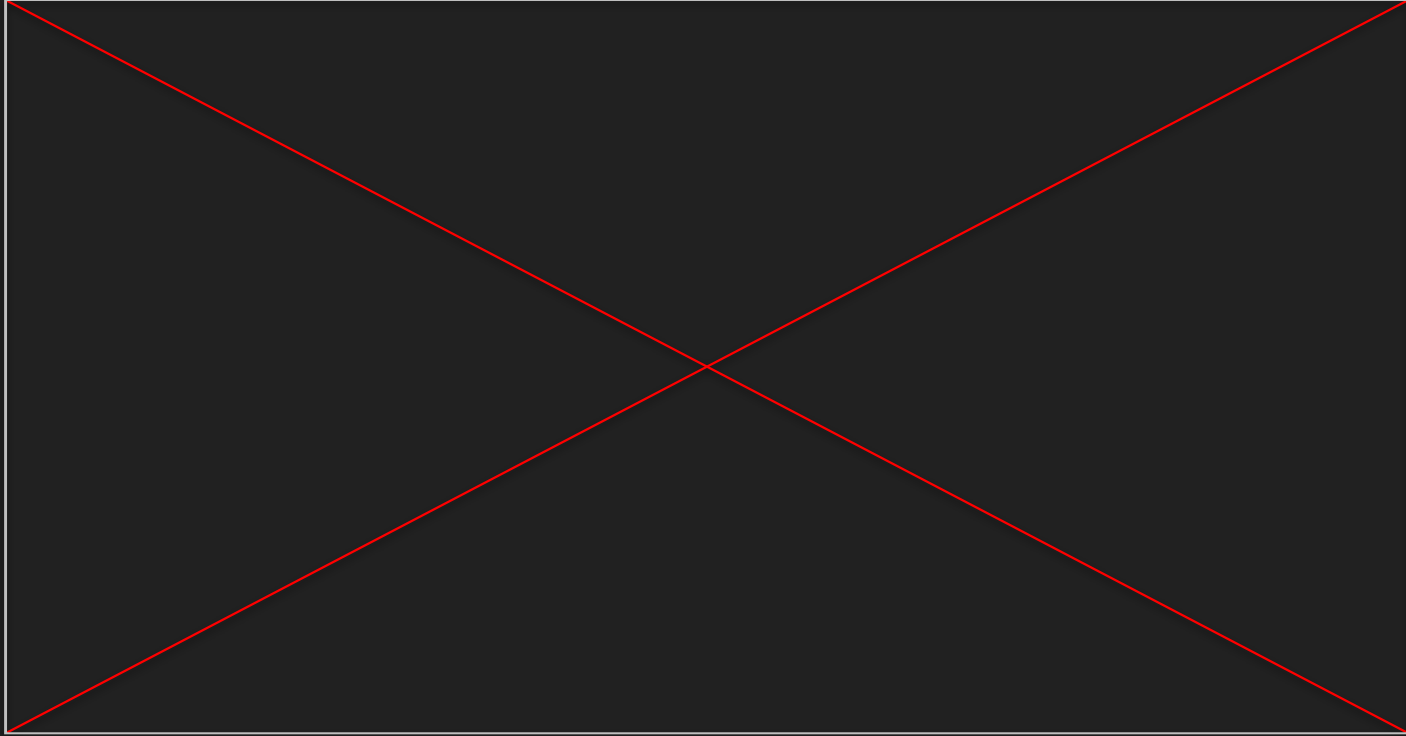jump

66 %

AquaQuest

Ode to fun platformer level design in VR

In VR, operate a smart waterbag intended for use in homes and agricultural fields. Navigate around pets and various robots, including Roombas, drones, spiders and even humans.

Water plants, spray poison on pests, distract the pets, make sure the corporation survives and human life is sustained.

Pitch

Genre

Seated VR Experience

A blend of Third Person & First Person
Platformer

Scaled down player, parkour, RPG

As the waterbag make sure the human life is sustained

Pillars

Exploration | Spread Water | Survival

Target Audience

- VR players who enjoy quirky elements in a game
- Explorers, players that try different games
- Platformer enthusiasts

Unique Selling Point

- VR platformer, set in way ahead in the future(2400AD)
- Fun *wall-e* dystopic narrative with watering mechanic
- Gives a message to water your plants at home, for a better future

Images generated using AI

Apartment

Images generated using AI

Greenhouse

2 levels + Tutorial

In the world 2400 AD, where **water is scarce**, the sunrays are harsh, humans have made special homes, to sustain life inside. They have also sustained agriculture using hydroponic plants in special greenhouses. As an employee of a corporation test the new product, *waterbag,* in these environments.

