

# MOM L MIL





MOLAMIL

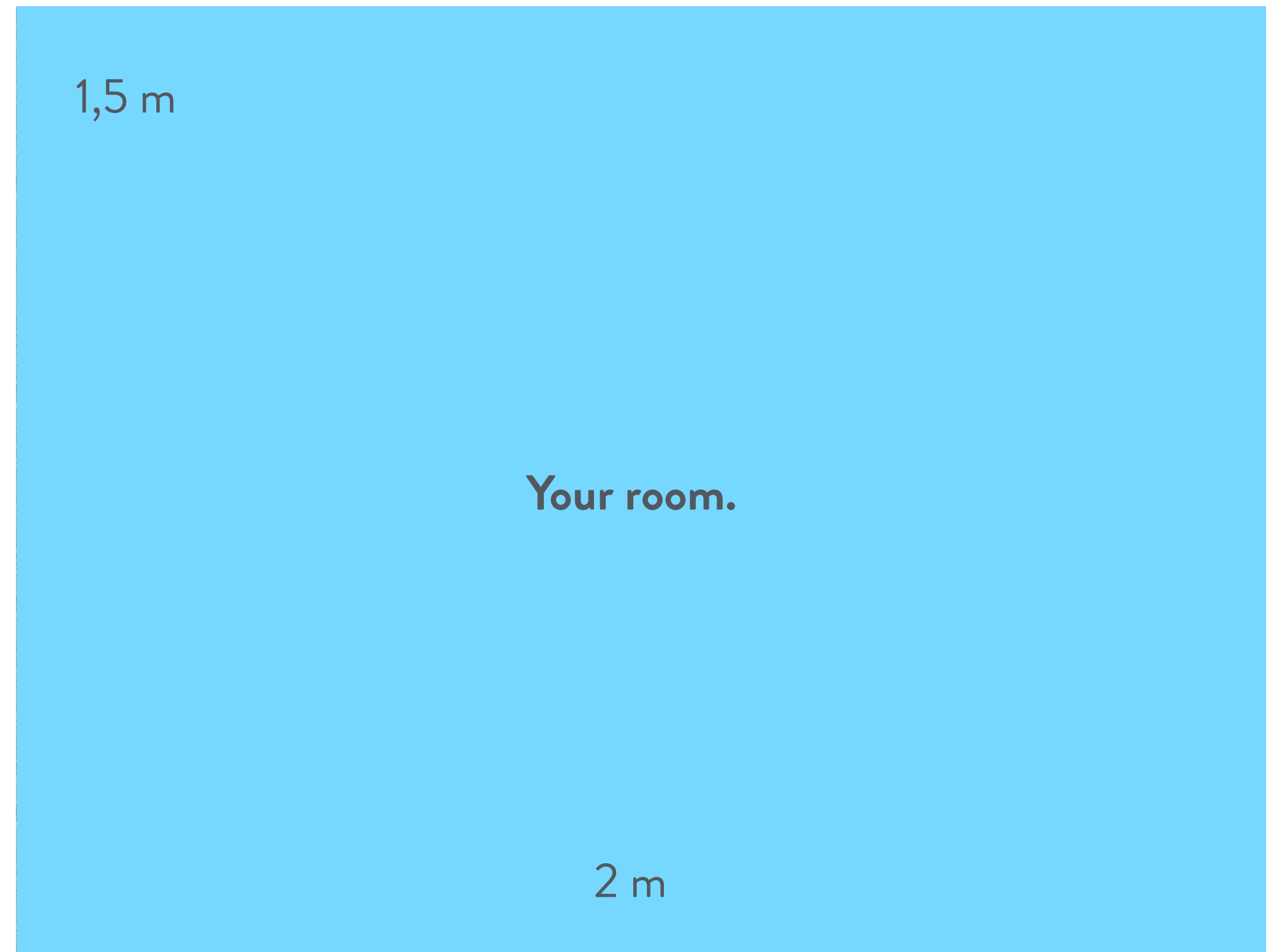
# WHACKA MOLAMIL FROM A DESIGNERS PERSPECTIVE

6 DECEMBER 2016

**WHAT IS IT EXACTLY YOU'RE DESIGNING FOR  
WHEN YOU'RE DESIGNING FOR VR?**

**A ROOM**

## Minimum room size according to HTC Vive



**BUT THE ROOM IS NOT REALLY A ROOM**









**HOW DOES THAT WORK?**

**Can't go here:  
The opponents side**

1,5 m

**Can't go here:  
Stadium**

**Your side of the tennis court**

**Can't go here:  
Stadium**

2 m

**Can't go here:  
Stadium**

Ball Weight = 0.49  
Chords Deformation = 59%  
Use mouse to bounce ball.  
Use arrow keys to change variables.  
Press "Space" to hide or unhide GUI.



Ball Weight = 0.49  
Chords Deformation = 59%  
Use mouse to bounce ball.  
Use arrow keys to change variables.  
Press "Space" to hide or unhide GUI.



Can transport here:  
The milky way

1,5 m

Inside my spaceship

2 m

Can transport here:  
Mars

Can transport here:  
The moon

Can transport here:  
Earth









Can transport here:  
Water hole

1,5 m

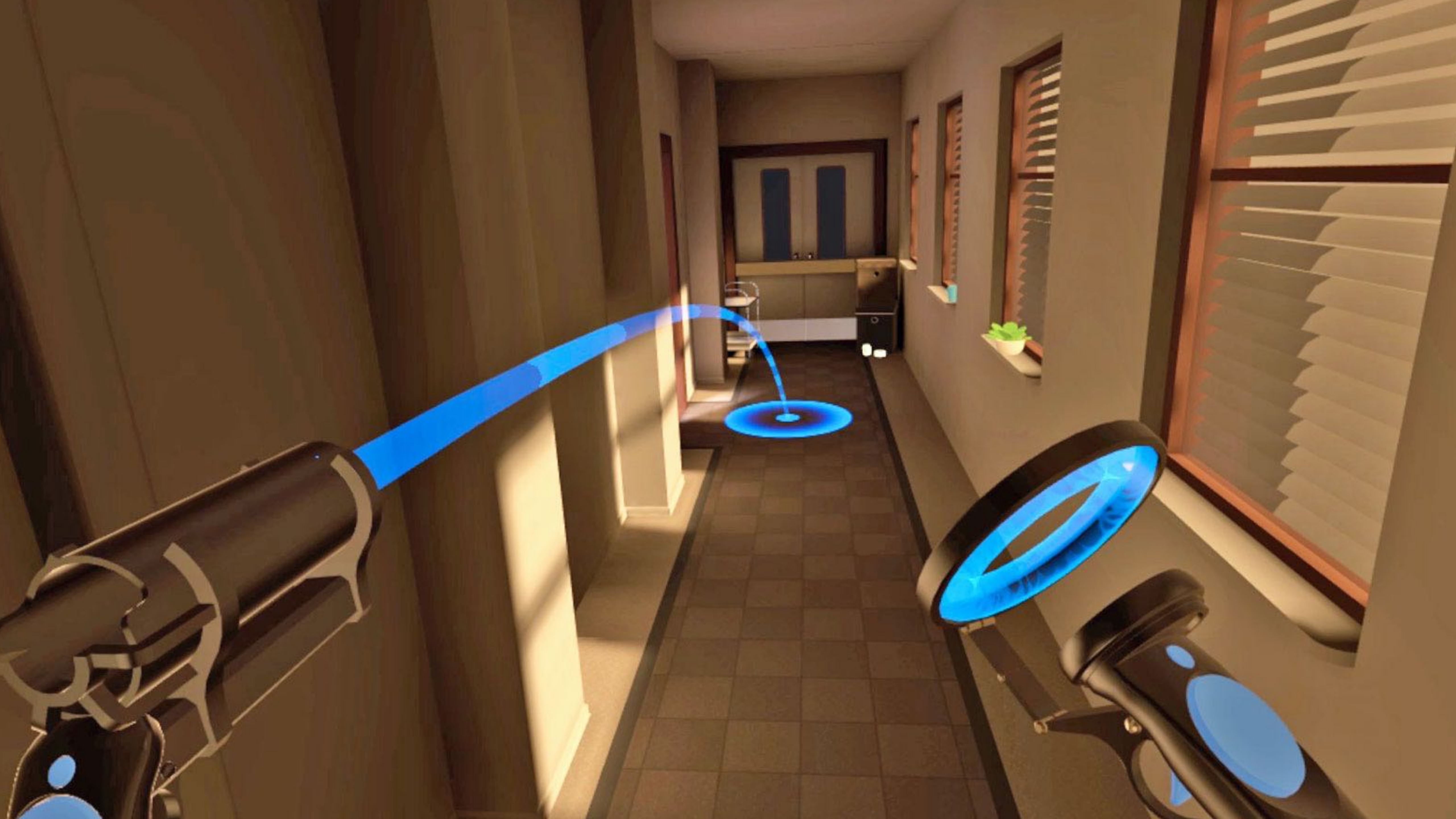
Can't move here:  
Lion

Walk around space

Can't move here:  
Trees

2 m

Can't move here:  
Horizon



**...MEANWHILE BACK IN REALITY**

**HERE BE DRAGONS**

(The dog)

