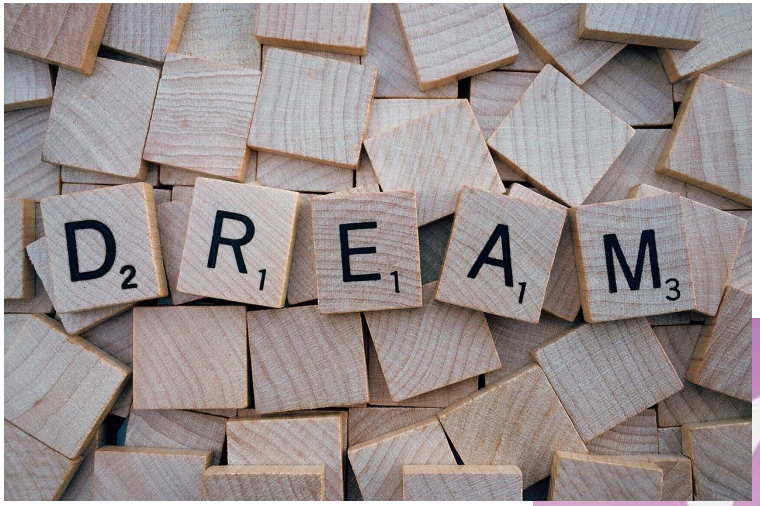
Introduction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Dream

Dream!

Name of project: **‘Fever Dream’**

Brief intro: **I’ve been interested in the fever dream / dreamcore / backrooms aesthetic for a while and wondered if it could be made even more unsettling**

What is it: **A horror game**

What are you going to cover in this presentation: **Everything.**

Fever Dream

Why VR ?

Why does this project have to be in VR: **Let's be real. A horror game on its own is scary.. But putting you in that game immersed is even worse. I want to see how unsettling and scary I can make this game. I want to see how people react to things they have seen before in horror games and movies but in an immersive environment.**

What makes this experience unique / standout in the form of VR: **This experience can cause the player to be scared. This will make people watching laugh but also trigger a moment of reflection for both the player and the watchers. “Oh man that was unsettling, good thing it wasn’t real” or “Wow it's interesting how my body can still react to be scared while my mind knows it's not really there”.**

Theme

What is the theme/narrative/style of this project: **Horror and unsettling**

Background research, where did you get your inspiration from: **Fever dreams and back rooms aesthetic**

Your adaptation from research / the point of interest you captured and transfer to this project: **The unsettling vibes**

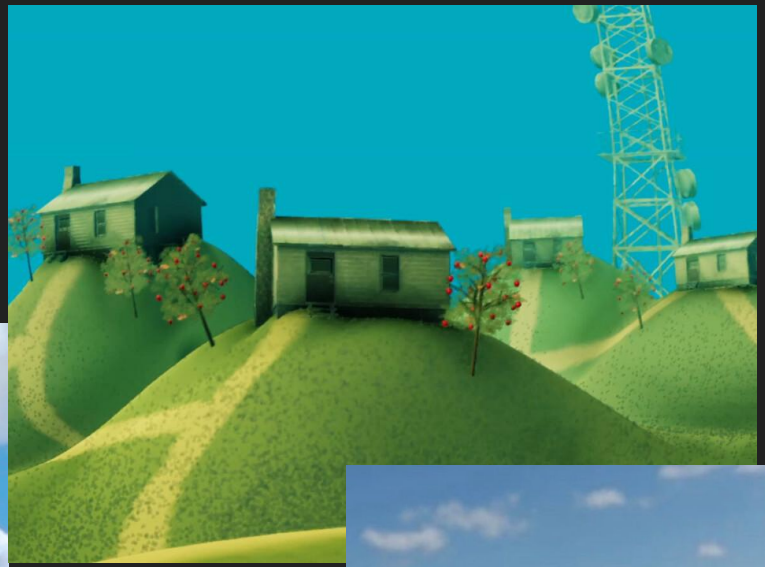
Why do you want to do this project?: **Because it would be cool.**