End

The waterbag sacrifices itself to ensure human life is sustained

Testing of the waterbag product was successful, giving humans *hope* after many difficulties.

Images generated using AI

Apartment

Images generated using AI

Greenhouse

Tutorial + Level 1

Big double storey house

Advanced Mechanics Taught, Narrative driven

Roombas, drones, spiders, pets

A house with multiple pathways, allowing the player to visit all rooms, to water all the plants and complete the ultimate objective.

Level 2

Field irrigation and resolve

Climax and Resolve

Locusts, Roaches, Spiders, Drones, Humans

A greenhouse with hydroponic farms, cultivating for humanity, to survive.
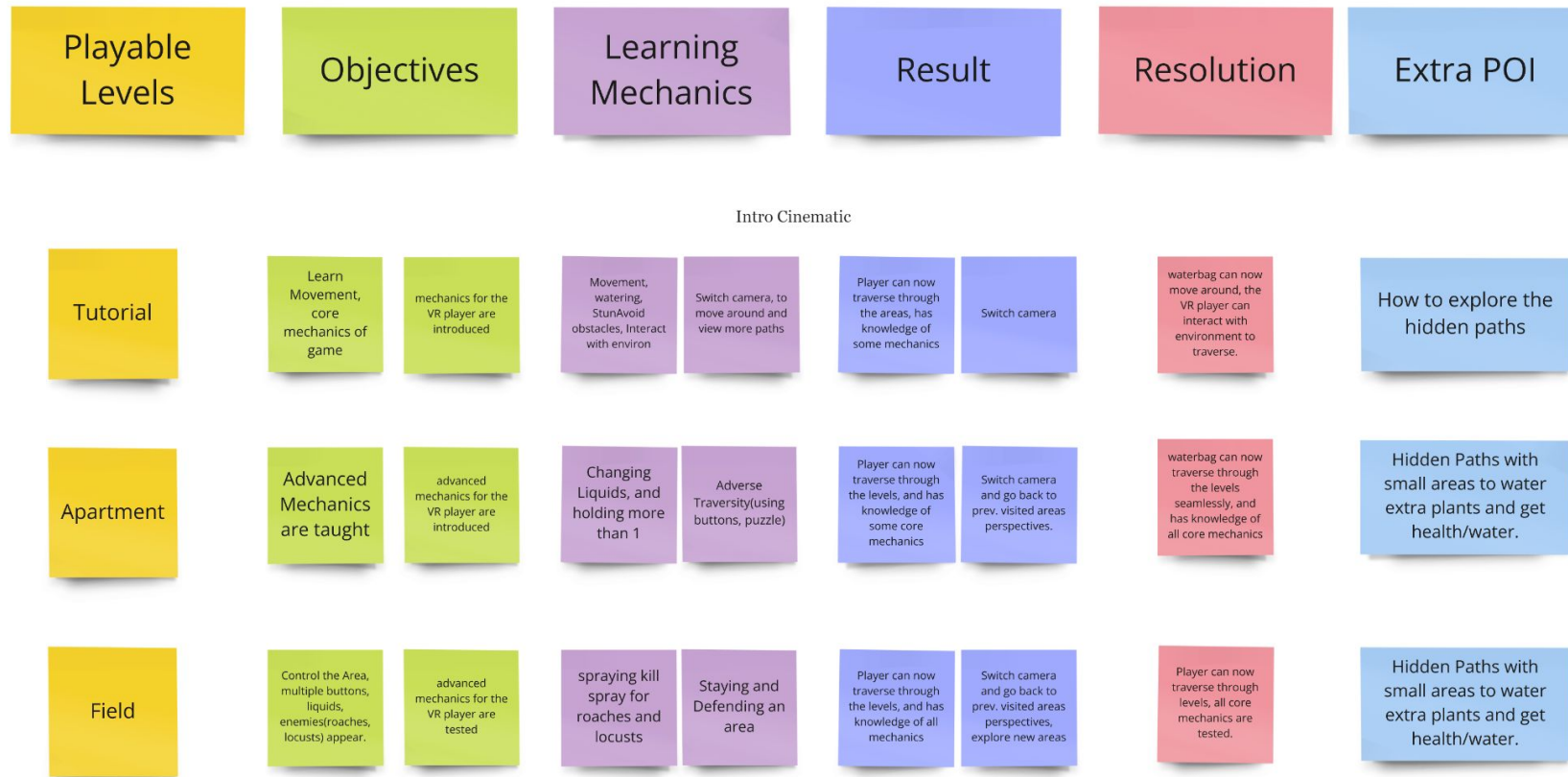
Mario

