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Collab Studio : Immersive Documentary

Instructor: Melanie Crean



Cerebral Evidence



Acknowledgements

We express our deep sense of gratitude to our instructor Melanie Crean for giving me the opportunity to pursue this project at the Immersive Documentary: Collab Studio. Without her support, we would never have learnt and absorbed so significantly from this project. We also are indebted to our industry collaborator Dan Archer , his valuable guidance, keen interest and encouragement in various stages.

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We express deep and sincere gratitude to the loving inspiration from my colleagues. The project could not have been complete without the invaluable suggestion from user testing which has also been of great value.



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Pre-Production



Inspiration Board



The inspiration behind the game is the conflict between your subconscious and conscious mind to influence your thoughts. The environment in the game is imagined by the mind as a spectral plane which is an abstract extension of all the things we see and experience on a day-to-day basis.

The core idea behind gaining control is to make you believe that you are surveilled every day. The phonecalls serve as a metaphor of practising control from a distance & the camera around are a clue towards constant surveillance. The landscape is an extension of human minds desire to exist in time which is eternal & unique.

Surveillance Bots

Digital Landscapes



Target User Profile



DEMOGRAPHIC SEGMENTATION

Gender : Male and Female

Age Group : 18 – 36 years; Optimum Age : 22 – 28 years

Life Cycle : Married/ Unmarried

Minimum Salary & Education : \$36,000+/year Undergraduate

Lives in a cosmopolitan city & someone who spends free time playing games & reading up.



PSYCHOGRAPHIC ANALYSIS

- Technology orientated/inclined :
Trusts technology but also questions it.
- Frequents the Internet, but also reads and knows about privacy policies.
- Aspirational and motivational lifestyle
- Brand conscious.

BEHAVIORAL SEGMENTATION

- Quick learner – open to new informatio
- Adventure seeker – open to new ideas
& very active socially
- Striver – Surreal experience with an introspective aspect
- Frequently requires new mediums to stimulate the mind and process data.



