Character

● **Main Character**
Z is a corporate slave without any savings who is cold, lonely, careful and has no interest in life. He is cautious and always following the rules.

● **Other Character**
Mystery man – who passed a box to the hero.
Scientist – – who invented the synthetic eye prototype, which has some powerful functions inside.
Hannah – who is a girlfriend of the hero.
The crowd

Using V.O. to introduce Other Character

VR camera is positioned in first person perspective.
The player will be the main character - Z.
The Player can't see their body but can see their hands during the experience.

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Z wakes up and blinks his eyes.

The player will hear a quick introduction about Z.

              (V.O.)

         SYSTEM ANNOUNCER

         "You will be Z, an office worker
         during this experience. Remember to go
         to work and enjoy yourself."

Z knows it's a new day and he needs to go to work as usual.
When he sits up in bed he notices something is different.


              (Z is talking to himself staring
               at the store.)

                  (V.O.)

         "I am so glad that I met Hannah. Being
         with her was the easiest and happiest
         time of my life. But I'm gradually
         finding that my life is made up of
         many lies. I feel like she is hiding
         something from me and what she really
         loves is my money rather than me."
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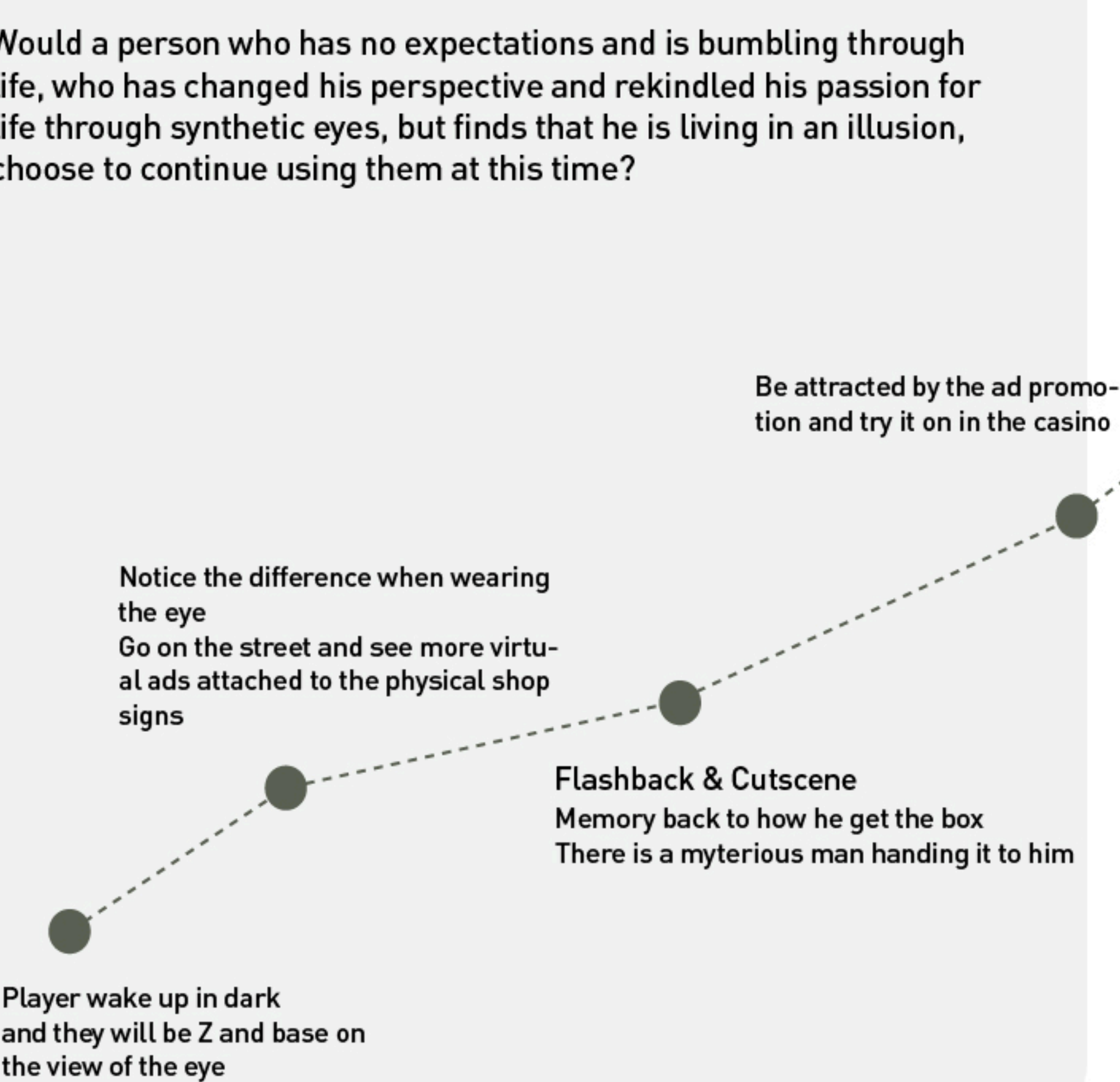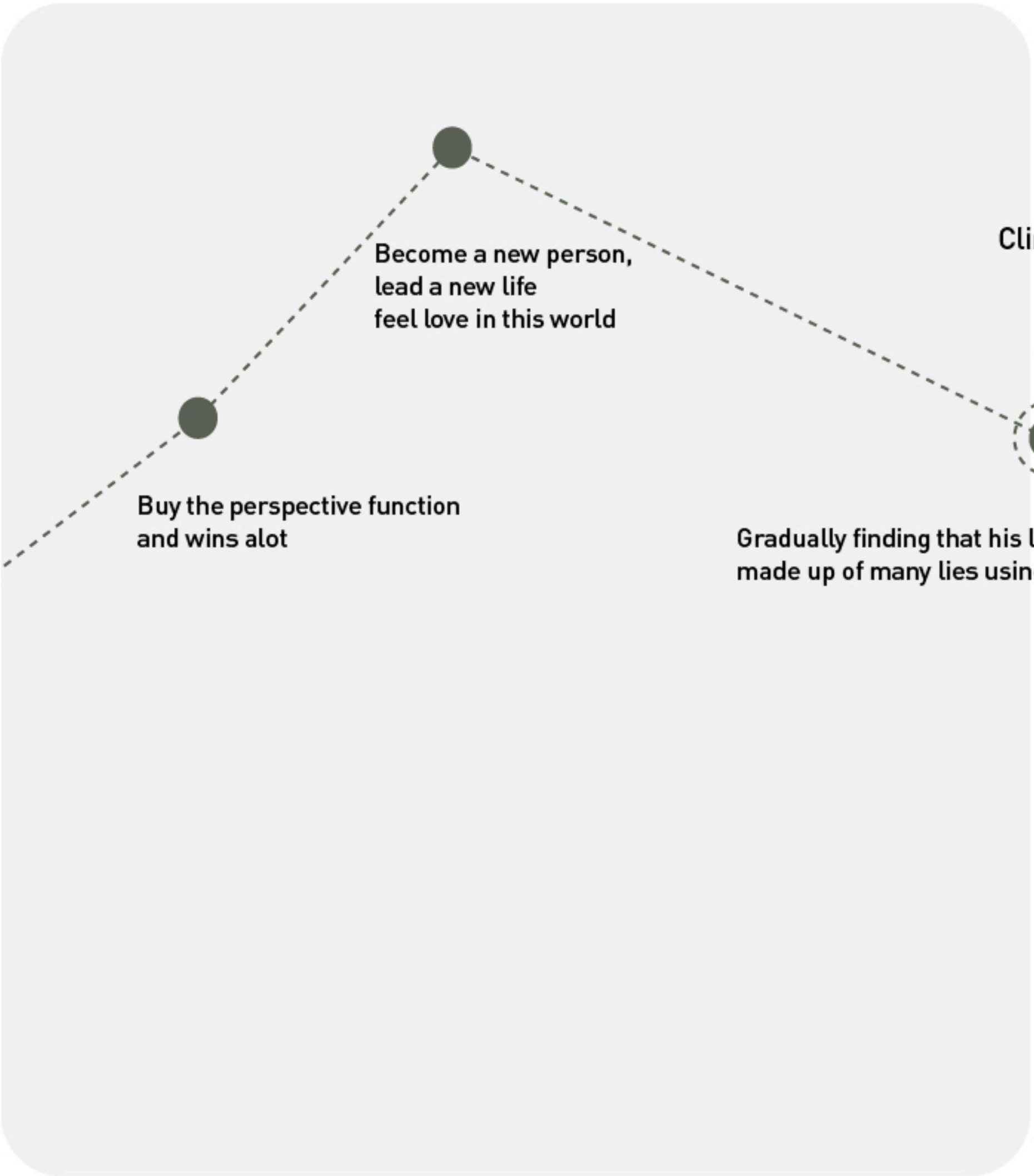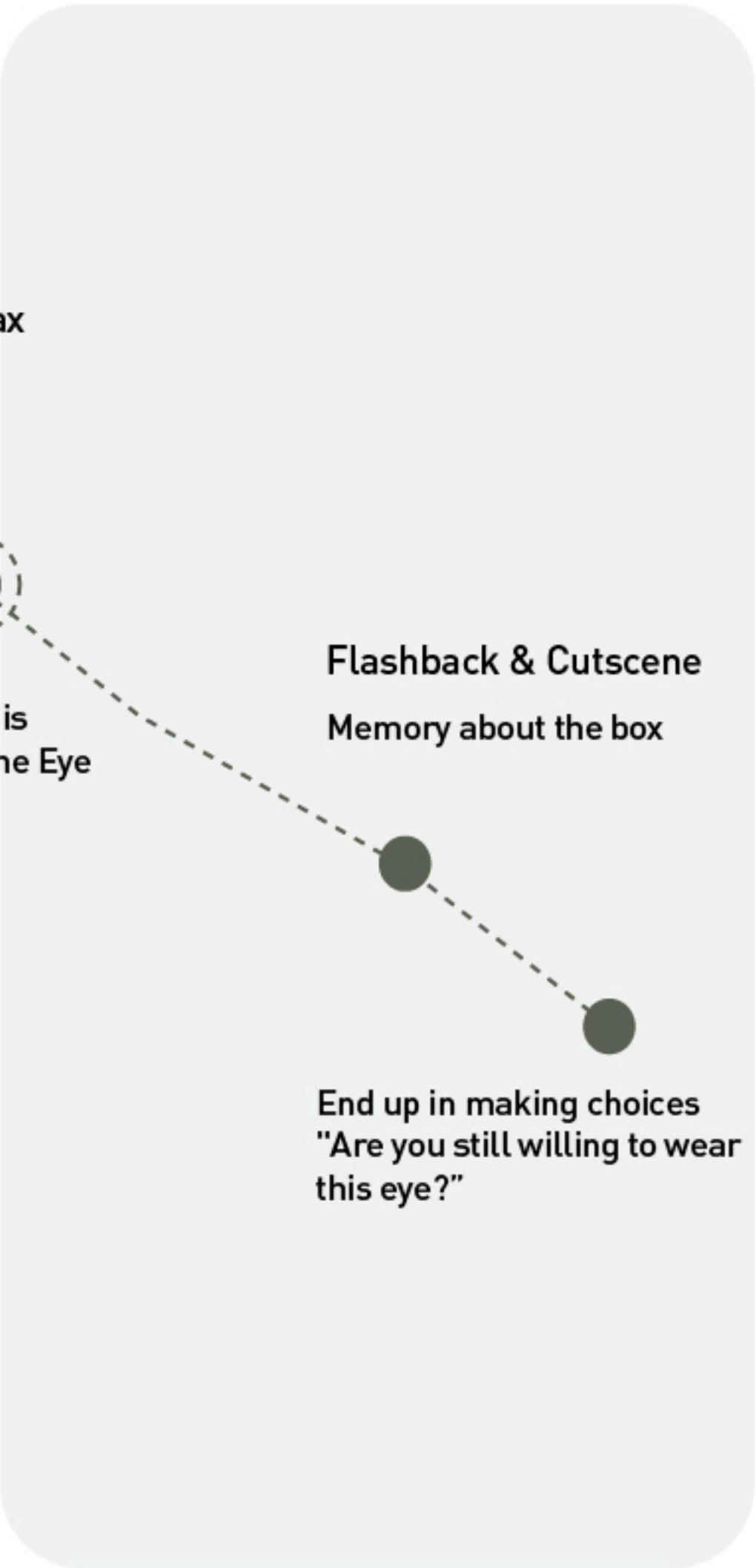
Story Structure