1,5 m

(Window)

**HERE BE DRAGONS**

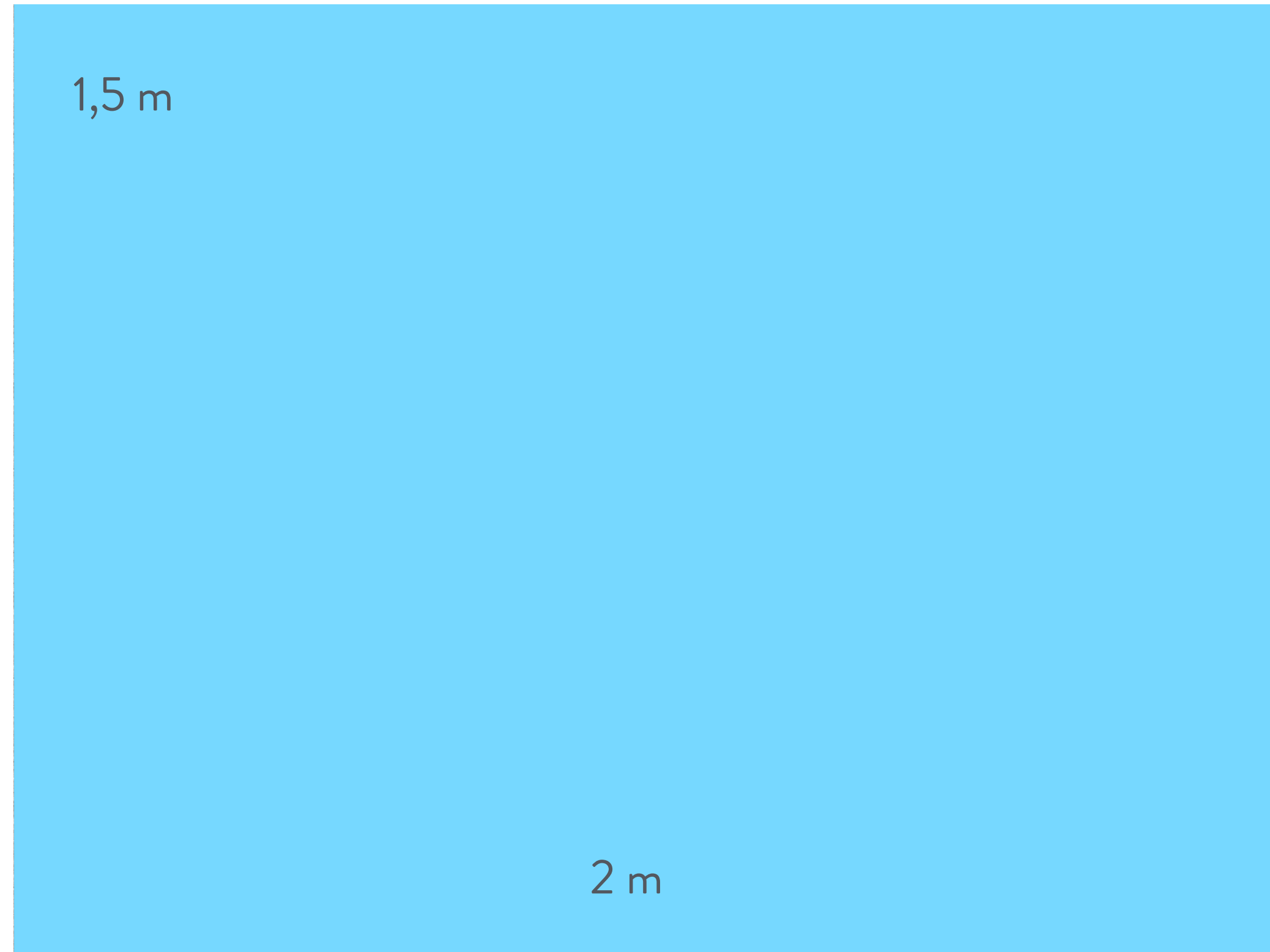
**HERE BE DRAGONS**

(A bottle of beer)

2 m

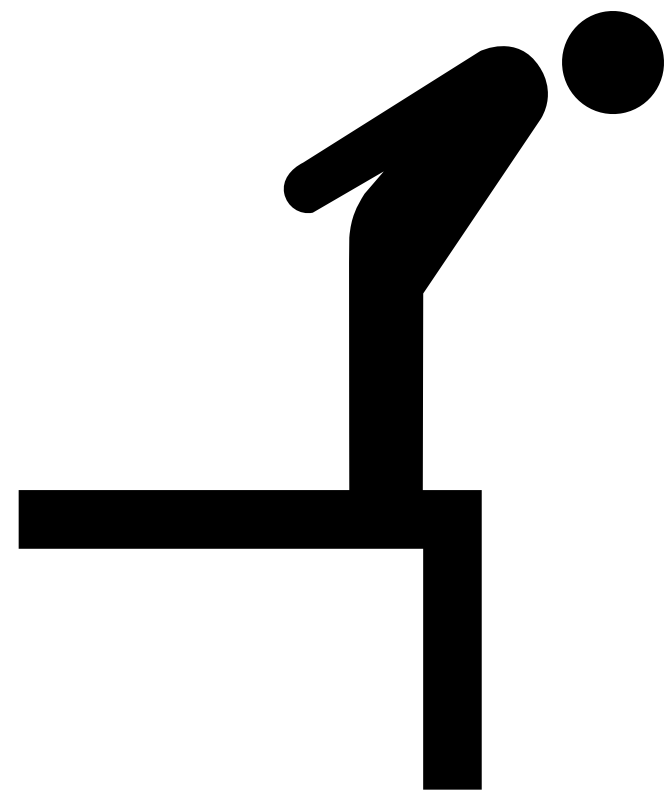
(Staircase)