Trek to Yomi

GOD OF WAR

Jak and Daxter

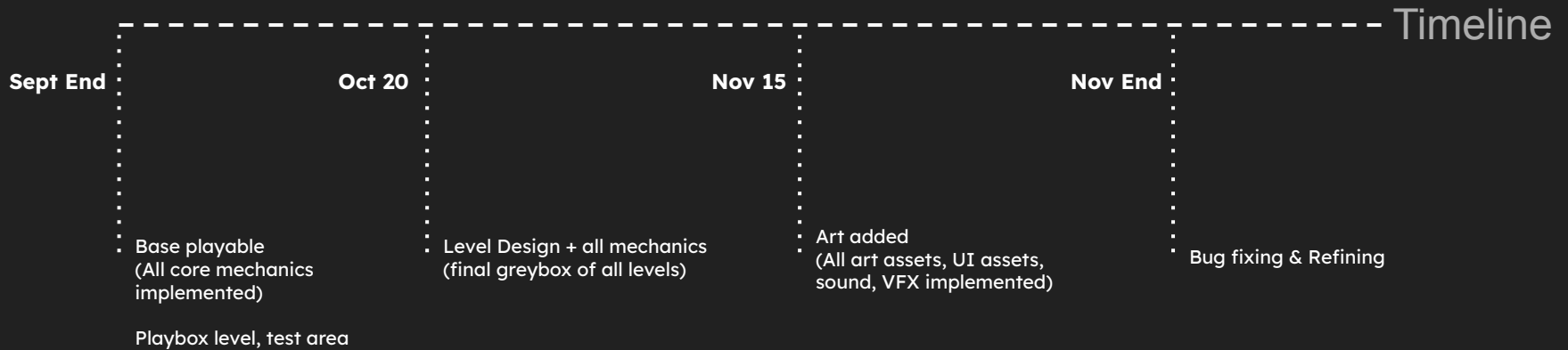Moss VR

Ode to fun platformer level design in VR

Level Design focused, using platformer core ideas, with puzzles, wayfinding, hidden paths, evade enemies

Level Progression

Playable Levels	Objectives		Learning Mechanics		Result		Resolution	Extra POI

Intro Cinematic

Tutorial	Learn Movement, core mechanics of game	mechanics for the VR player are introduced	Movement, watering, StunAvoid obstacles, Interact with environ	Switch camera, to move around and view more paths	Player can now traverse through the areas, has knowledge of some mechanics	Switch camera	waterbag can now move around, the VR player can interact with environment to traverse.	How to explore the hidden paths
Apartment	Advanced Mechanics are taught	advanced mechanics for the VR player are introduced	Changing Liquids, and holding more than 1	Adverse Traversity(using buttons, puzzle)	Player can now traverse through the levels, and has knowledge of some core mechanics	Switch camera and go back to prev. visited areas perspectives.	waterbag can now traverse through the levels seamlessly, and has knowledge of all core mechanics	Hidden Paths with small areas to water extra plants and get health/water.
Field	Control the Area, multiple buttons, liquids, enemies(roaches, locusts) appear.	advanced mechanics for the VR player are tested	spraying kill spray for roaches and locusts	Staying and Defending an area	Player can now traverse through the levels, and has knowledge of all mechanics	Switch camera and go back to prev. visited areas perspectives, explore new areas	Player can now traverse through levels, all core mechanics are tested.	Hidden Paths with small areas to water extra plants and get health/water.

Outro Cinematic

GDD is done, we are defining
an LDD atm, as mechanics are
getting placed.

Timeline

Sept End

Oct 20

Nov 15

Nov End

Base playable
(All core mechanics
implemented)

Playbox level, test area

Level Design + all mechanics
(final greybox of all levels)

Art added
(All art assets, UI assets,
sound, VFX implemented)

Bug fixing & Refining

Team

Level Design	Dhairya, Hosna
3D art	Dora, Manyu
2D art	Dhairya
Programmers	Nicolas, Dhairya
Sound	Lucio
Animation	Umang, Dhairya

Blockers we foresee

VR is a new platform for the team

VR does not work in UE on school computers :(yet

Need help with animation and blueprints