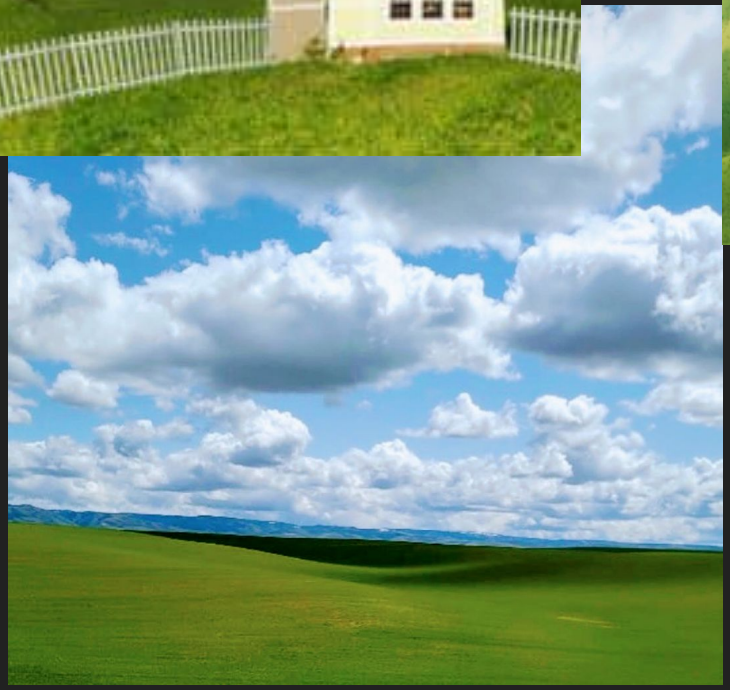
Gameplay

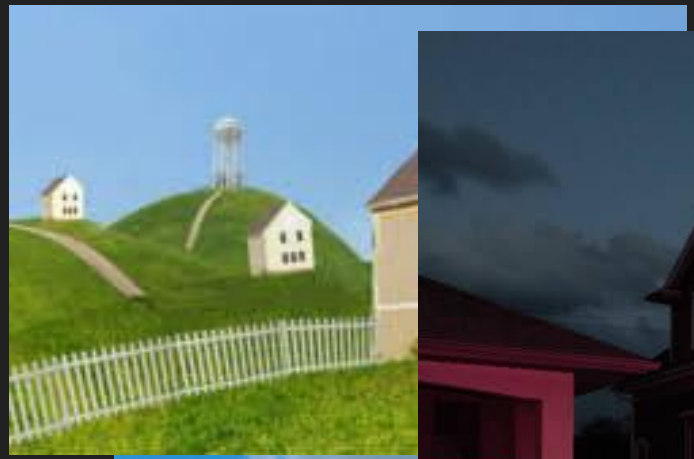
What do you do in this game / interactive experience: **You run away from the dark figure. Could it be your past self? Is it the monster who waited under your bed as a child? Is it that figure you saw last week walking back at 3 am?**

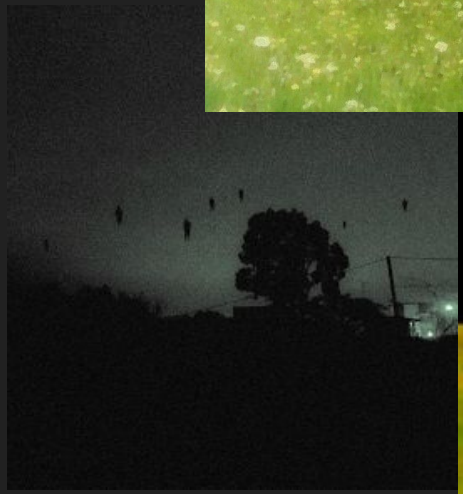
Stages and steps: **Three scenes. Different stages.**

What are the rules: **Don’t let the figure catch up to you.**

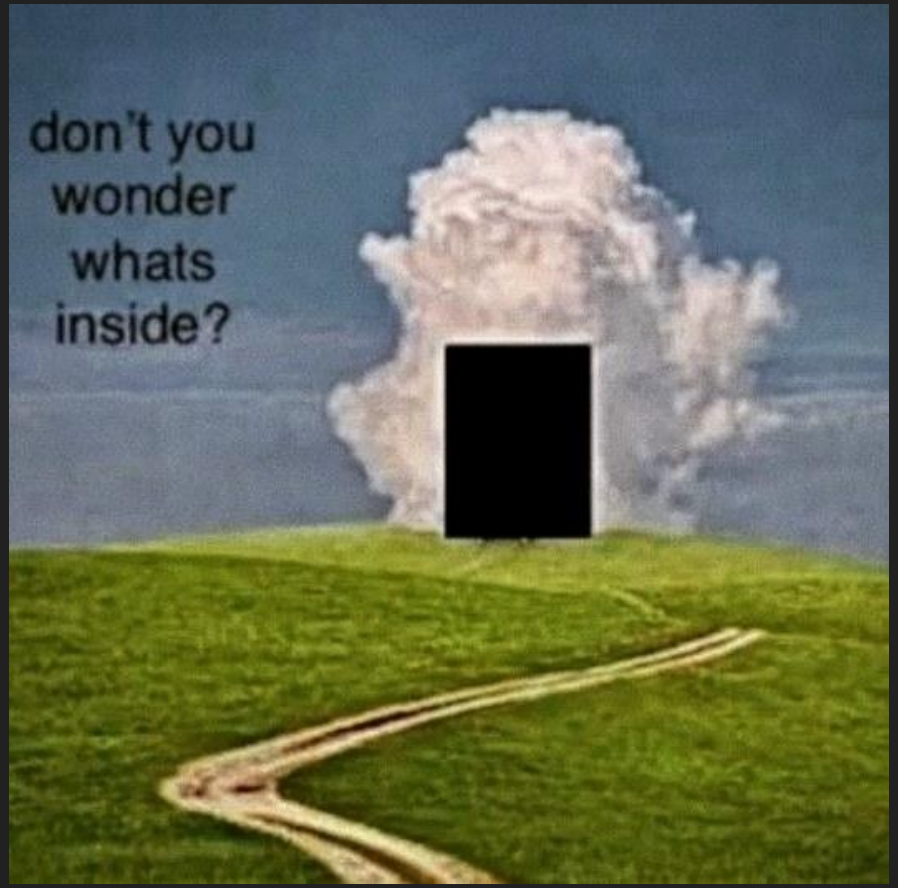








Where'd the sun go?


don't you
wonder
whats
inside?

Mechanic

What are the mechanics: **Interact with objects within the first scene and second scene (house); Lights, doors, etc. When player gets closer to object, something happens.**

How are you going to achieve it: **Code.**

Next Step

What are your next steps in developing the project: **Brainstorming exactly what I want each scene to have and what objects the player can and will interact with. Storyboard the desired player gameplay route.**

What are the challenges; Identify the problems: **I think I can do this project, Currently I cannot think of any challenges which I will not be able to overcome with some research and help.**