Precedents



STANLEY PARABLE



MY CREEK ABOVE

TRYST



THE REAL HOME

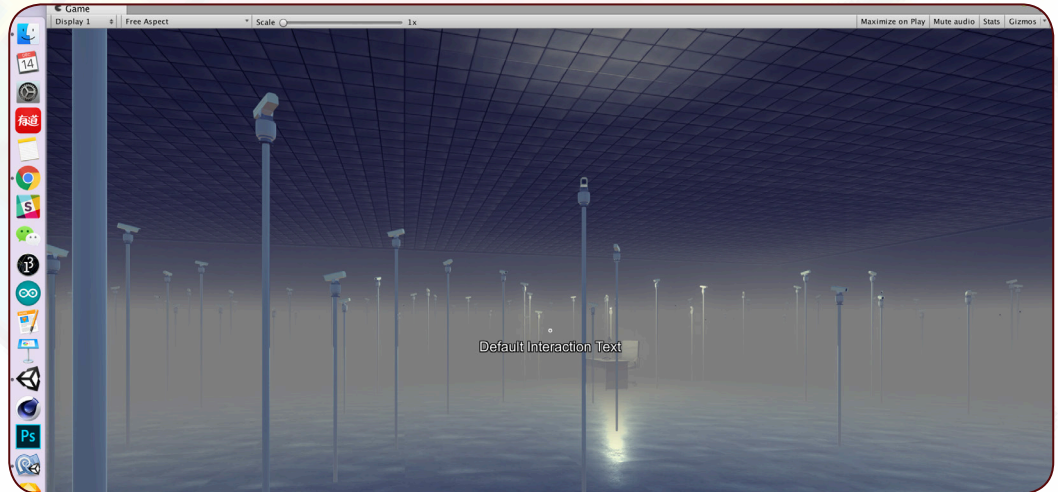
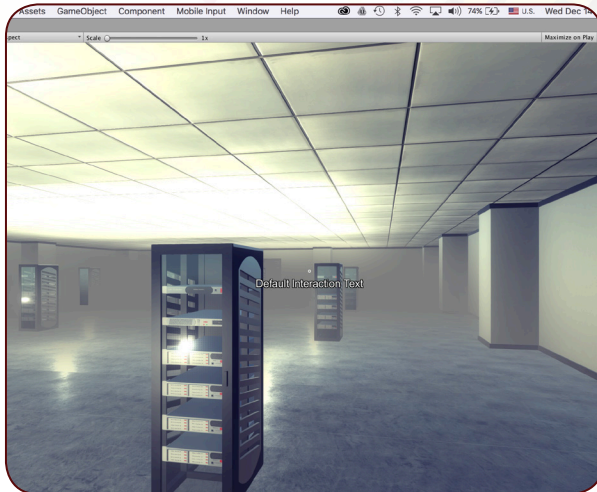