**HERE BE DRAGONS**

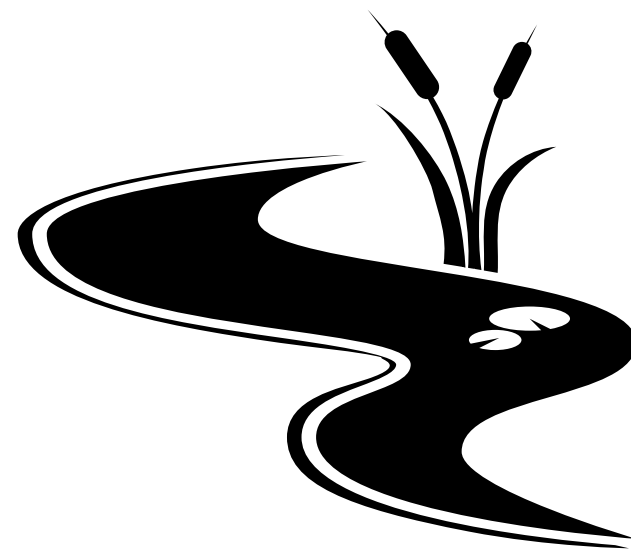


# **HOW TO AVOID KICKING OVER THE VASE**

# INSTINCTUAL LIMITATIONS



Cliff or platform



Obstacle



De-motivational  
character aka monster

**OR THE LESS SUBTLE SOLUTION: ERECT FOUR WALLS**

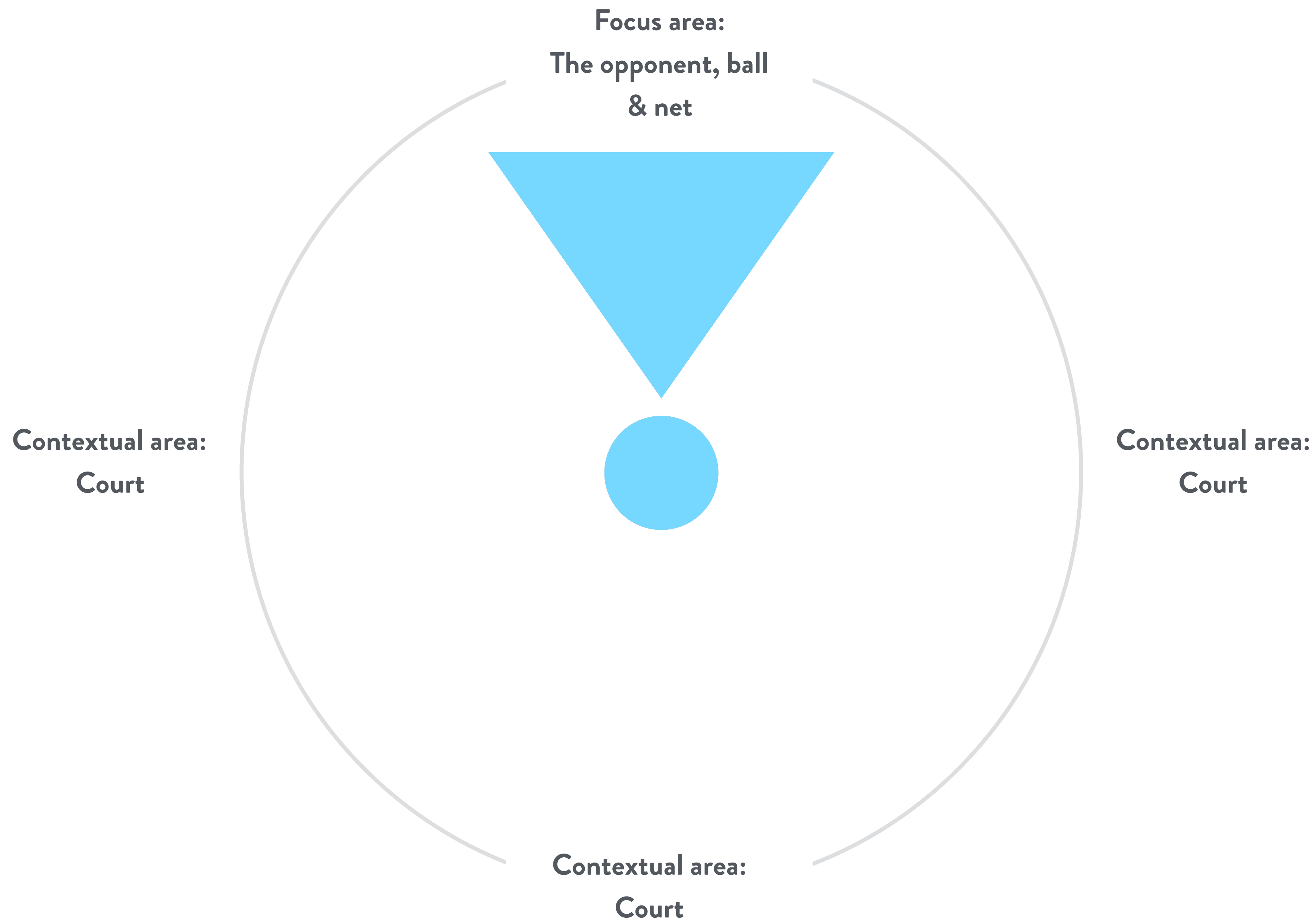


