touches alien shot	Alien projectile disintegrates into thousands of particles	/	Providing a comeback and a sense of power
The super gauge is filled	The gauge sparkles in all colors	/	Indicate that now is the time to be even more POWERFUL
Alien Shot	Plasma Ball Highlighted Firing Path	Small sound of shooting	Create imminent danger

TEAM

DESIGN

Clément NOWACKI
Clément ROMAIN

CODE

Lucas ESPOSITO
Léo TOULISSE
Léopold HILLION
Valentin HERNANDEZ

ART

Gaëtan LANCEMENT
Eva SILVA
Juliette GUILLAUMEL