Theme

Would a person who has no expectations and is bumbling through life, who has changed his perspective and rekindled his passion for life through synthetic eyes, but finds that he is living in an illusion, choose to continue using them at this time?
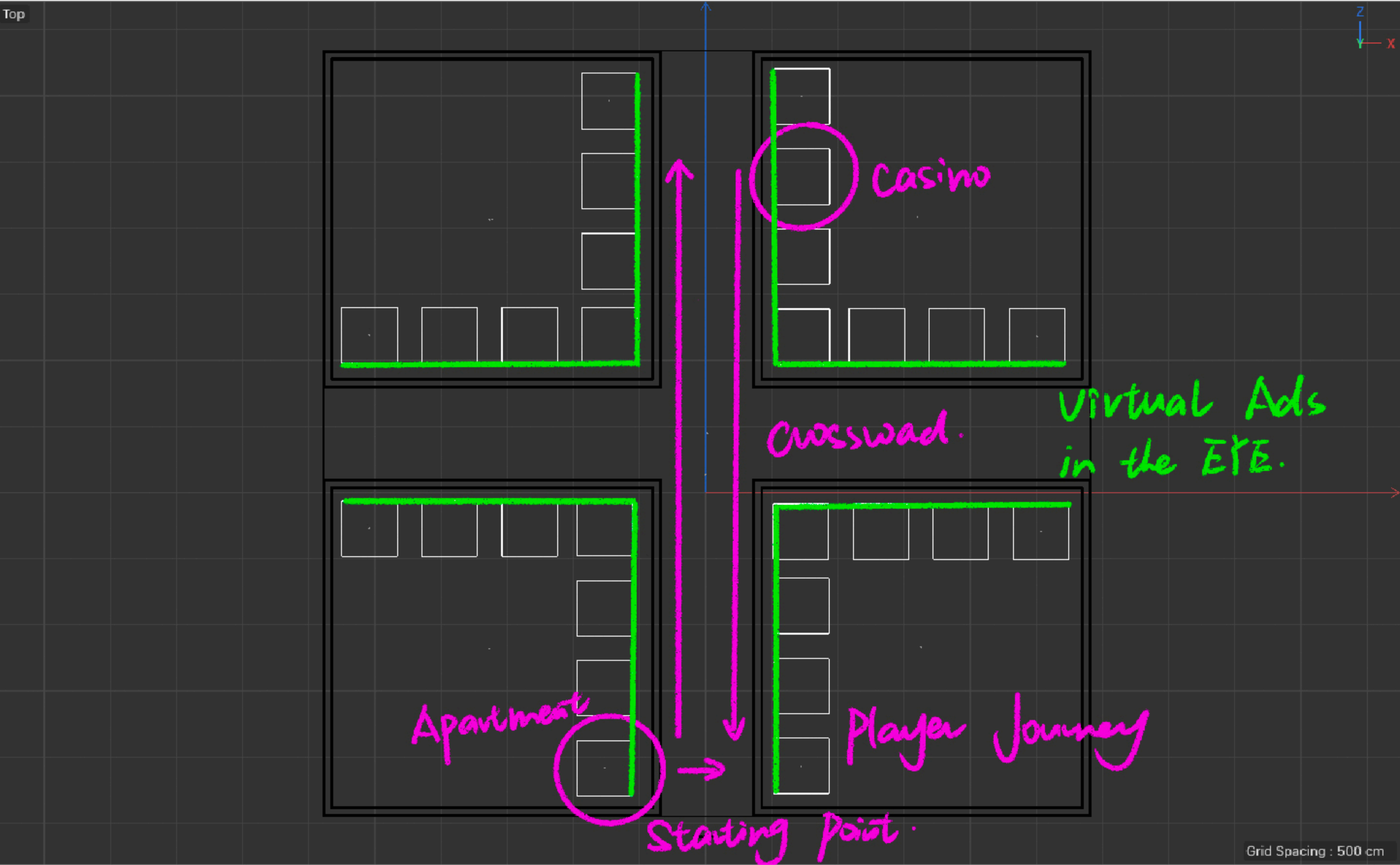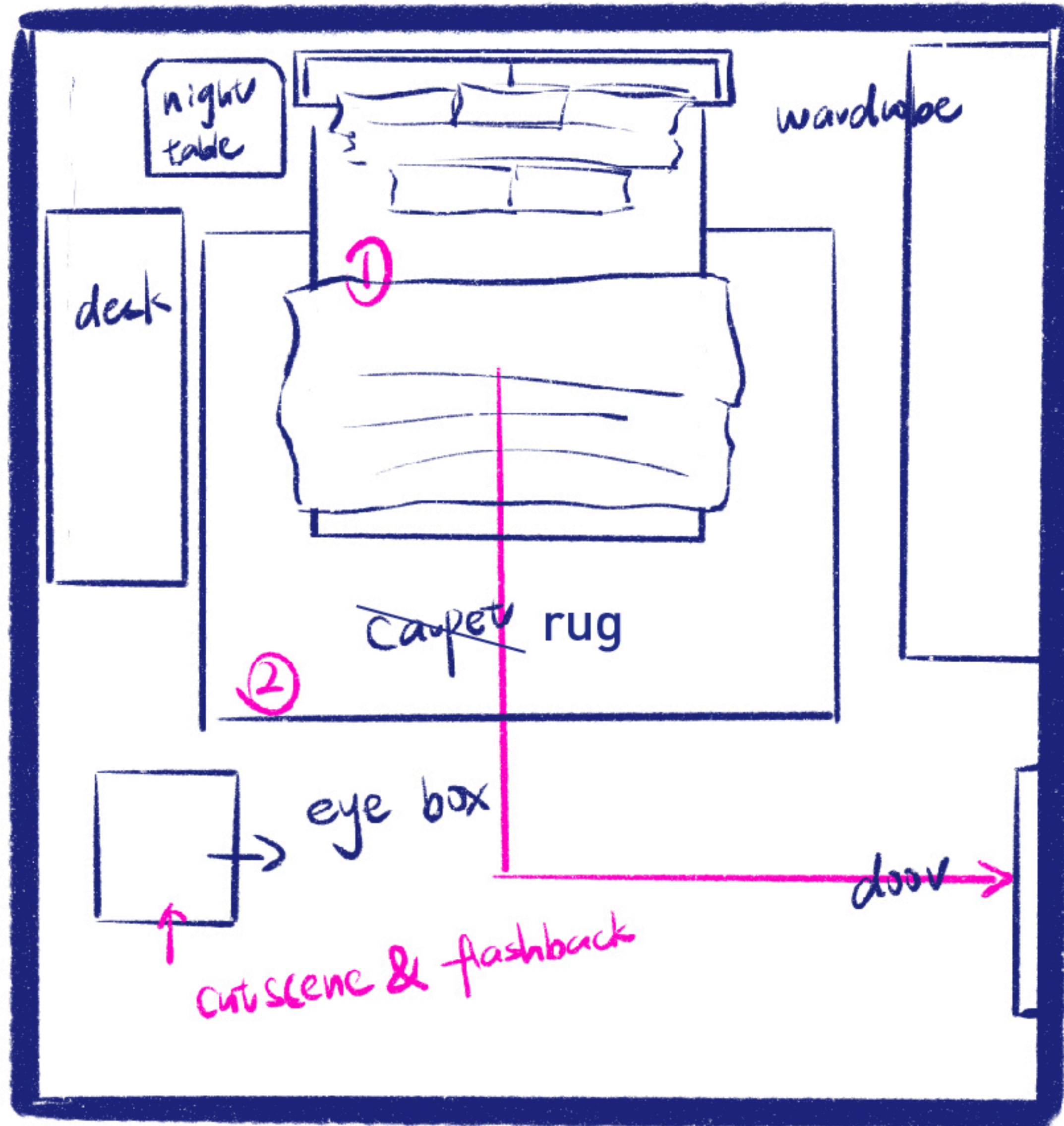
Become a new person,
lead a new life
feel love in this world