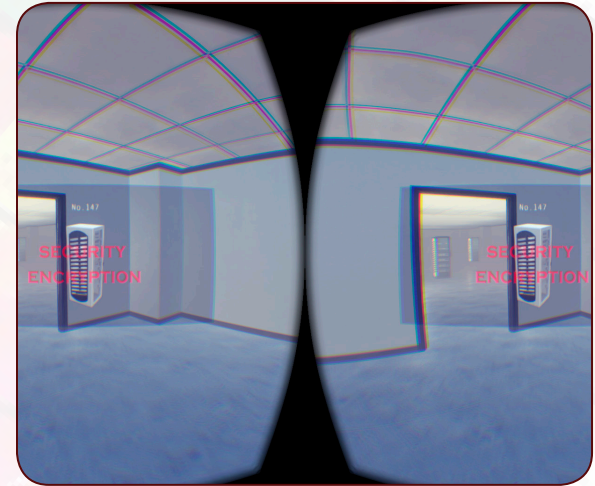
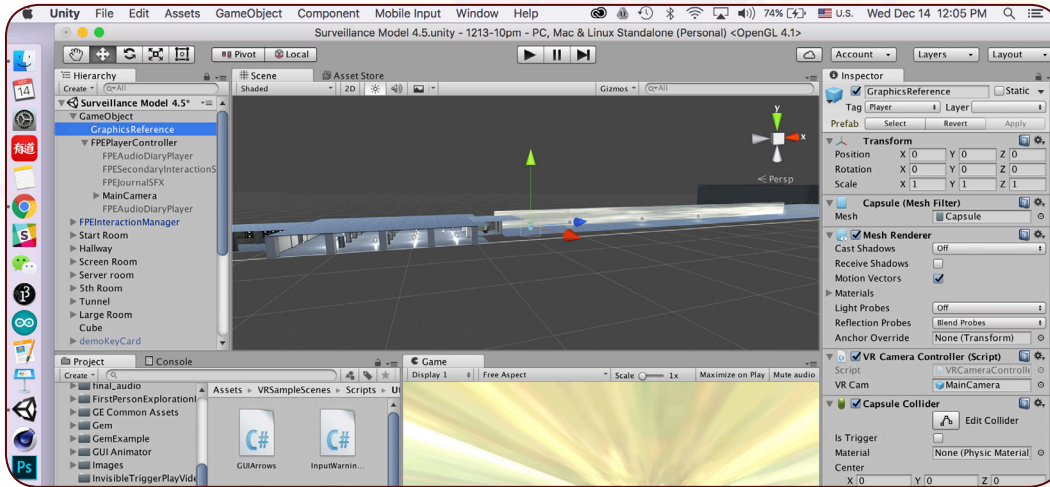
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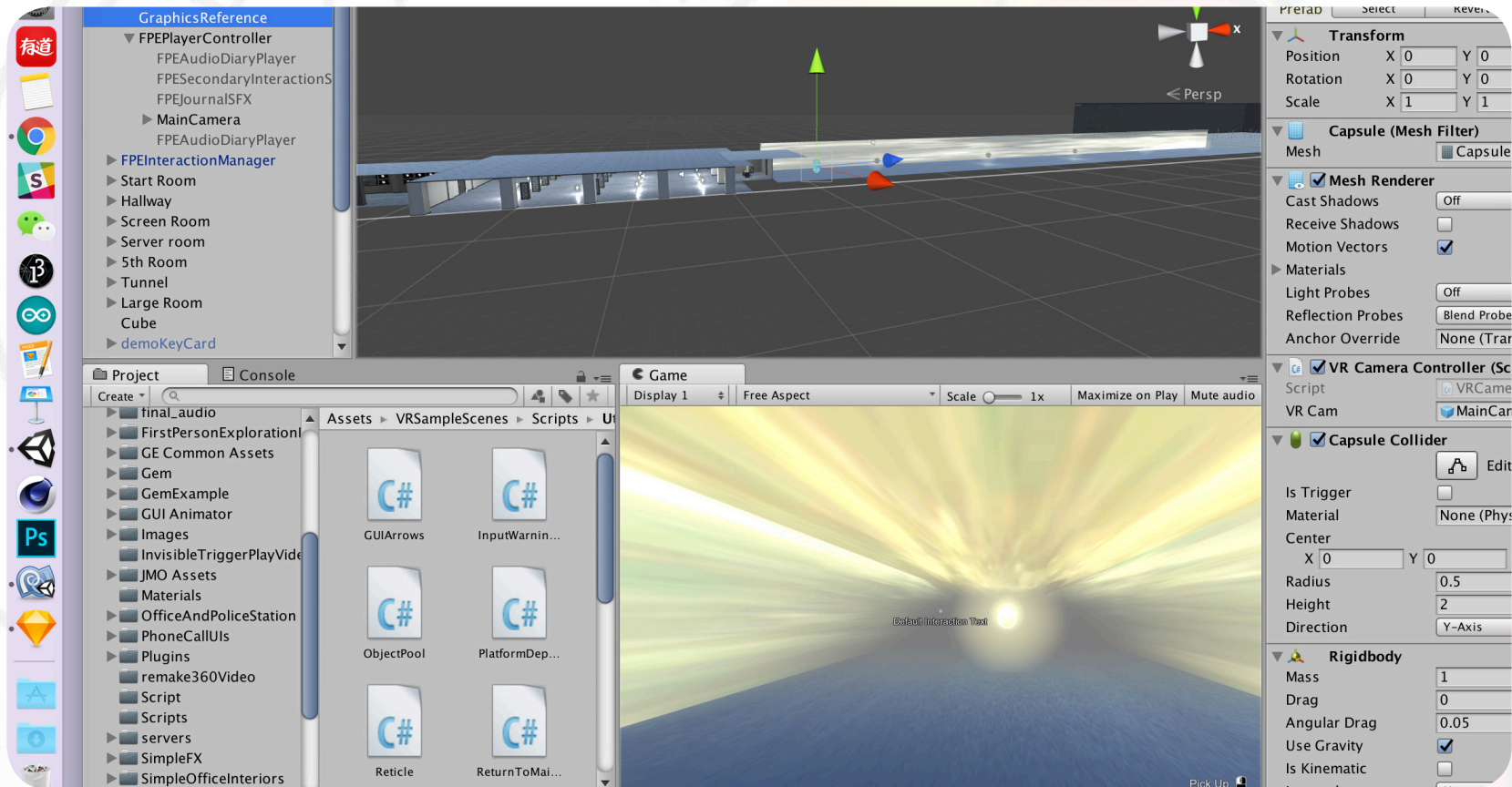


