

Aqua Quest

30-35min of Gameplay

This VR experience is seated.

Overview

Aqua Quest is a game where you play as an employee who is controlling a new product *smart waterbag* in vr to water inside homes and greenhouses. Traverse around pets and various robots, including roombas, drones, spiders and even humans.

Genre

- Adventure
- Platformer
- VR, immersive

Target Audience

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

Unique Selling Point

This game is an ode to platform level design, immersed with VR, set in the future(2400AD), there is a fun dystopic narrative, with unique enemies and a message to water and grow more plants.

Related Games

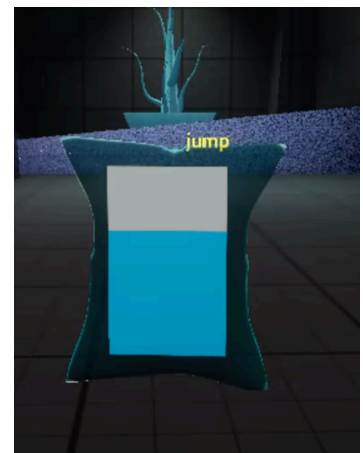
Moss VR's gameplay is similar to Aqua Quest
Toy Story 2 inspires the level design of Aqua Quest



Aesthetic Style

Visual

Set in the future 2400AD, where water is scarce and sunrays are scorching. Using semistylized visual aesthetic, using semi saturated colors, with a mix of a realistic and stylized environment. There is a lot of metal and technology in place around corners and walls.



Audio

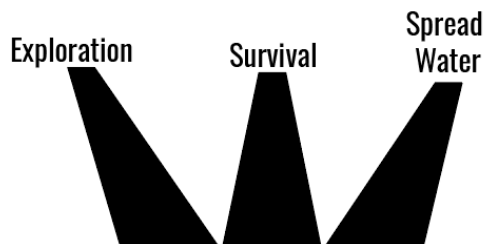
It is ambient to each level, with home theatre speakers installed in every room. There are no nature sounds, all sounds are mimicked of a better past. Rainwater, cricket, bird sounds, radio etc. To feel that you live on the same earth. Ventilators some are noisy, some are noiseless.

Primary Objective

Water more than the minimum **number of** required plants in the house, to ensure sufficient oxygen is generated in the house for the owner and its pets. Water crops in the greenhouse to make sure the crops give a high yield.