Climax

Be attracted by the ad promotion and try it on in the casino

Buy the perspective function
and wins alot

Flashback & Cutscene

Memory about the box

Gradually finding that his life is
made up of many lies using the Eye

Notice the difference when wearing
the eye
Go on the street and see more virtual ads attached to the physical shop
signs

Flashback & Cutscene
Memory back to how he get the box
There is a myterious man handing it to him

End up in making choices
"Are you still willing to wear
this eye?"

Player wake up in dark
and they will be Z and base on
the view of the eye

Player journey

Main space in my story

- INT – Bedroom in apartment
- INT – Casino
- EXT – Street

Floorplan - Bedroom

(Floorplan diagram labels:)
- night table
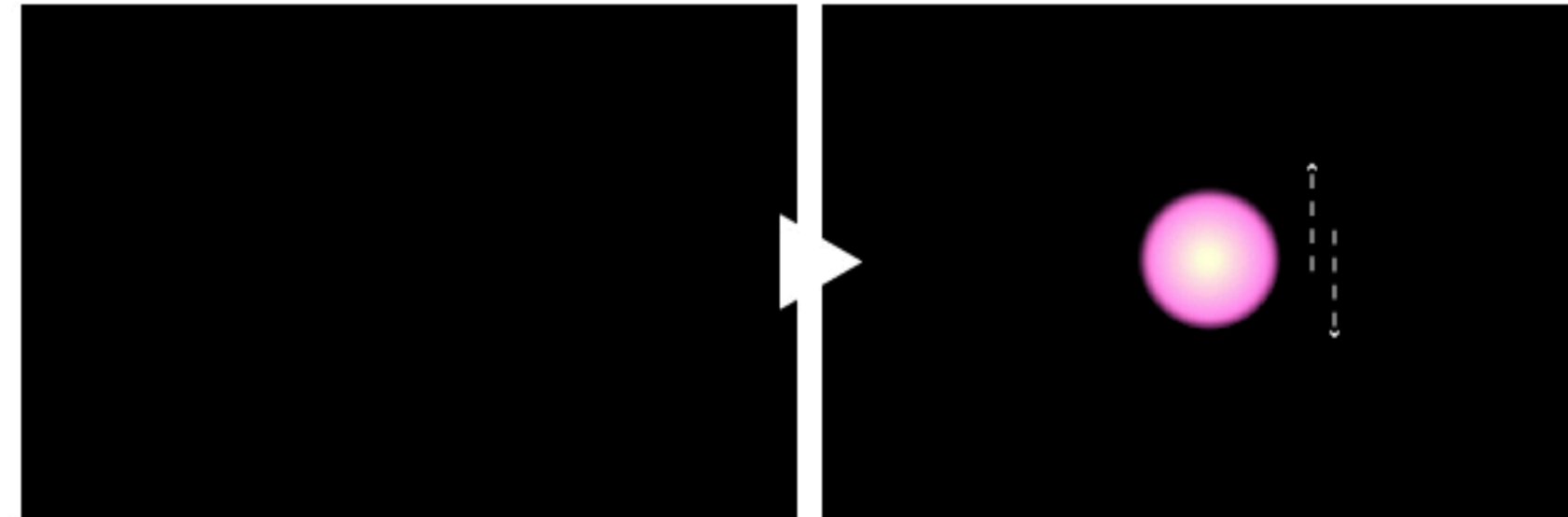- wardrobe
- desk
- ①
- carpet rug
- ②
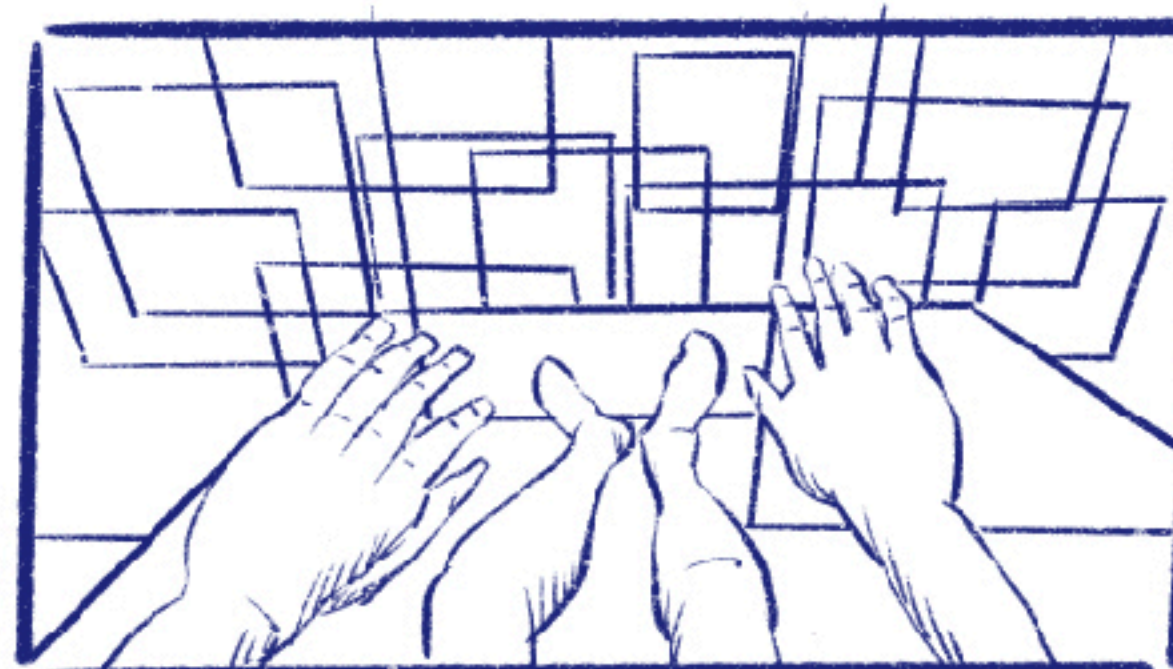- eye box
- door
- cutscene & flashback