Production & Development

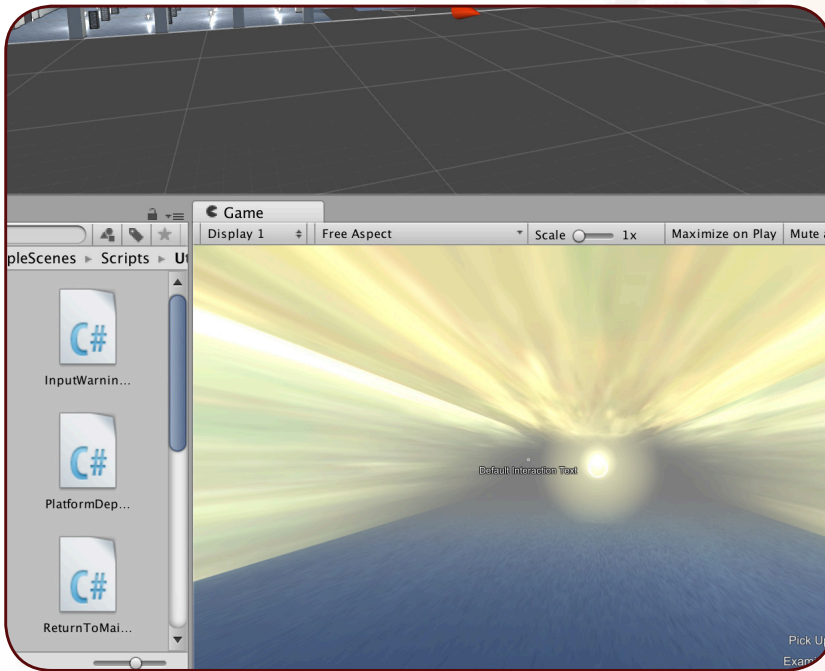
Building & Scripting



CREATING THE SETS



- Created using the 3D Objects from Sketch up Pro & Default textures of Unity.
- For Materials & Textures Created a Planar Object and added three Scripts available on Unity's Website for Water Rendering. Base for Colliders, Planar Reflection & Specular Lighting Reflections.
- Then just stretched the Layer and brought it up on the Y Axis to look as if it is a Water body. Actually it is just a layer of water which has no volume. Baked the terrain to create walkable path on a 30 degree angle to define accessible area for later in the game.

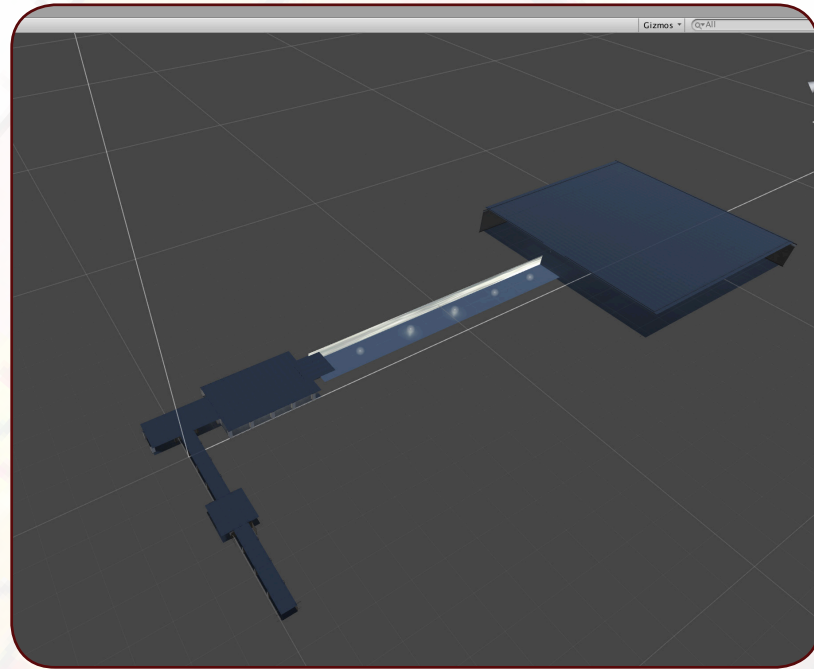


CREATING SUBLIMINAL TUNNEEL

- Created a Tunnel Like Shape on Rhino and imported the mesh on Unity. Rendered it using basic transparency & mettalic materials.
 - Then added an selection image onto a planar and grouped it with the object.
 - Added another two more rectangles and linked it with a player selction value in the Manager Script.
 - The Manager Script is applied on Hollow cubes which detrmine the Starting position of the two players. Then linked the Tunnel prefab for it to appear on the starting point with different ownership values.
- Also attached the Highlited Script & Interaction script for the manger colors to show up & the selection ring to be activated on mouse click.
 - Added a rotation script onto the selection and Created another script rightclickmanager for the selected object to move based on the XZ value of the mouse click. Also linked it with the prebaked terrain collider to make sure it does not go through certain mountains & waters i.e Nav Mesh Agent.
 - Added a Map blip Script which told the UI map of the current position of all the drones & Unit Info Script which shows a pre-determined value of Health for the Tunnel. Also the price of the drones & what can it create. The create bulding action script links the Base Prefab to the object that can be built by the drone.
 - Attatched the camera cradle script to the Object as a child by which it can move around with the object and be ready wherever the Player Appears. Also created an Empty Blip & Hud element which was then attached to the original base prefab.