Pillars

Exploration | Spread Water | Survival



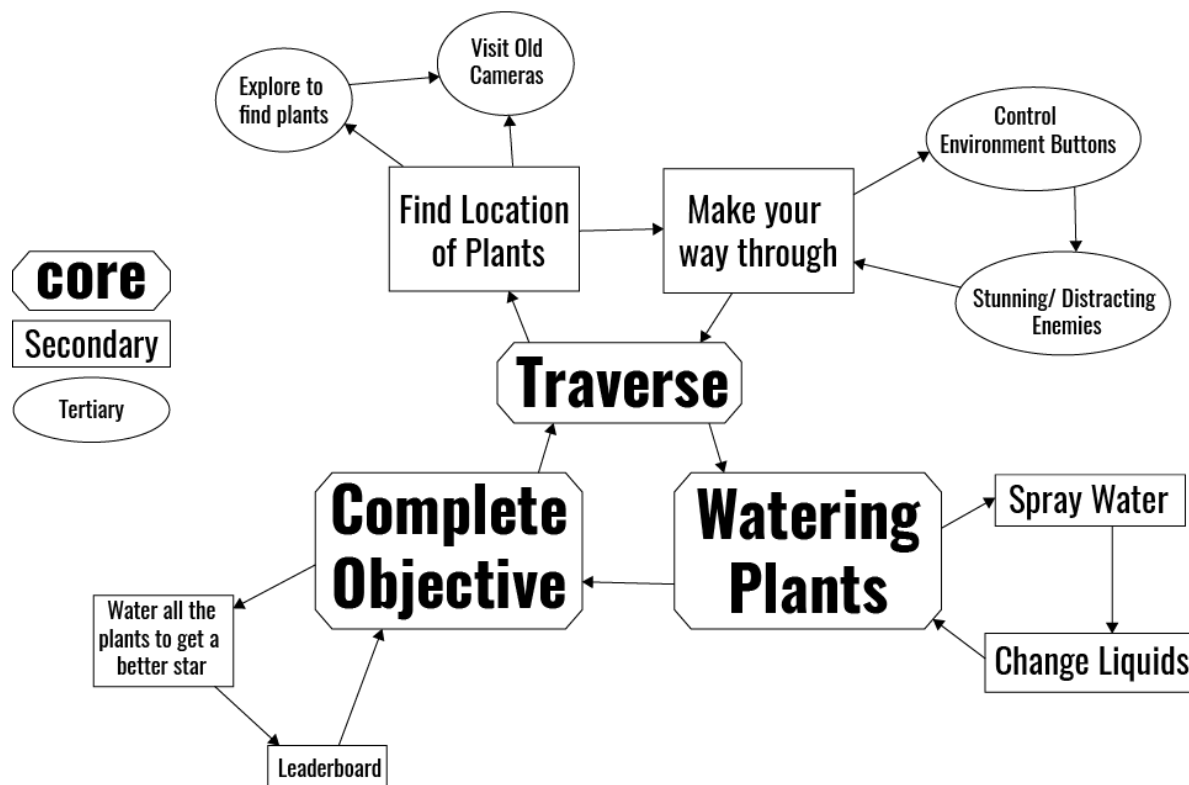
Loops

Traverse>Water plants>Complete Objective

Traverse: Find Location of plants and make your way through the level.

Watering Plants: Spray water to water the plants and change liquids as per situation.

Complete Objective: Performance is timed, more watered plants better the score.



Mechanics

The VR player controls & Directs the water bag using the 360 Cam installed in each room, helps the water bag *water the* plants.

VR Player Mechanics

Camera

- Headset, Is the **camera** from which the water bag and the environment is visible
- VR camera is locked in every small area revealing a part of the room, as the waterbag traverses through the room, camera changes as you visit new areas

Watering

- Point trigger, to aim for the plants, water projectile

Controls

- There are huds/devices on/around/holding in touch pad, this is the UI for HUD
- Move the WaterBag to Traverse across **areas<rooms<levels**
- **Open button Doors**(some doors remain locked and would require a key)
- **Disable** Fan electricity
- **Disable** electric appliances(but no ai robots eg roomba)
- **Switch** on Light
- **Distract** the cat or the dog, by calling them, confuses the pet, stuns for 5s, press a button and shake left hand, a mic switches on and the pets hear a random tune.
- Complete Watering all the plants, visit secret locations, see cinematics, see tv screens, gaze around in the virtual environment.
- There is hovering over interactable elements(outline)

WaterBag Mechanics

- **Moves, Jumps, Crouches**
 - Traverse all paths to water all the plants in the house, Camera is set of an area, showing an angle with at least 1 entry or exit point, leading to the next path or paths.
 - Jump on various objects to traverse and find nooks
 - Crouch to go through smaller openings to traverse.

- **Waters the plants**
 - The VR player aims(Points in VR to aim using right joystick the water pouring out of the WaterBag, by pressing right trigger)
 - Added time to water the plants(there is a bar, that needs to filled, if done continuously shouldn't take more than 2.5s)
- **Changes Liquids, as per situation.**
 - Liquids
 - Water
 - Oil
 - KILL spray
 - Press a button + with Right Trigger to spray out water faster to be able to change liquids.
 - Filling up on a liquid when empty, go under a water filling station or find consumable bottles.

Narrative

Overview

The world has changed, this is the year 2400, life depleted after multiple pandemics, the pollution caused a giant hole on the pacific that made it and all the other oceans evaporate, the life near the tropicals have reduced and doesn't exist near the equator. The sun rays are harsh, if not given proper UV protection, the rays can cause fires, the world is ashes and sand.