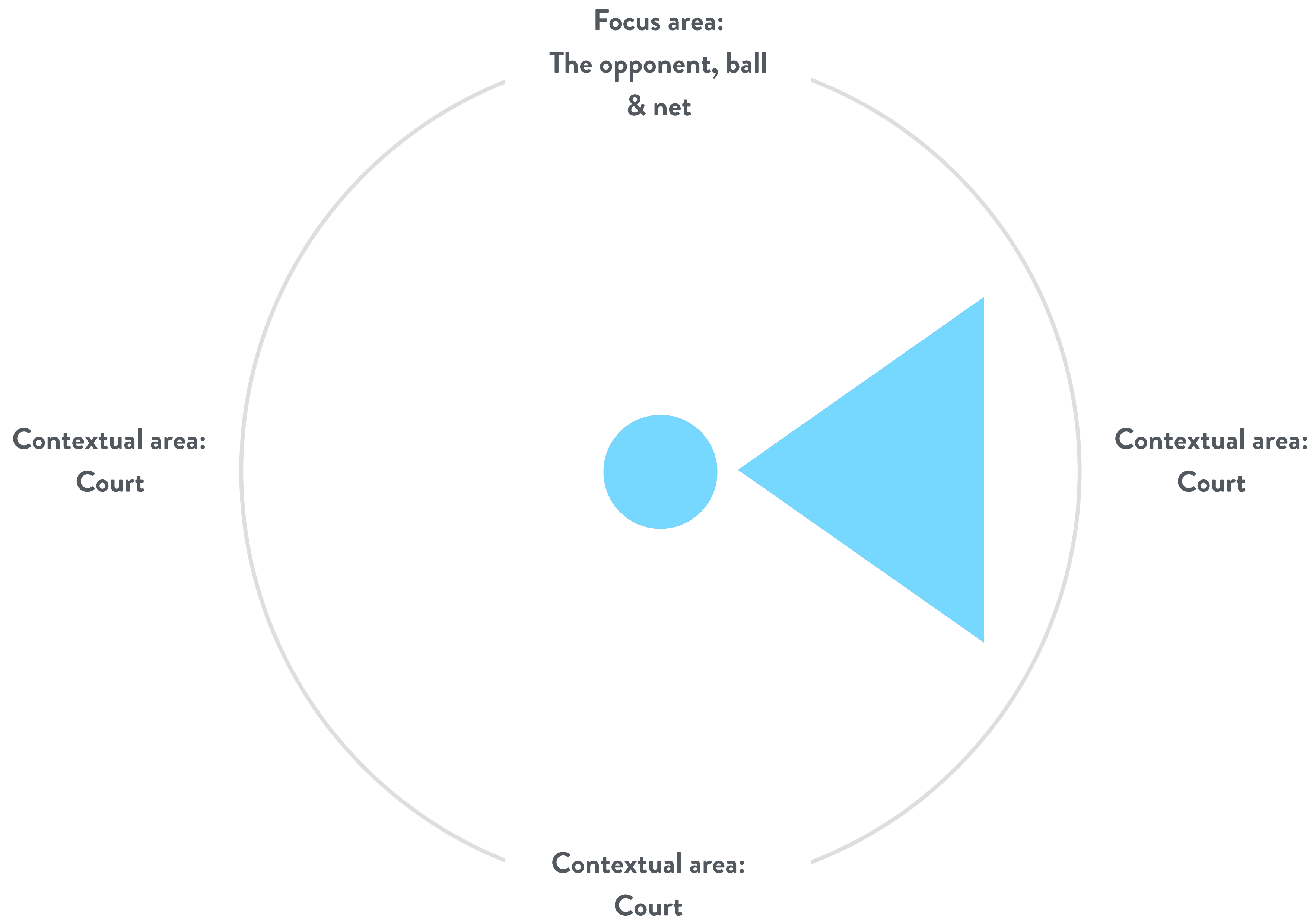


**A 360 VIEW**



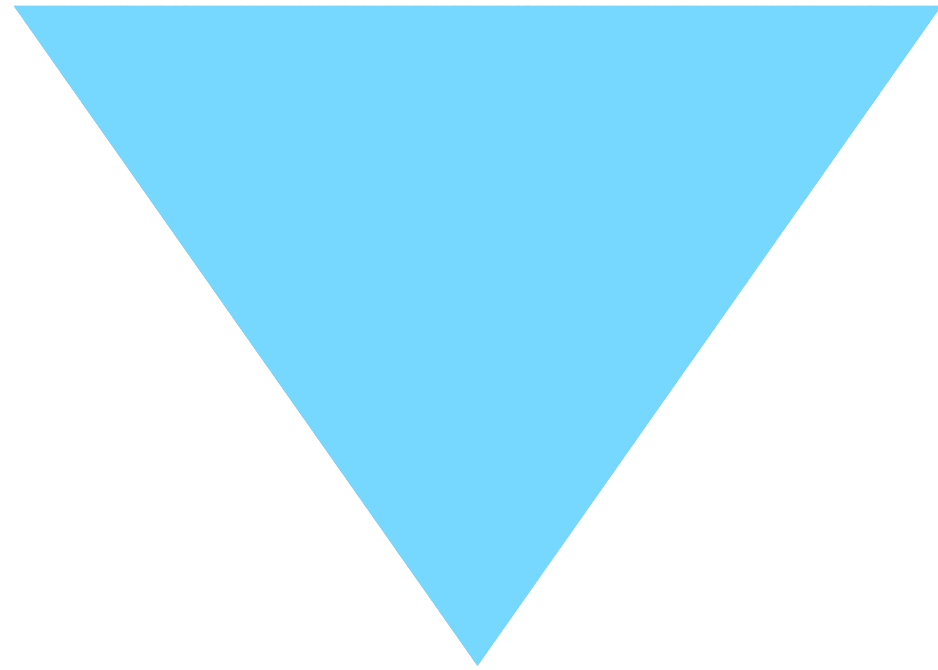




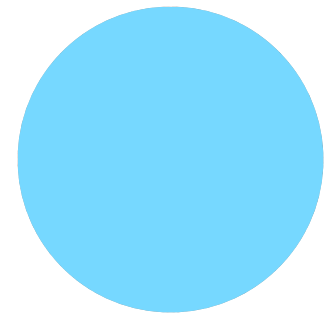




**Focus area:  
The Milky way**



**Focus area:  
Mars**



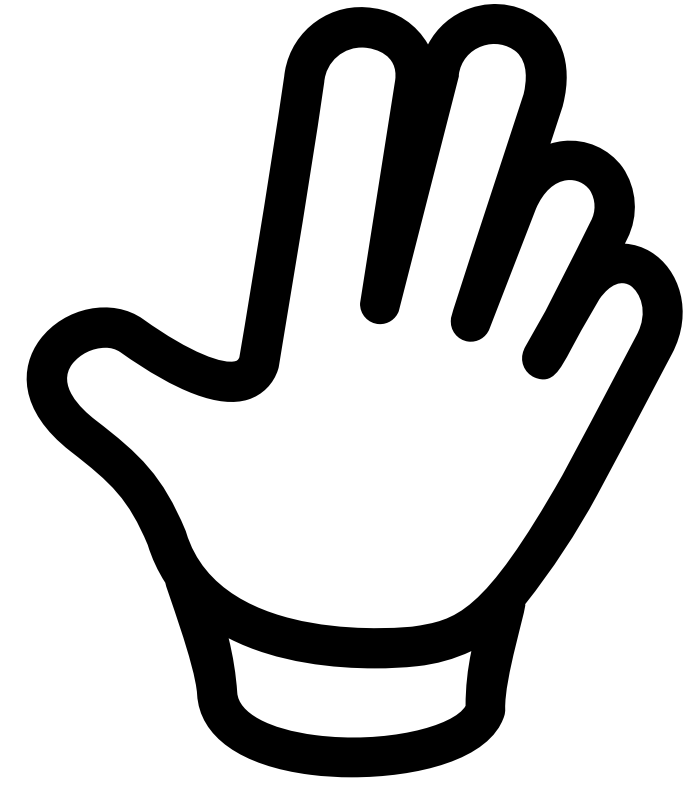
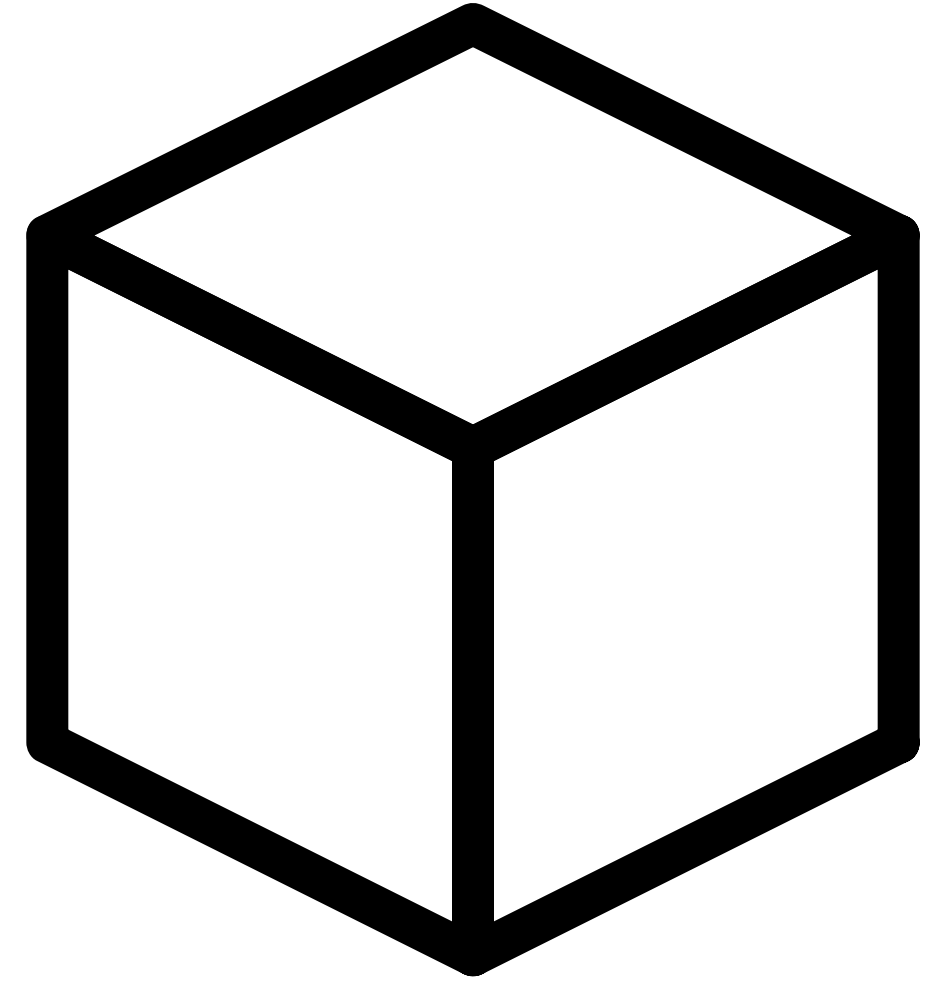
**Focus area:  
The Moon**