CREATING THE MAIN BASE

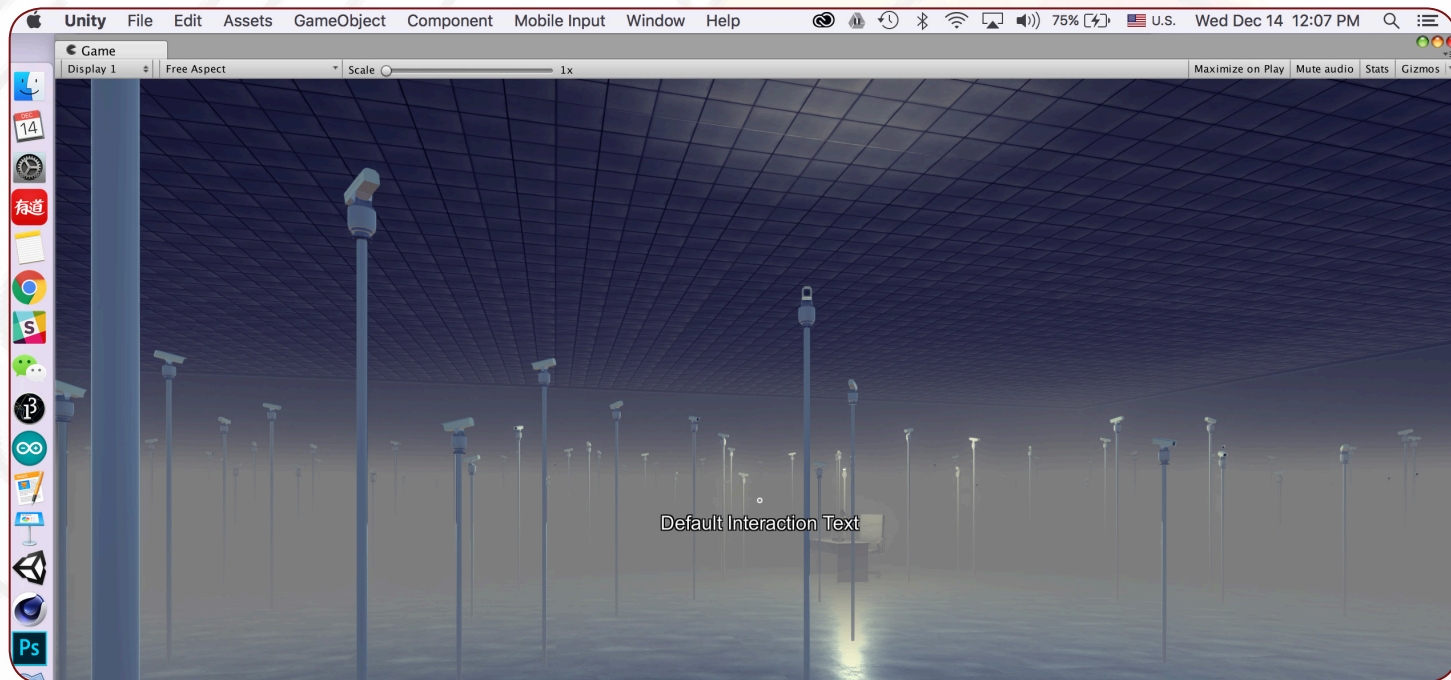
- Created a Base like Shape on Rhino and imported the mesh on Unity. Rendered it using basic transparency & mettalic materials.
- Then added an selection image onto a planar and grouped it with the object.
- Added another two more rectangles and linked it with a player selction value in the Manager Script. Also the earning script makes it increase the value of credit every second.
- The Manager Script is applied on Hollow cubes which detrmine the Starting position of the two players. Then linked the base prefab for it to appear on the starting point with different ownership values.
- Also attached the Highlited Script & Interaction script for the RTS manger colors to show up & the selection ring to be activated on mouse click. Added a rotation script onto the selection and Created another script rightclickmanager for the selected object to move based on the XZ value of the mouse click. Also linked it with the prebaked terrain collider to make sure it does not go through certain mountains & waters i.e Nav Mesh Agent.
- Added a Map blip Script which told the UI map of the current position of all the drones & Unit Info Script which shows a pre-determined value of Health for theTunnel. Also the price of the drones & what can it create. The create bulding action script links the Base Prefab to the object that can be built by the base.
- Made another copy with a transparency render and removed most of the scripts to make a ghost object to decide whether the object can be docke on the given terrain.
- Also created an Empty Blip & Hud element which was then attached to the original base prefab.





