

# Merry Crisis

## Game Design Document

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MA Virtual Reality

### **Game Name**

Merry Crisis

### **Tag line**

A VR journey in a traditionally-painted ocean full of supernatural jellyfish.

### **Team**

Independent VR experience

### **Date of the last update**

12th Jan 2023

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# Game Overview

## Project description

Merry Crisis imagines the future of jellyfish and the ocean environment under the current context of jellyfish bloom. This interactive experience encourages players to explore the traditionally-painted ocean and connect with the evolved jellyfish in order to have a better understanding of the jellyfish crisis.

With this VR experience, I have attempted to simulate the Chinese hand-painted art style of traditional ink and watercolour for the landscape, converting it from fine art to Virtual Reality. This creates a sense of conflict between the conventional Chinese landscape and the contemporary style of the psychedelic jellyfish.

In terms of gameplay, the player can easily hover their controller to get a variant of jellyfish, but they need to grab a bottle to throw towards them to unlock the other variant, which echoes the action done by humans to the ocean in real life.

## Theme / Setting / Genre

Theme: Utopian Underwater Experience

Setting: Underwater (Chinese traditional landscape style)

Genre: Casual Journey Simulation

## Gameplay

Players need to walk through the whole space, there are several jellyfish floating along the main river, and they need to explore the variant of jellyfish via hovering and throwing. Also, players are free to explore other parts of the world.

## Targeted platforms

Specifically Oculus Quest 2

## **Mechanics**

### **1. Movement: Walk, Jump and Turn**

Players use the left joystick to walk around the environment and use the A button to jump. They can use the right joystick to rotate their field of view around the environment.

### **2. Grab, Move and Throw**

Players use the left and right grips on the controller to grab bottles and throw them towards jellyfish to trigger new events of material changing and can release these objects by releasing the grip controls.

### **3. Touch Trigger Events**

Players will be able to move through a specific area to trigger a new scene to the end of the experience.

## **Ethics of the Experience**

This journey may encounter ethical challenges during this experience, which would need to be considered during the project development. Bias is an important aspect of ethics in this experience. The shape and colour of jellyfish to show the evolution and mutation is my imagination based on the current situation. Observing the variant of jellyfish is the most significant part to convey the idea, so for future development, I may consider combining with my thinking with AI generator to increase the accuracy of the depiction.

# Level Design

## Themes

### 1. Undersea landscape

#### a. Mood

Peaceful, traditionally-painted

#### b. Objects

##### i. *Ambient*

- Mountain
- River
- House
- Bridge
- Boat
- Trees
- Corals
- Cave
- Rocks

##### ii. *Interactive*

- Bottles

### 2. Jellyfish

#### a. Mood

Mysterious, psychedelic

#### b. Objects

##### i. *Ambient*

- Side Jellyfish

##### ii. *Interactive*

- Main Jellyfish

## **Game Flow**

1. The player starts at the start of the river
2. The player is to see Jellyfish floating
3. The player moves towards Jellyfish (Walk, Jump)
4. The player can hover and grab a bottle to throw towards them to see variants
5. The player is free to explore the space
6. The player needs to move through the specific cave to end the game

# Art style

## Overview

The space is adapted from <One Thousand Li of Rivers and Mountains>, which is a famous Chinese landscape painting.



*<One Thousand Li of Rivers and Mountains> Ximeng Wang*

### 1. Colour

#### a. Environment

The original painting is mainly blue and green, so that will be my main space colour and apply them to the other functional scenes, such as starting menu scene.

#### b. Jellyfish

I tend to use neon and psychedelic colours with high saturation to create a strong visual contrast between jellyfish and the environment.

### 2. Visual style

#### a. Environment

I tend to simulate the hand-painted style, so for the main landscape, I will go for hand-painted texture and flat smooth gradients based on heights.

I create dark outlines for small objects, and there's no shadow.

#### b. Jellyfish

For Jellyfish, I create three different materials for each under three statuses of interaction, limited tints with flat gradients, emissive and smooth neon gradients.

## **Assets Needed**

### **1. 2D**

#### **a. Textures**

- Terrain
- House
- Boat
- Bridge
- Tree
- Rock
- Coral
- Jellyfish
- Skybox

### **2. 3D**

#### **a. Environmental Art Lists**

- Terrain
- House
- Boat
- Bridge
- Tree
- Rock
- Coral
- Jellyfish

### **3. Animation**

- Hand Grab/Point/Fist
- Player Movement - Walking and Jumping
- Bottle Throwing
- Jellyfish Swimming

## **User Interfaces**

### **1. Starting Menu**

- Fonts
- Game Title Image

### **2. Pause Menu in-game**

### **3. Tutorial Scene**

- Tutorial Image