**Focus area:  
Earth**

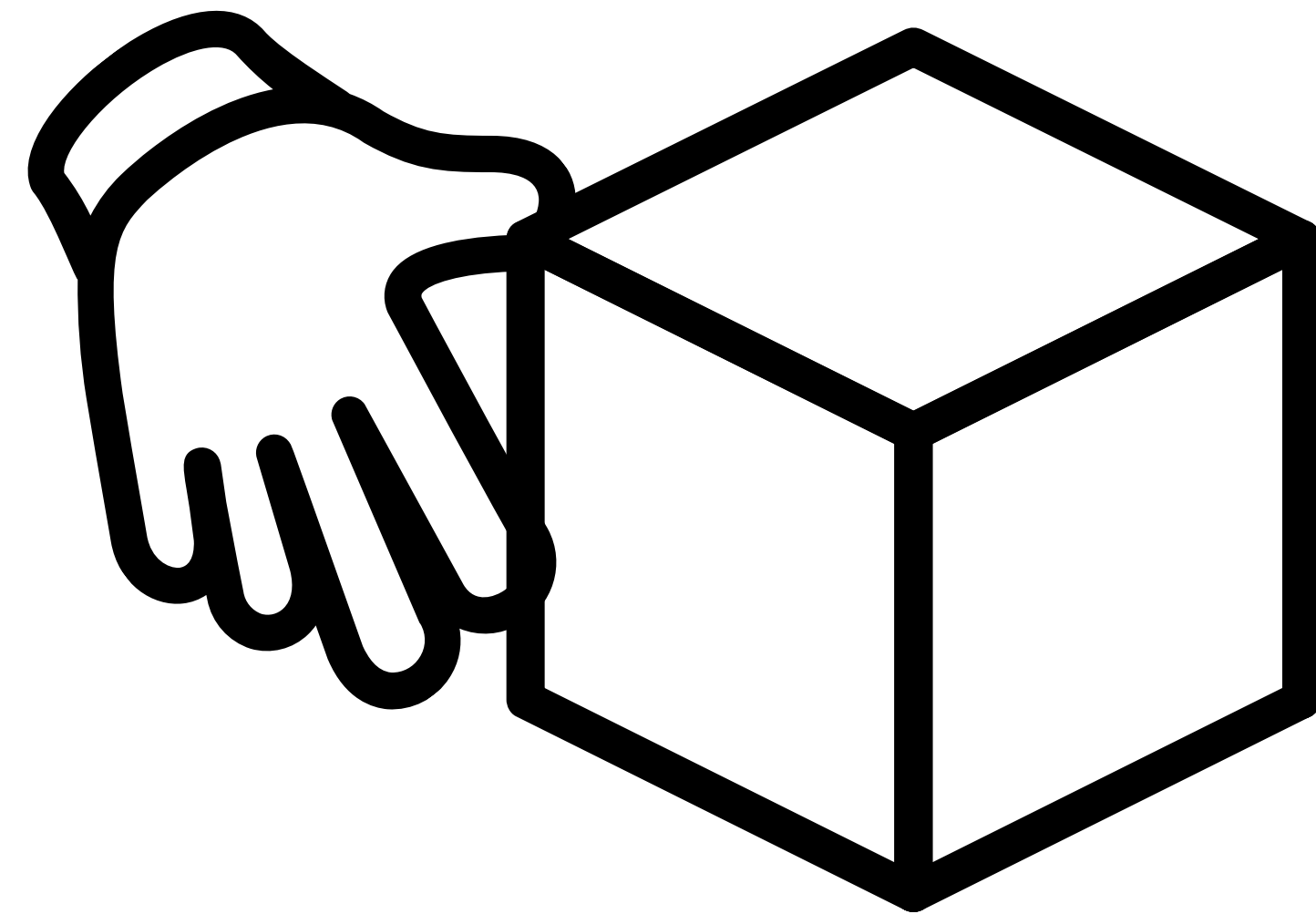
**A PIECE OF AN AVATAR THAT CAN INTERACT WITH STUFF**



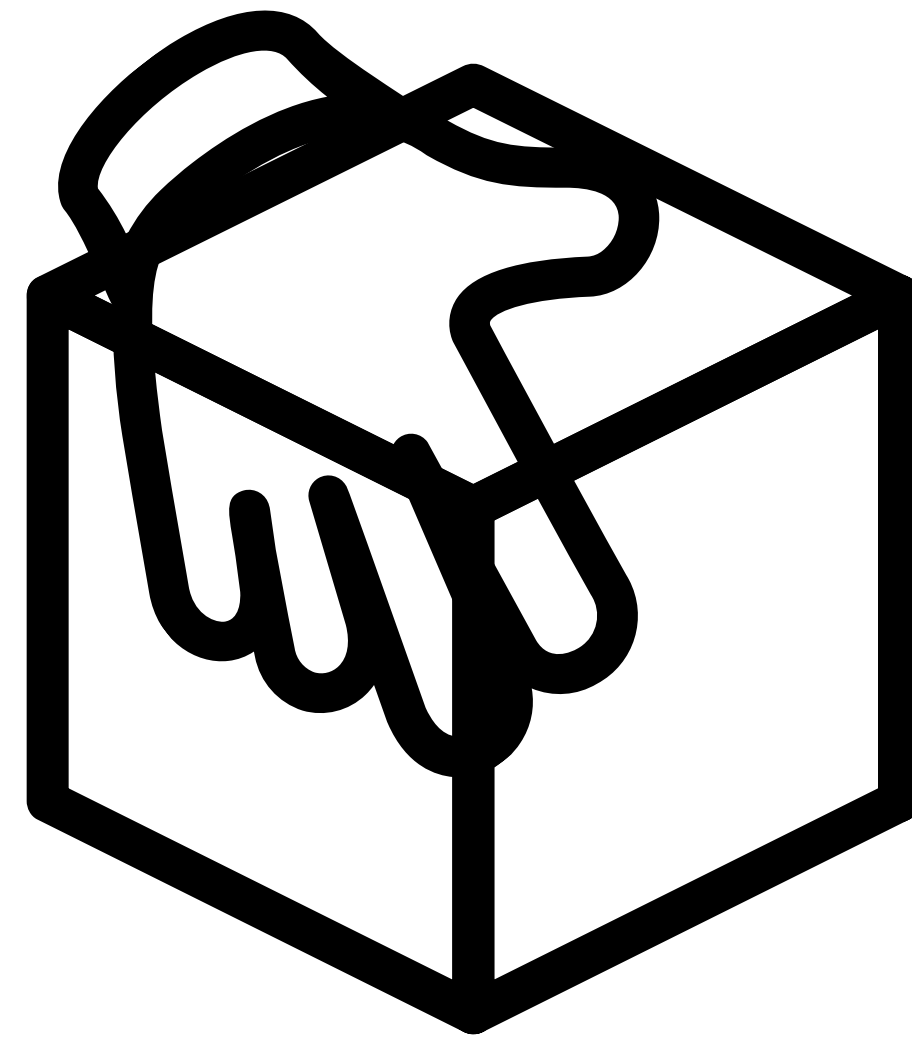
**UNLESS YOU'RE DOING A 360 VIDEO YOU'RE GOING TO HAVE TO  
THINK ABOUT HOW THE USER WILL INTERACT WITH STUFF**