CREATING THE REACTIVE UI

- Created a Map and attached it to a rectangle UI Object which moved around based on the date fed to it through the blip prefab empty object attached to each drone & base. Also gave the second probable AI player a hide map function through the Hide script where the map location is not revealed till the player is within 100 M of the said object owned by a different class of player.
- The object info display empty object was attached with a display info script which fed the health data along with a transparent PNG assigned from the textures to each of these prefabs.
- The action button displays the action behaviour script properties and links it to the Create Building action & create unit action based on the selected unit in the Game.

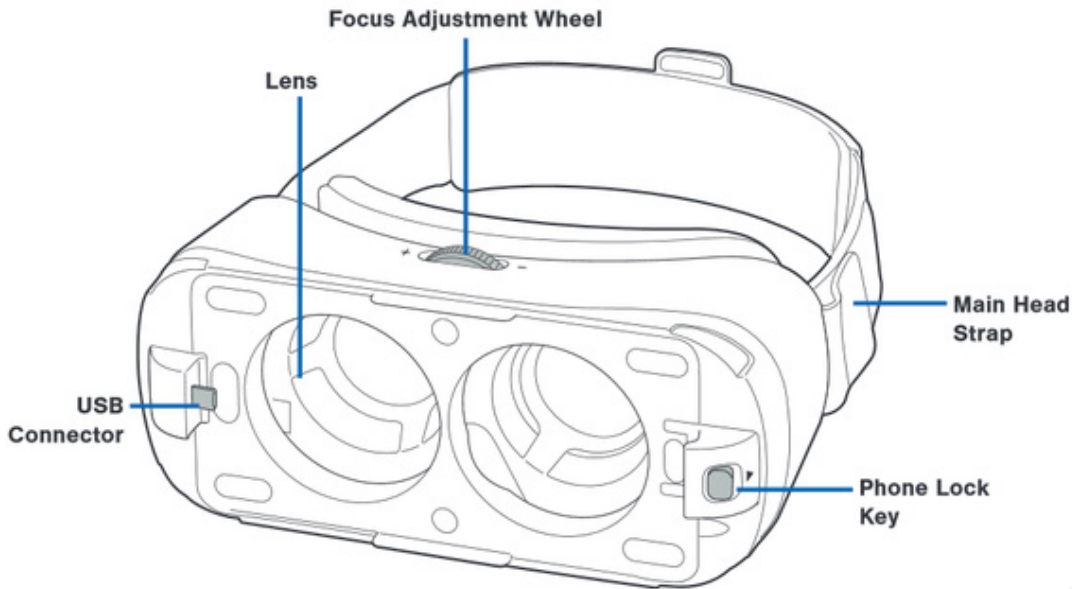


CREATING THE OPPONENT AI

- The Ai functions based on a set of 8 definition, action, support scripts. The first three scripts are AiBehaviour which asks the Ai to look for its controls & supports in other scripts and execute them based on the Data Provided. AiControl & AiSupport gives the Ai basic learning of what all dat it needs to acces from different objects like the drone, base & the terrain. The support make it learn the basics of movements that is in line with the colliders and other scripts used.
- The CreateDrones/BaseAi gives the Player a value which if achieved it will initiate the creation of the following objects at given intervals and based on the Money Value Available. Also added another script called do nothing where the Ai does reat of the given parameters for certain action are not met.
- The Last part of the Ai function is striking & attacking objects owned by other players if within a range. Also a destroying of Object script has been added remove object if they run out of health.