Interaction

a.Access into the eye

VR camera starts all dark.

The player can see nothing except a small glowing ball floating in front of them. When the player selects and moves that ball to their eye socket, they can see the whole environment.
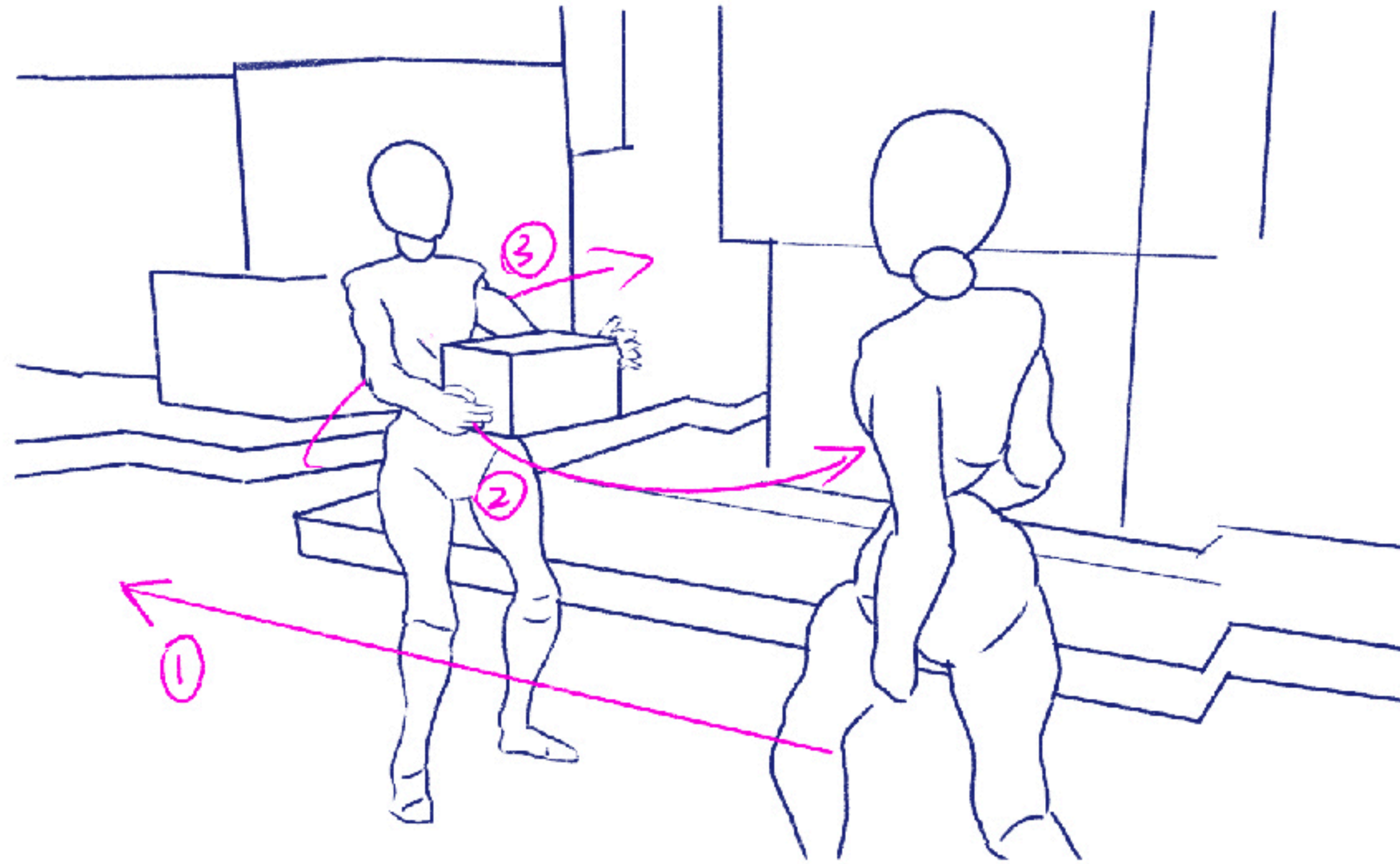
b.See the ad windows

The player can wave their hands to touch these virtual windows, but they can't actually clear them. The player will then know the eye's setting.

Street

When Z was returning home from work a month ago, there was a mysterious man wearing all black handing him a box

> (The mysterious man was talking to Z.)
>
> (V.O.)
>
> "Hey look. If you want to change your life, you really need it."

Z thought he was a salesman and didn't want to respond to him.

> (The mysterious man kept talking.)
>
> (V.O.)
>
> "Trust me. This is from an amazing scientist, though it's still a prototype. But it still works! You should give it a shot!"