**BOX, MEET HAND**



**CAN THE HAND  
GRIP, MOVE, DAMAGE, THROW, MODIFY?**



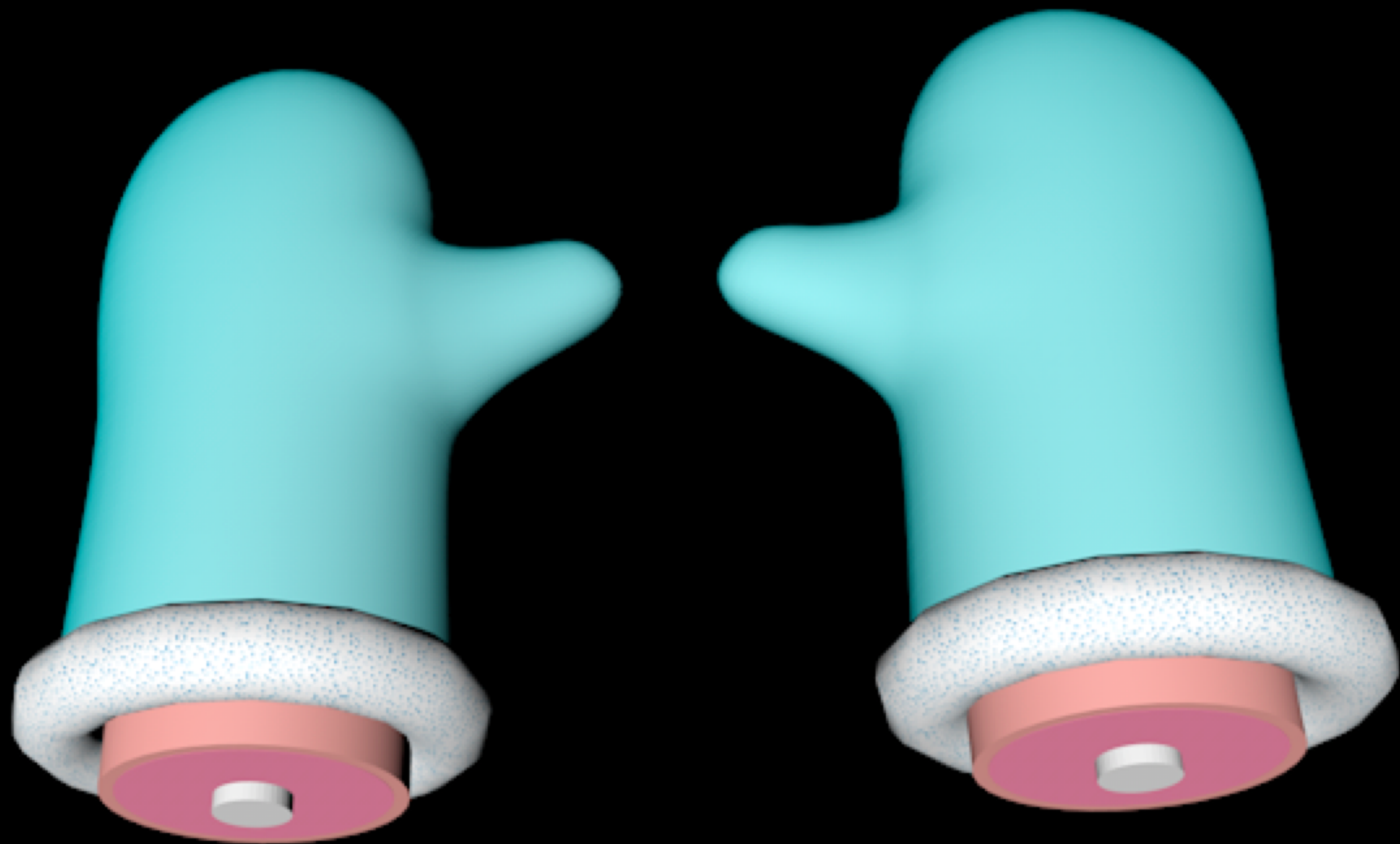
**CASPER THE FRIENDLY GHOST HAND**

**WHAT TYPE OF HANDS MAKES SENSE FOR THE  
INTERACTIONS THE USER WILL PERFORM?**









**BREATHING, FOOTSTEPS, HAIR ETC**

**A MOTIVATION, A TARGET AND A SET OF RULES**



**WIN FRENCH OPEN**  
**BEAT THAT GUY OVER THERE**  
**NORMAL TENNIS RULES**



**BE AN AWESOME SPACE PILOT**  
**SHOOT THE OTHER PILOTS**  
**AVOID LASERS AND ASTEROIDS**





**VENT SOME FRUSTRATION  
THOSE DUMB MOLES OVER THERE  
HIT THEM REALLY HARD FOR 30 SECONDS**

## **5. A STORY TO DRESS UP THE GAME**

**START FROM THE MECHANICS AND WORK  
YOUR WAY UP INTO SOMETHING THAT MAKES SENSE**

**“HMM... IT’S HARD TO WALK IN VR. WHAT CAN WE DO TO  
MAKE IT EASY TO MOVE AROUND?”**

**“HOW ABOUT A SPACESHIP WHERE YOU FLY AROUND AND  
SHOOT LASERS AT EACH OTHER?”**

# THE VALKYRIE

They roam the heavens in the dark, lawless regions of New Eden. Their survival is not certain, their enemies are many. But they are faster, deadlier and more unrelenting than anything out there. The Valkyrie have scores to settle and are dying for a fight.



**“HMM.. WHAT CAN WE DO WITHOUT MOVING TOO MUCH AND  
JUST USE TWO HANDS?”**



**“HOW ABOUT A GAME WHERE YOU DO MENIAL JOBS LIKE  
FLIPPING A BURGER OR MAKING TOAST?”**

# THE YEAR IS 2050

In a world where robots have replaced all human jobs, step into the "Job Simulator" to learn what it was like 'to job'.

Players can relive the glory days of work by simulating the ins and outs of being a gourmet chef, an office worker, a convenience store clerk, and more.