The Story & Gameplay



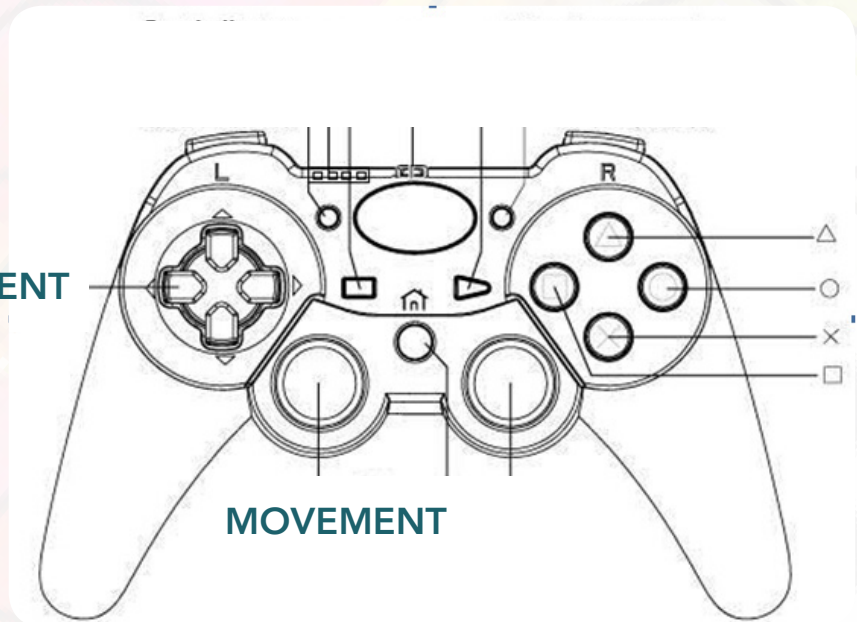
MOVE AROUND TO SEE 360 DEGREES

- The camera can be moved around using the Arrow Keys to move around the map. Round Button click can be used for selection of the given object or character.

CMD + Q = QUIT GAME

- Round click can be assigned location of movement to the currently selected object. A combination of Shift & Left mouse click can be used for multiple selection and actions.

MOVEMENT



"I-TRIGGER 12: What's wrong with him. His heart rate is going up."

"I-TRIGGER 13: I think we should pull him out"

"I-TRIGGER 14: Let us give him some more time."

"I-TRIGGER 15: I do not think it is safe anymore."

"tap to pick up the key behind the camera"

"tap to open the safe."

SCENE 7: Final Room

"Phone Is Ringing"

"I TRIGGER 16: It is me. Its you. I am am you. Do not trust them. Trust Me. trust yourself. Do not pick up the Phone. This is not real. Trust your voice. Trust Yourself. Don't Pick up The Phone"

FADE INTO 360 VIDEO 2(a)

Boss

I find it amazing. The Technology. It is just great. It is interesting how everyone has trusted us over their own conscience. You have done well employee 1247.

Looks at the women sitting behind

Wipe him.

The women walks up to him and leans over

Woman

You know the drill Honey. You know the drill.

SCENE 2: FADE INTO ROOM 1

"Phone ringing on the Desk"

"tap to pick up the phone."

ON TAP THE MESSAGE IS HEARD & THE VOICE APPEARS

"PHONE TRIGGER 2: Hey, Its me. Sometimes the transition can take best out of you. Today we are investigating employee 1247. You need find what was he trying to hide from us? We know you can do it."

"PHONE TRIGGER 3: The door will not open without a key card. Look around for the key card. It may on the desk, closets or one of the files."

"Tap to access the key card."

ON TAP THE MESSAGE IS HEARD & THE VOICE APPEARS

"KEY CARD TRIGGER 1: Employee 1247. Named Harry Malek, Senior Technical Officer of Security at Mozog Corp. Under Investigation for probable fraud & making company secret public. Motives Unknown."

"Use the keycard to open the door."

SCENE 3: HALLWAY

"Phone ringing on the Desk"

"tap to pick up the phone."