Z continued walking.
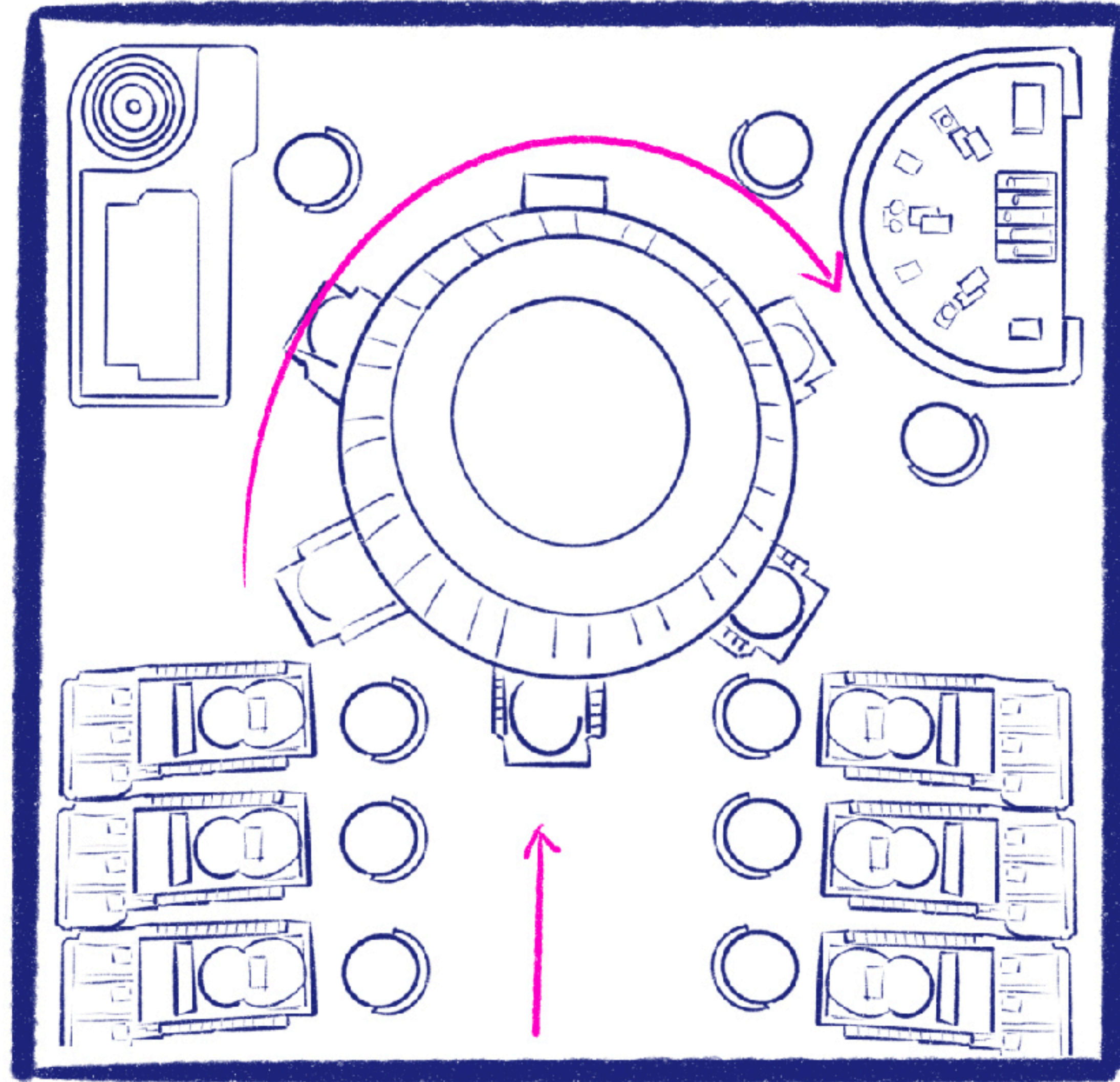
> (The mysterious man kept talking.)
>
> (V.O.)
>
> "Okay. You know what. Just keep it or pass it on. It's up to you, mate. Cheers!"