**“HMM.. WOULDN'T IT BE FUN PLAY WHAC-A-MOLE IN VR?”**

# DESIGNING WHACKA MOLAMIL

**BRIEF: CREATE SOMETHING FUN FOR CHRISTMAS**

**IDEA: A VR WHAC-A-MOLE**

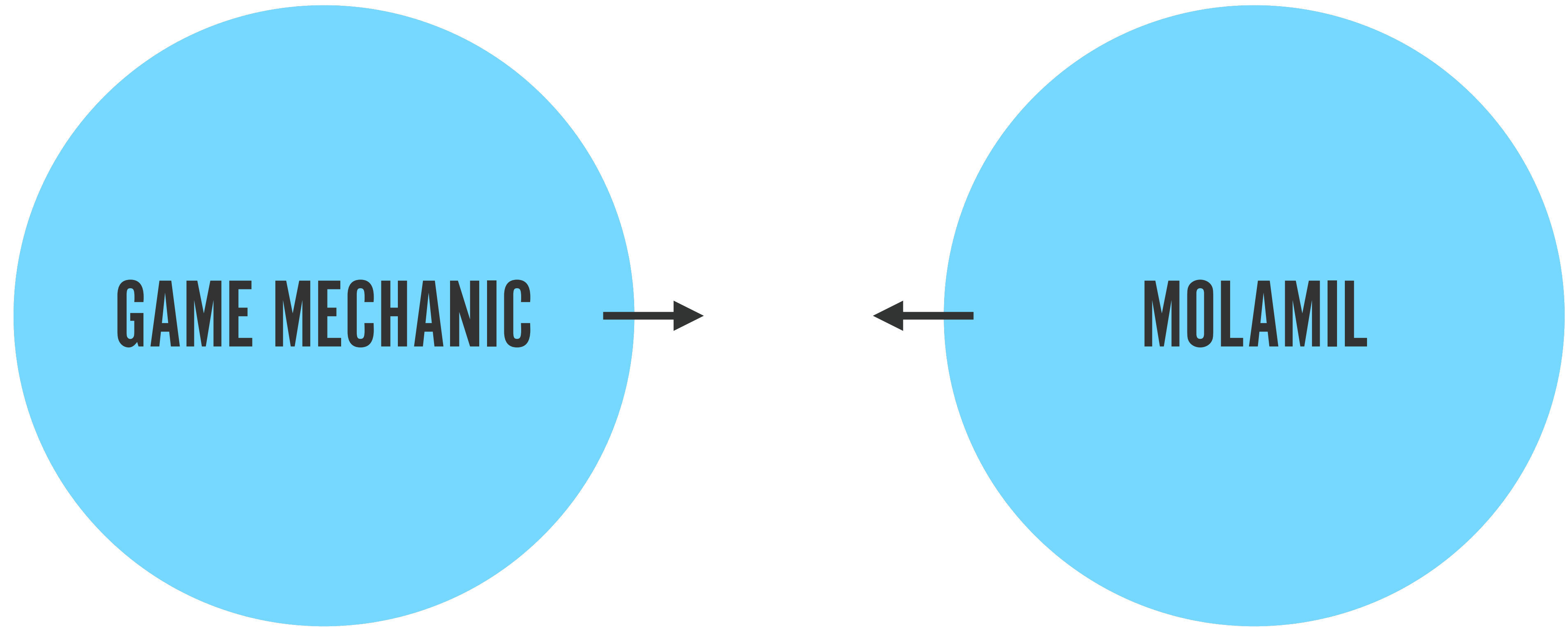




**THAT SOUNDS FUN!**

**BUT WHY?**

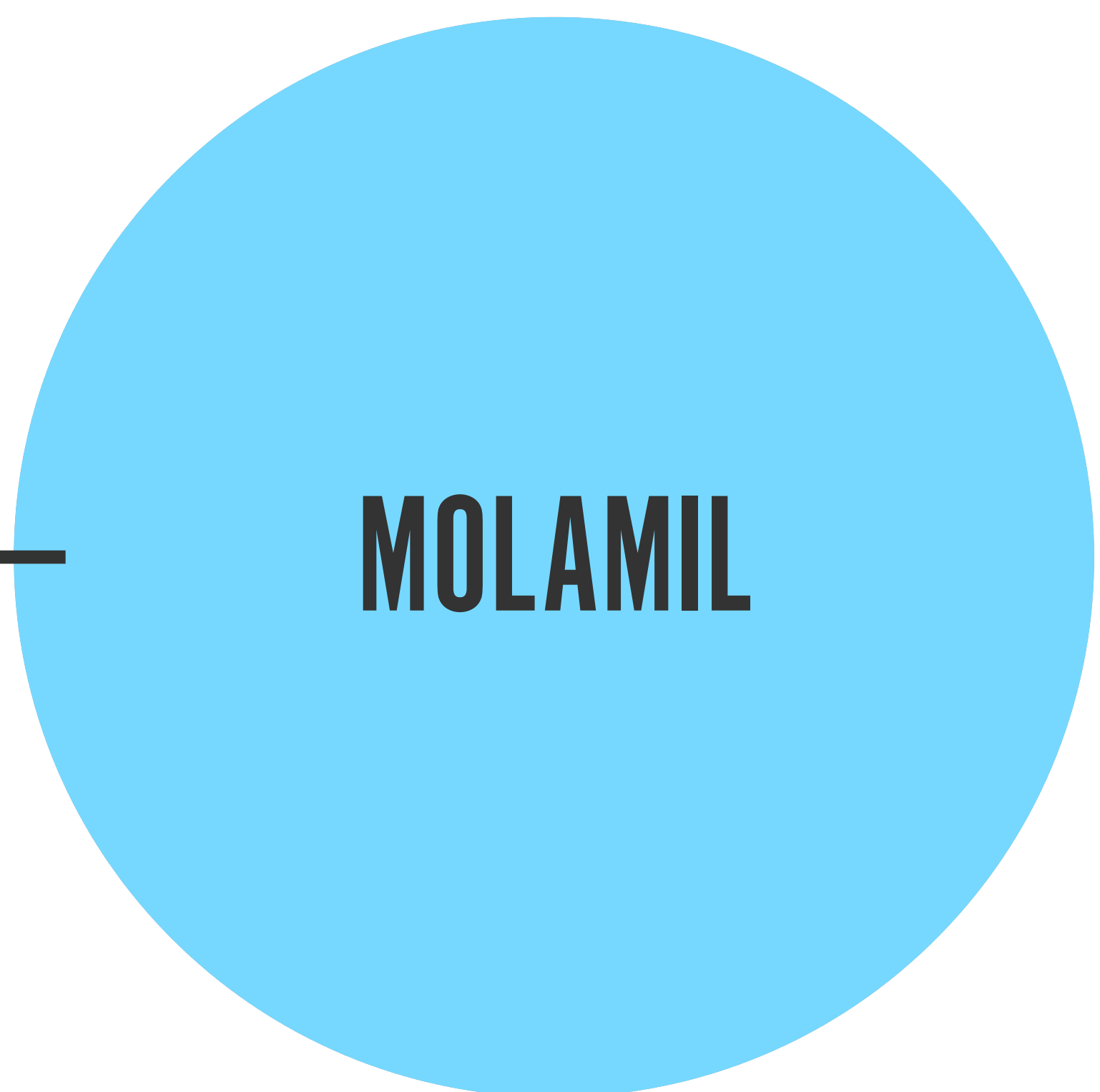
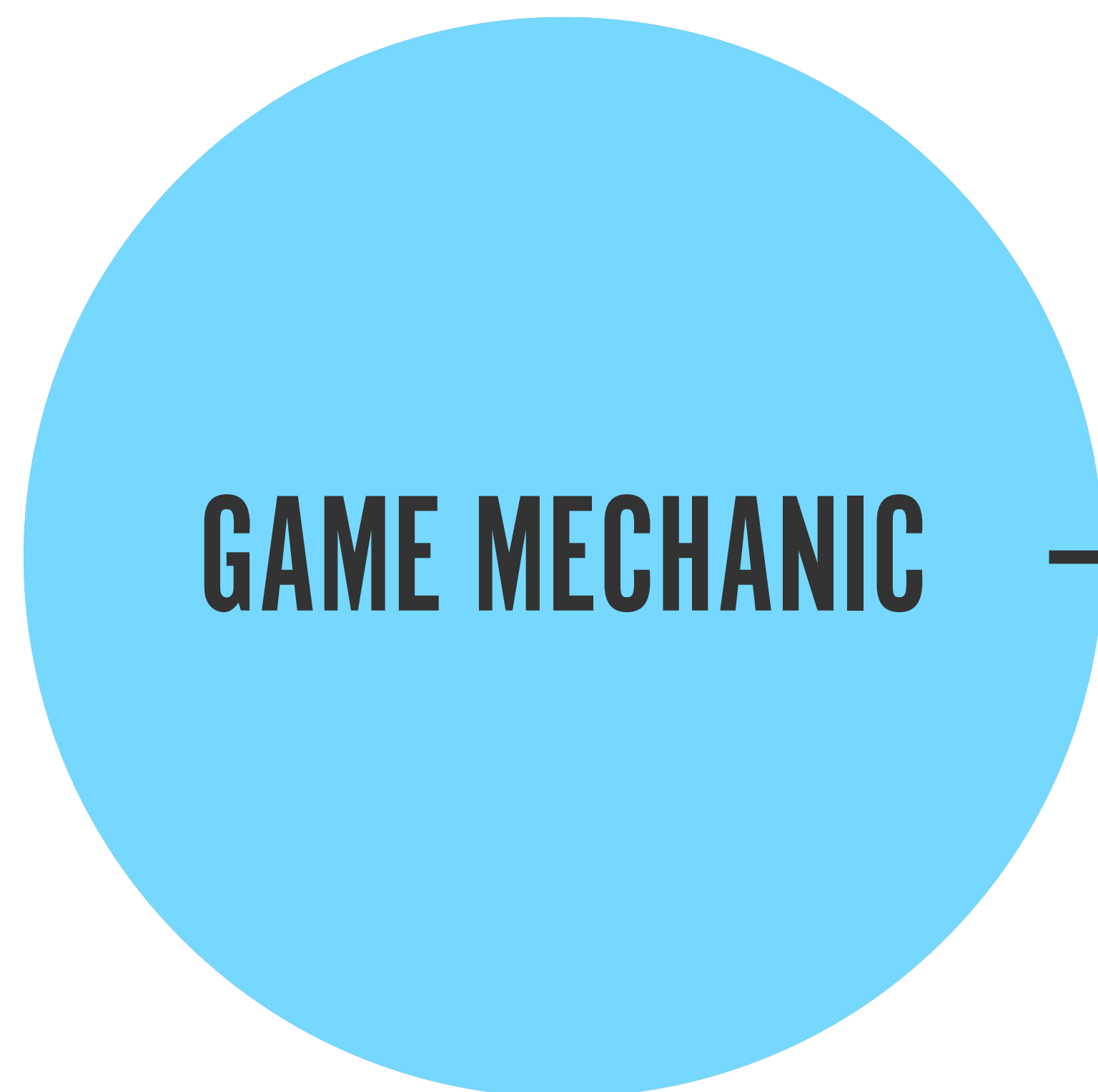
# CHALLENGE