More in-depth Narrative, cuts from a news broadcast

(addressed by a news host anchor, showing images) You can hear news in the background, see some parts.

Narrative is shown through tv screens.

IntroCinematic

The employee is at work, we see a screen that displays a news broadcast, which gives the player details about the waterbag and its usefulness.

The following cinematics are shown through TV screens spread in rooms of Level 1(apartment) and Tutorial

Interrupting program

++ Don't worry++ you got lifeCorps a brand that gives out food to the needy and saves humanity from extinction. We work close to our greenhouse, give them good protection, we use monitored

drops of water to perfectly cultivate the best crops for you(bad looking crops, veges). We save humanity. (the plants we keep should be vital, like some thing that we use as our food)

Our Water Bag home edition, is exclusively out, just for 1K Bitcoin

It will smartly find plants in the house and spread water, ensuring oxygen and life in your home. We want to get the old days back, the days we lived comfortably at our homes. Let our adopted children(Cats&Dogs) breathe out of the oxygen tube, and live comfortably.

Dont worry about sleeping comfortably anymore, Waterbag is your savior. A natural way to get your home comfort back, breathe original natural oxygen.

Humans are great survivors, we have invented a material from the ashes that is as transparent as glass, the only way to protect us. Our Crops have depleted as the price of everything is at an all time high, the human race is just surviving now, scavenging for food all around.

Disclaimer: The cats need to be taught on the very first day as this product arrives at home
Precautions: File Cat paws making them completely blunt, as claws can tear the bag.

(at the House of Employee of lifeCorps{they are testing this product on their team} completely water all the plants in the house, they will produce oxygen and clear bad air)

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Beats of the Game

Game start

We enter the game, we see multiple screens in front of us, all with the company logo and a vr set with many controls, we see a clear view of a greenhouse through a window.

Options to choose levels (main menu), adjust sound, adjust brightness

The company wants you(the player) to use the vr and controllers to control the waterbag product.

Tap on the giant button to start the game, the player will pick the headset and wear it, with it you enter the tutorial level by default.

Levels

Tutorial - 5min

1. *Apartment - 15min*
2. *Greenhouse - 10 min*

Apartment Overview Collect and spread water to all the plants while roombas, drones and a cat guard the house. Look out as you are the only hope to water all the plants in the house, these robots don't like water as it damages their circuit and stuns them for a short duration.

Rooms

- Backroom(Start)
- Kitchen
- Greenhouse(go up)
- CatRoom
- Bathroom
- Bedroom (go to the balcony)
- Balcony (end)

Greenhouse overview As the water bag, make sure the vertical plants in the greenhouse farm are well irrigated. There are roaches and locusts too, use the kill spray to eradicate all the pests from the plants. Suddenly, there are humans banging on the cages of the greenhouse and the cage is torn through, humans run to the plants but the plants go into the greenhouse as a security measure. The water bag hides in a hole, sees a stampede outside. The VR player sees humans storming into farm only to find out that the food is hidden, so they search for more areas. The humans start attacking the crops, the crops seep back to the ground. Humans try to dig out the veggies, but they are gone under. Water bag opens the tank, and water rushes and fills the greenhouse. A shot of the water bag with a plant inside sprouting.

- Spawn as a helper, to make sure plants are well irrigated
- Water all the vertical plants that need EXTRA watering
- Defend against Cockroaches and Locusts
- You see humans banging on the fence, they get in. Water bag jumps into a hole, we see stampede, employee takes off his VR to see the humans in the greenhouse in a clear view
- Plants go into hiding inside the vertical tower. Humans run towards the employee's location. Seeing this, employee wears the VR headset(time restricted)
- Controls the waterbag to go deeper in the hole, finds the core, Rush to the main circuit and throw water at circuit board to short circuit.
- This breaks the security measure to hide the crops, and all the crops disperse out of the towers.
- We see humans retreating to the greenhouse
- Taking a sigh, the employee puts down his VR, grabs his stuff and exits.