Then he shoved the box into Z's arms and ran away without a word. Thus Z took the box home and put it to one side but he never thought to open it to see what was in it.
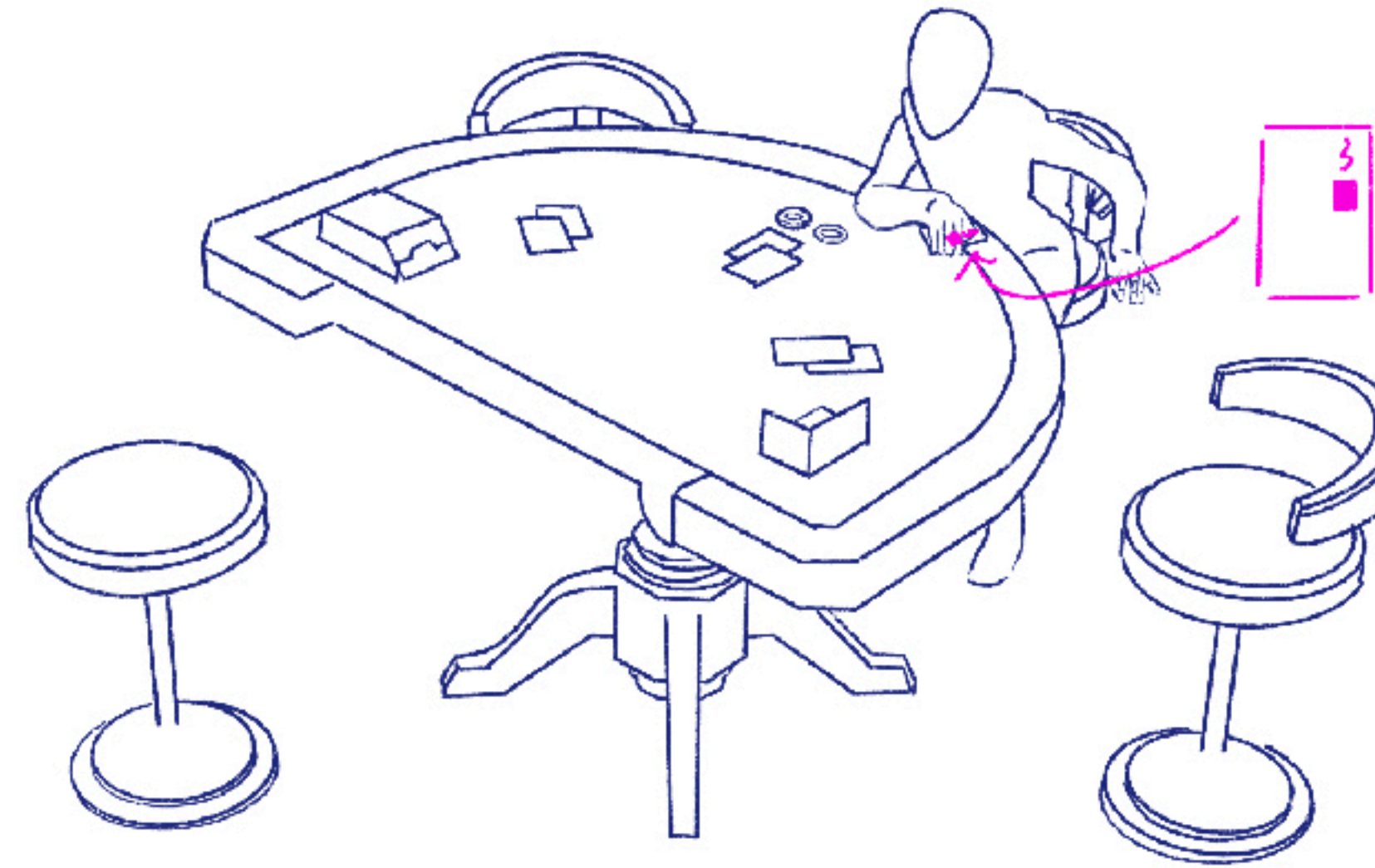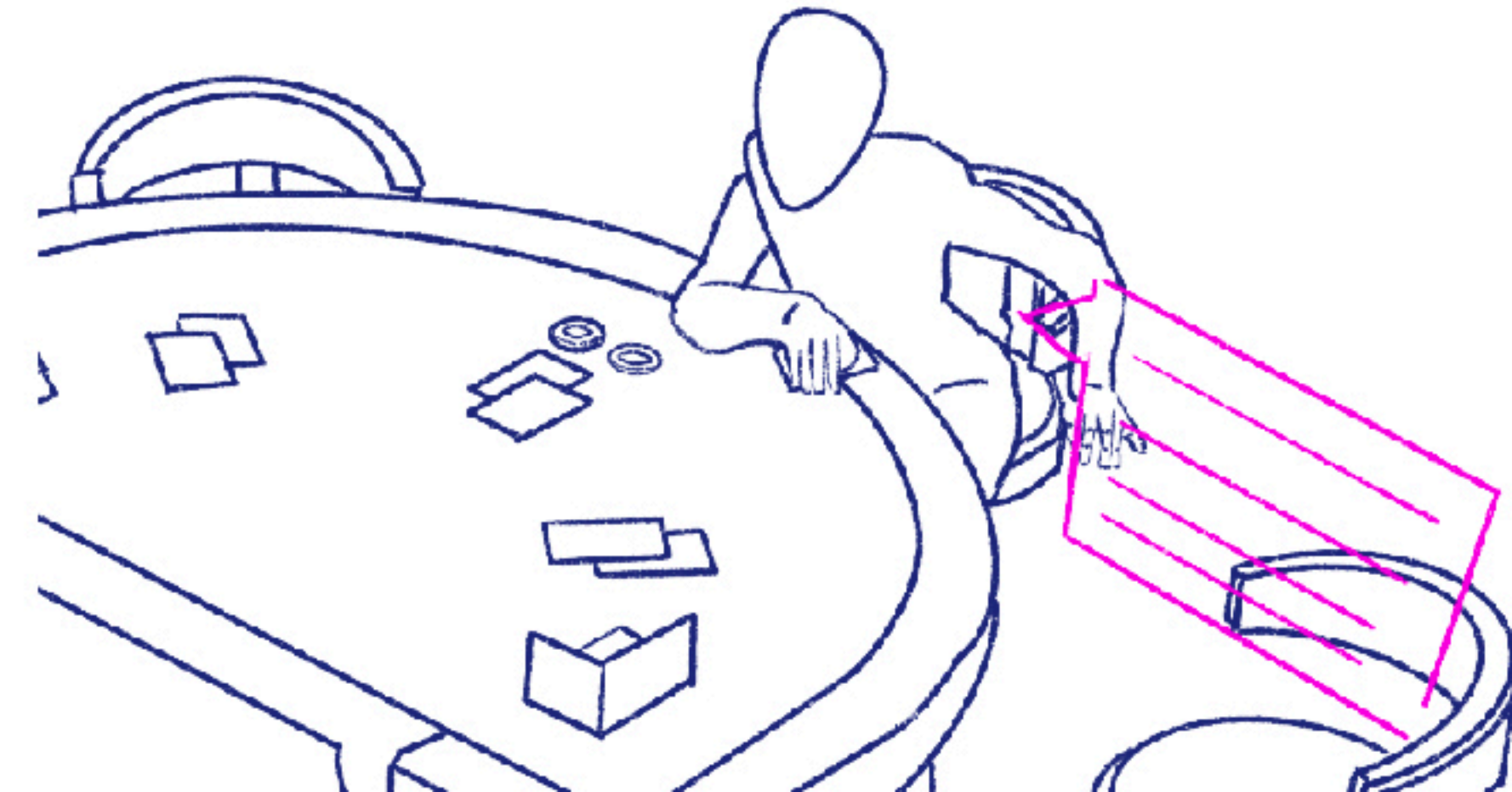
Floorplan - Casino