ON TAP THE MESSAGE IS HEARD & THE VOICE APPEARS

"PHONE TRIGGER 4: Use the keycard to access the surveillance room. Employee 1247 has hidden a VHS tape hidden in somewhere in the room before quitting the company. Find the tape & relay the video back to us; it may give us some evidence. Use the big master computer for it; once you find the tape. Some of my sources said that he loved bunnies."

"Use the keycard to access the surveillance room."

SCENE 4: Surveillance Room

"Find the Video to Tape to Relay Data"

"Tap to read through the File"

ON TAP THE MESSAGE IS HEARD & THE VOICE APPEARS

"FILE TRIGGER 1: System Check No.33 Sec(4b). Respected Sir, I have found a discrepancy; in the data relay of our clients. I think someone in our company, is selling private information of our clients, to the government for profit. We need to setup an Investigation team, to find them. Yours Sincerely, Harry Malek Employee 1247."

"Tap to Pick up the Video Tape"

ON TAP THE MESSAGE IS HEARD & THE VOICE APPEARS

"Relay the Video Tape Information from the Master Computer"

"Tap to Relay Information from the Tape"

ON TAP THE MESSAGE IS HEARD & THE VOICE APPEARS

"VIDEO TRIGGER 1: I was down in the repair room today. While encrypting the privacy of our users, I found a bug in the core system. When I tried getting rid of it, there was an admin override.

I have just discovered that Mozog Corporation is not just selling the private data of its users, but also creating & planting fake data. I have encrypted the evidence in the Server room at Server 147. Use the Passkey "MOLE" to access the evidence. I repeat the passkey is M.O.L.E Mole. If anyone is seeing this, please give out the evidence to you. Yes you, I am you. You need to trust me. You need to trust your voice. We are one. "

"Hmm. Okay. Thats enough information for now I think. Keep it up, you are doing a very good job. Now, Please go ahead retrieve that file for us."

"Phone ringing near the Server Room Entrance"

"tap to pick up the phone."

ON TAP THE MESSAGE IS HEARD & THE VOICE APPEARS

"PHONE TRIGGER 5: We have used the Passkey Provided to bring down the security levels. You can now access the Server Room using the keycard. Remember to retrieve the evidence from server 147"

SCENE 5: Server Room

"Find Server 147"

"I-TRIGGER 2: I think he is realizing the plan."

"I-TRIGGER 3: Shut up, he can still hear us."

"I-TRIGGER 4: What if he figures out the truth"

"I-TRIGGER 4: You should have not sent him in again"

"I-TRIGGER 5: Call the technicians, he is spiking again"

"I-TRIGGER 6: we need to sedate him"

"I-TRIGGER 7: That was really close. I think he almost realized..."

"I-TRIGGER 8: This is dangerous"

"Tap to disable Encryption and Access the Evidence."

SCENE 6: Tunnel

"Phone Is Ringing"

"I Trigger 11: I see you, this is not real, this place is not real, you need to trust your own voice, you need to trust your memories. I am you. You are me. Trust me. Trust your voice"

SCENE 7: Final Room

"Phone Is Ringing"

"tap to pick up the phone."

ON TAP THE MESSAGE IS HEARD & THE VOICE APPEARS

"PHONE TRIGGER 6: Hello, the connection went a little bit patchy back then. The Safe in this room has the current location of employee 1427. The key is behind the Security Camera. Use it to unlock the safe. The board is proud of you."

"Phone Is Ringing"

"tap to pick up the phone."

ON TAP THE MESSAGE IS HEARD & THE VOICE APPEARS

"PHONE TRIGGER 6: Hello, the connection went a little bit patchy back then. The Safe in this room has the current location of employee 1427. The key is behind the Security Camera. Use it to unlock the safe. The board is proud of you."

"I-TRIGGER 9: I think we have got him."

"I-TRIGGER 10: What if the safe is empty ?"

"I-TRIGGER 11: He is taking too much time."

FADE INTO 360 VIDEO 2(b)

Boss

I find it amazing. The Technology. It is just great. It is strange how we got so close and the program crashed. I am sorry but we will have to send you back in again.

****Looks at the women sitting behind****

Wipe Him.

****The women walks up to him and leans over****

Woman

You know the drill Honey. You know the drill.





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