Outro Cinematic

- You see the employee exiting, camera zooms out as he leaves the table
- On the farm humans are eating the crops
- The water bag is in pieces, a small bud grows inside the torn bag
- Roll credits



UI screens

Main Menu

- Play
 - Select Level (tutorial, apartment1, greenhouse)
- Options
 - Adjust Sound
 - Adjust Brightness
- Quit

Pause Menu

- Go back to last checkpoint
- Resume
- Options
- Go back to main menu

Death Menu

- Tip
- Options
 - (controls, fps slider, best performance)
- Restart **checkpoint(Collider box)**
- Restart Level

HUD

Controls and things you holding(tambourine)
Water Level & Bag Health
Counter for Plants Watered (14/27)
Room you are in (Location)

Enemies(weakness)

Roombas(water)

They sweep the indoor floors, damage if you come close, they detect the water bag as a threat and chase it. Continuous water (on specific panel) stuns for 3s

Drones(water)

Continuous water stuns the drone(2s) (specific panel)

They fly around specific areas above counters and high bookshelves, to terminate any unexpected flying insects. They will hurt the bag with it's fans.

Cats (sound device)

Cats and Dogs will hit the bag with their paw, multiple hits will damage the bag. Get to the health fill. VR player shakes left hand to mimic a tambourine, that will confuse(stun) the pet for 5s

Spiders (water)

on the wall, in dark areas, inside vents, use water to take out spiders off the web. Web can be broken by water to make a path(some paths are blocked by web). Don't let the spider come close to you.

Roaches & Locusts (use spray)

On the field there, to cause havoc to the vertical hydroponic farm inside the greenhouse, roaches and locusts come out, to feed on the plants, Use the **Kill Liquid** with the spray attachment to exterminate them(they can eat a full crop in 6s if not treated)

Plants (all indoor rich oxidant plants) - inside the apartment

- Big
- Medium
- Small shrubs
- Hanging from ceiling and corners

Crops (in the greenhouse)

Capsicum, Onions, Lettuce, Potatoes, Beans, Tomato

VFX

- Watering, water pouring out, water on surface
- Plants on watering
- Start and Ending
- Fall Damage
- Losing water, Losing health

Music

- Intro Music
- Tutorial BG score
- 1st Level, Apartment BG score(broken down by rooms)
- 2nd Level, Greenhouse BG score(broken down by events)
- Outro Music

SoundFX

- Watering, Damage infliction
- Drones, Roombas, cat, dog, cockroach, locusts

Monetization(CAD\$)

Production Cost

$(\$25 \text{ an hour}) \times (7 \text{ hours a day}) = \$175 \text{ a day per person}$

$(\$175 \text{ a day}) \times 5 \text{ People} = \875 a day

$(\$875 \text{ a day}) \times 105 \text{ days} = \$91,875 \text{ total wages}$

Marketing

Budget of \$15,000 is requested for marketing, to promote the game on various platforms and allowing selected twitch streamers to play the game, pre-release.

Required Investment Price: \$106,875

Profit

Game Price on launch \$30

Game Price later \$20

Steam Charge 20%

Income per sale \$24

Investor Charge 35%

Income per sale for Investor \$10.5

Sales for Investor to break even: 10,179 copies sold

Team

Dhairya Sheel Rawal: Level Design, Game Design, 2D Art, 3D art, Programming

Hosna Zolfaghari: Level Design, 3D art

Nicolas St-Onge: Programming

Dora Ines Cuan Acosta: 3D art

Umang Panchal: Animation

Production Milestones

Sept 1 Production Star
Conceptualisation

Oct 22 Basic MVP
All main mechanics implemented and tested

Nov 15 Art Implementation
All 2D and 3D art implemented with animation

Dec 10 Polish
Bug Fixing and Final touches