Interaction

Perspective function

The player will then select and play cards, they will see a transparent card and see the figure behind the card.
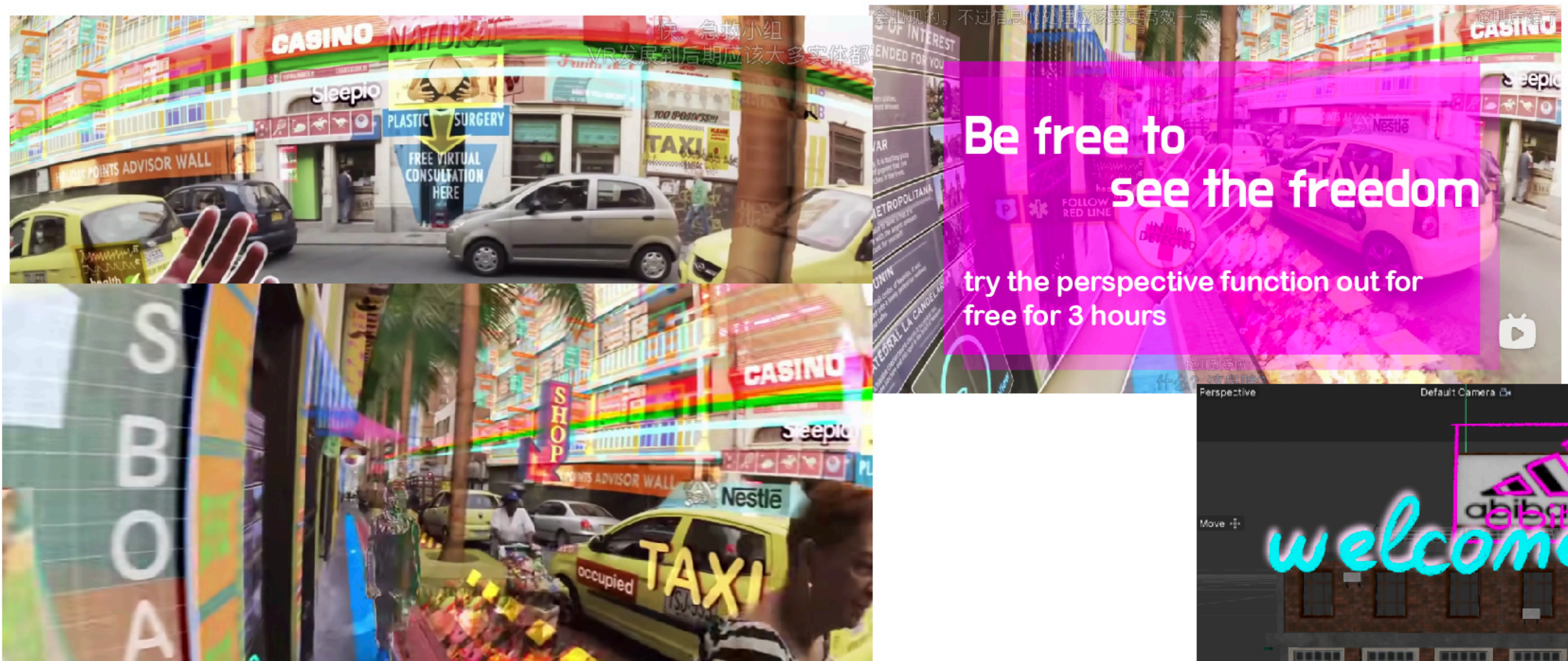
See inside the human mind

The player will see there are some chat bubbles around each person, which say their inner opinions.
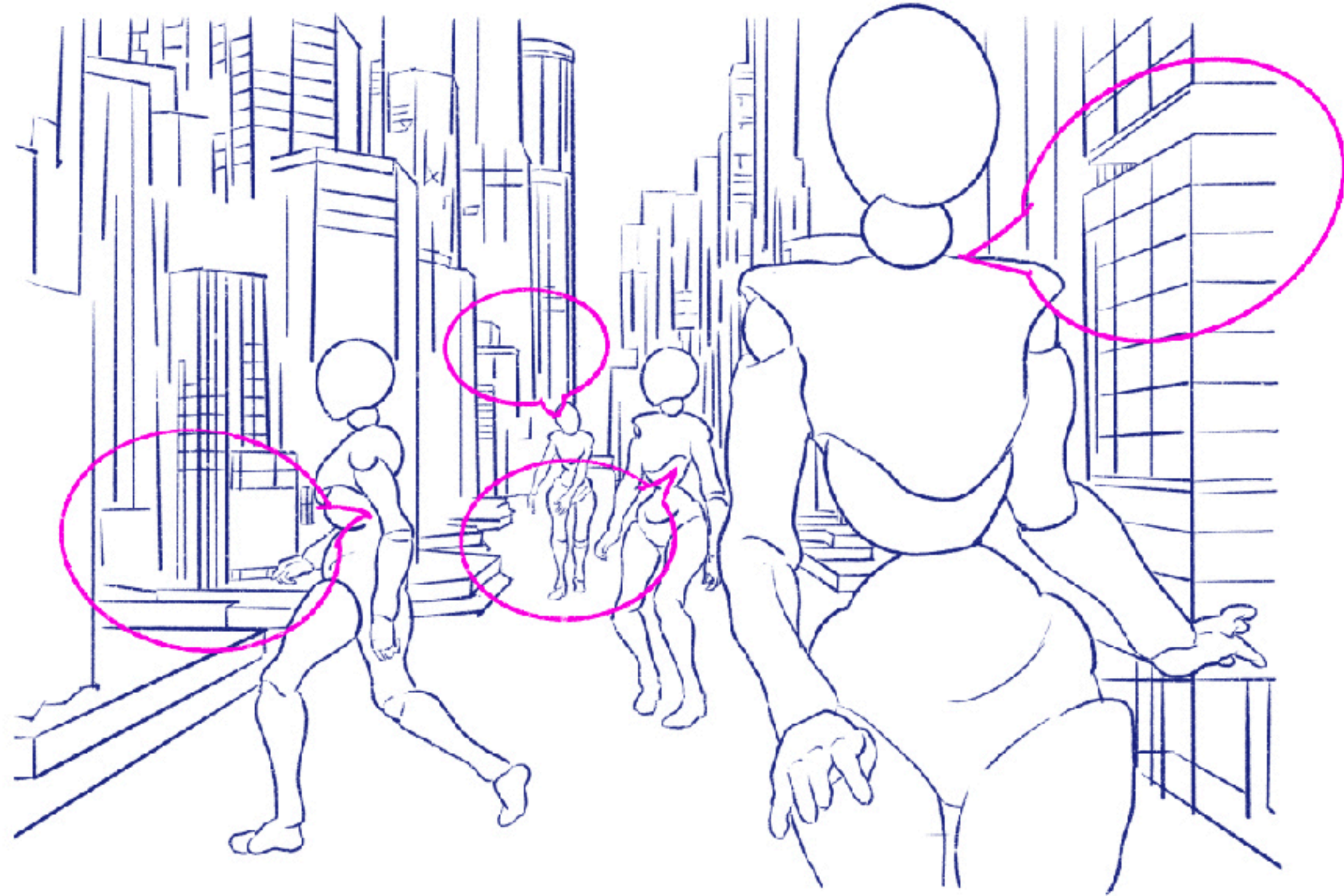
The eye function

The player starts to hear some exciting sound effects. They can watch those advertisements, they can also select and move those windows to zoom in and zoom out.
Then the player can click the 'yes' button to try the perspective function out immediately.

Street

Z comes out of the casino and sadly walks down the street. He feels worse when he looks at the passers-by in the street, he feels like everybody has a negative impression of him.

The player then will see chat bubbles floating next to each passerby walking along the street.

(V.O.)

"Oh, look at Mr Moneybags, who does he think he is?"

"Ha, looks like that yuppie isn't as good at gambling as he thought he was! Moron."

"What a loser."

"Why don't those rich pretty boy gamblers get a job rather than leech off their parents? What an imbecile."

"I bet he's another stupid trust fund baby."