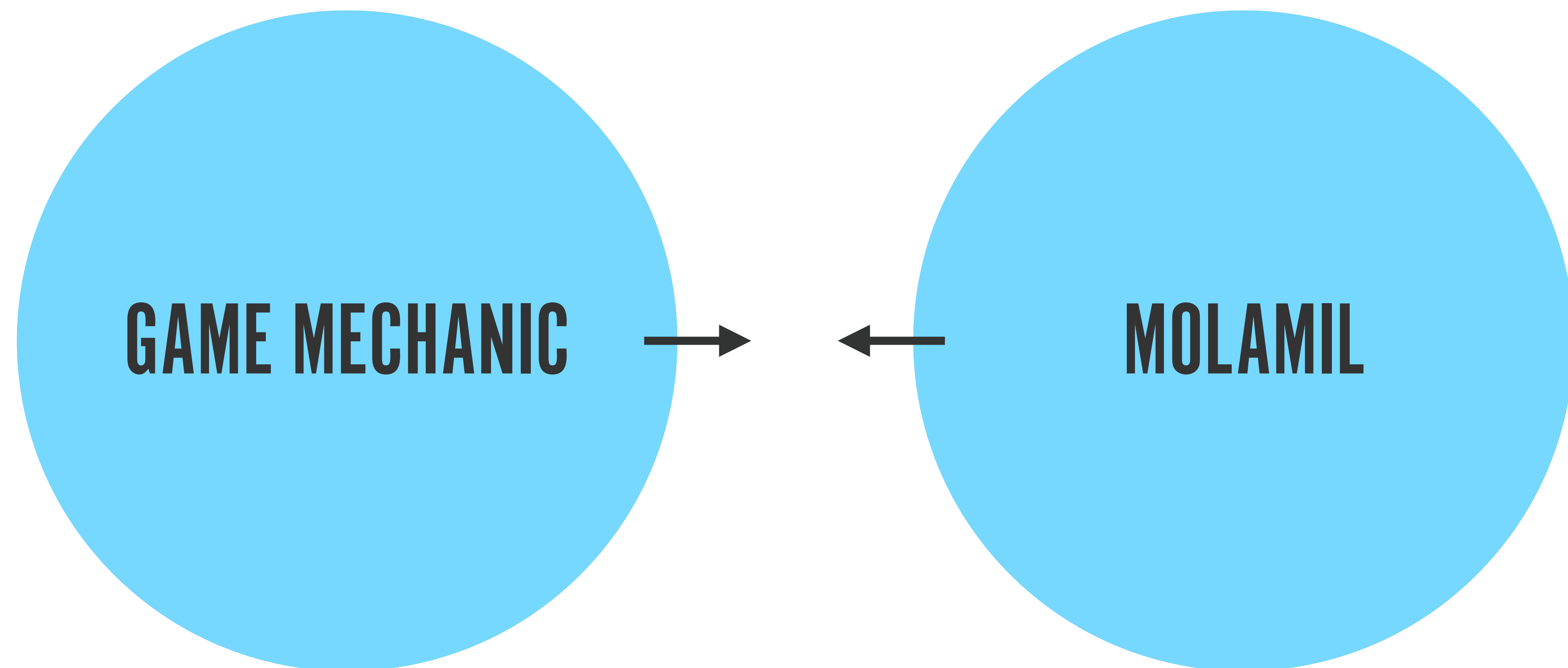


**GAME MECHANIC**

**MOLAMIL**

**WHAC-A-MOLE...**  
**WHAC-A-MOLA...**  
**WHAC-A-MOLAMIL!**

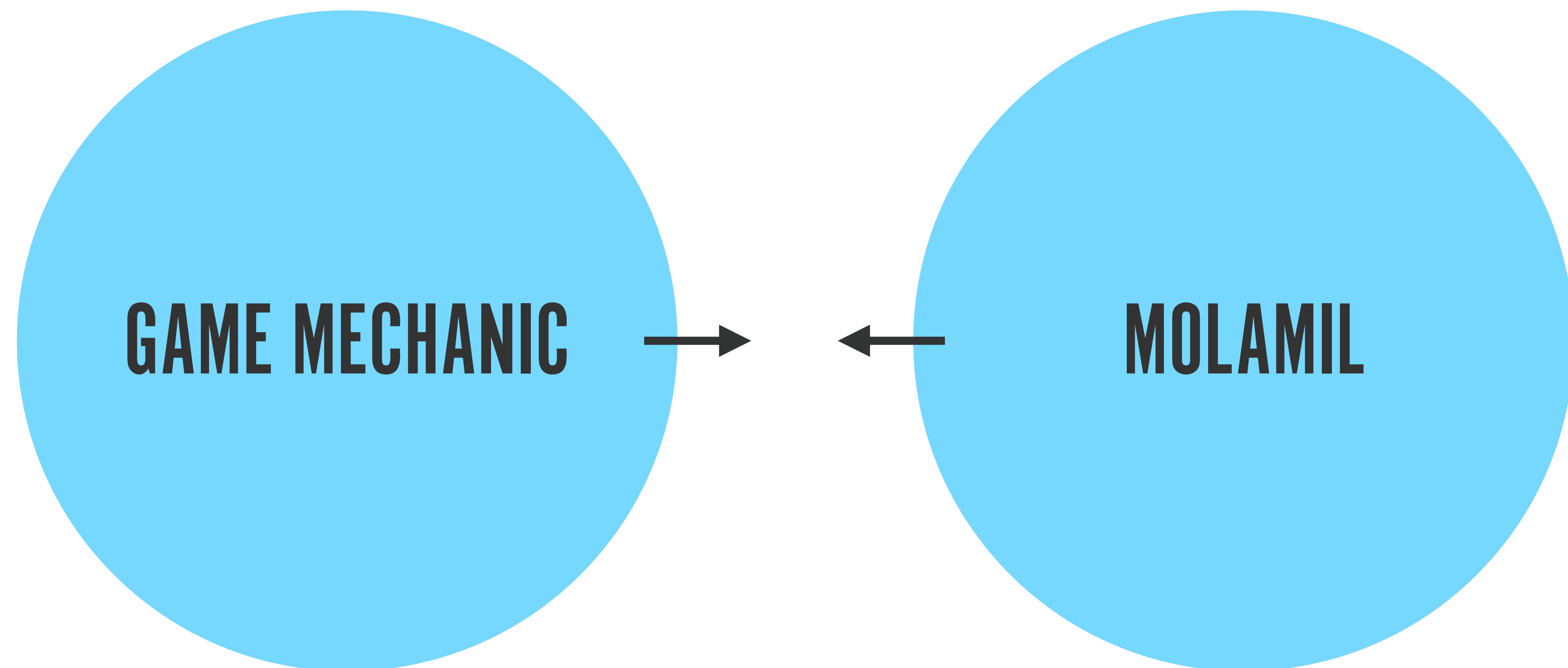




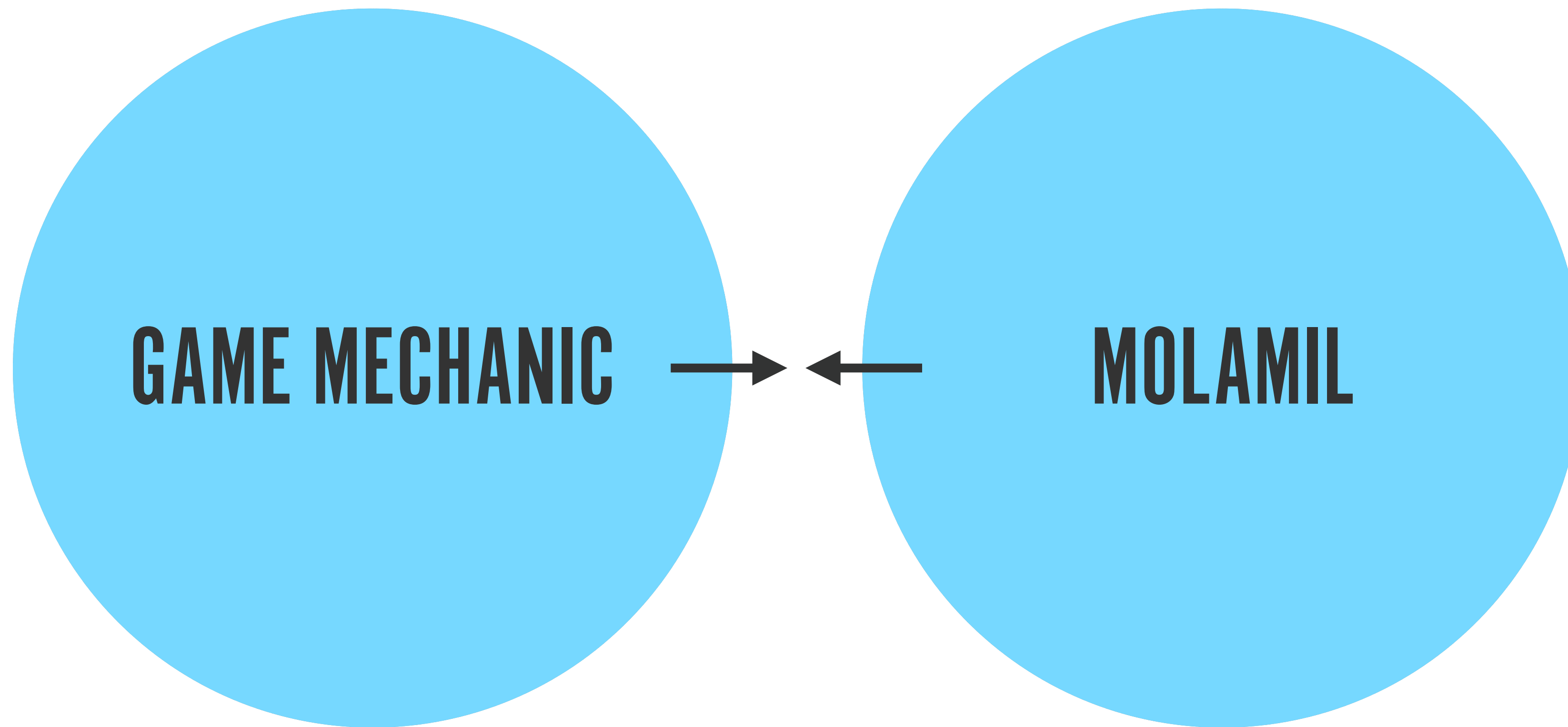
**GAME MECHANIC**

**MOLAMIL**

**WHAT IF THE MOLES ARE MOLAMIL EMPLOYEES?**







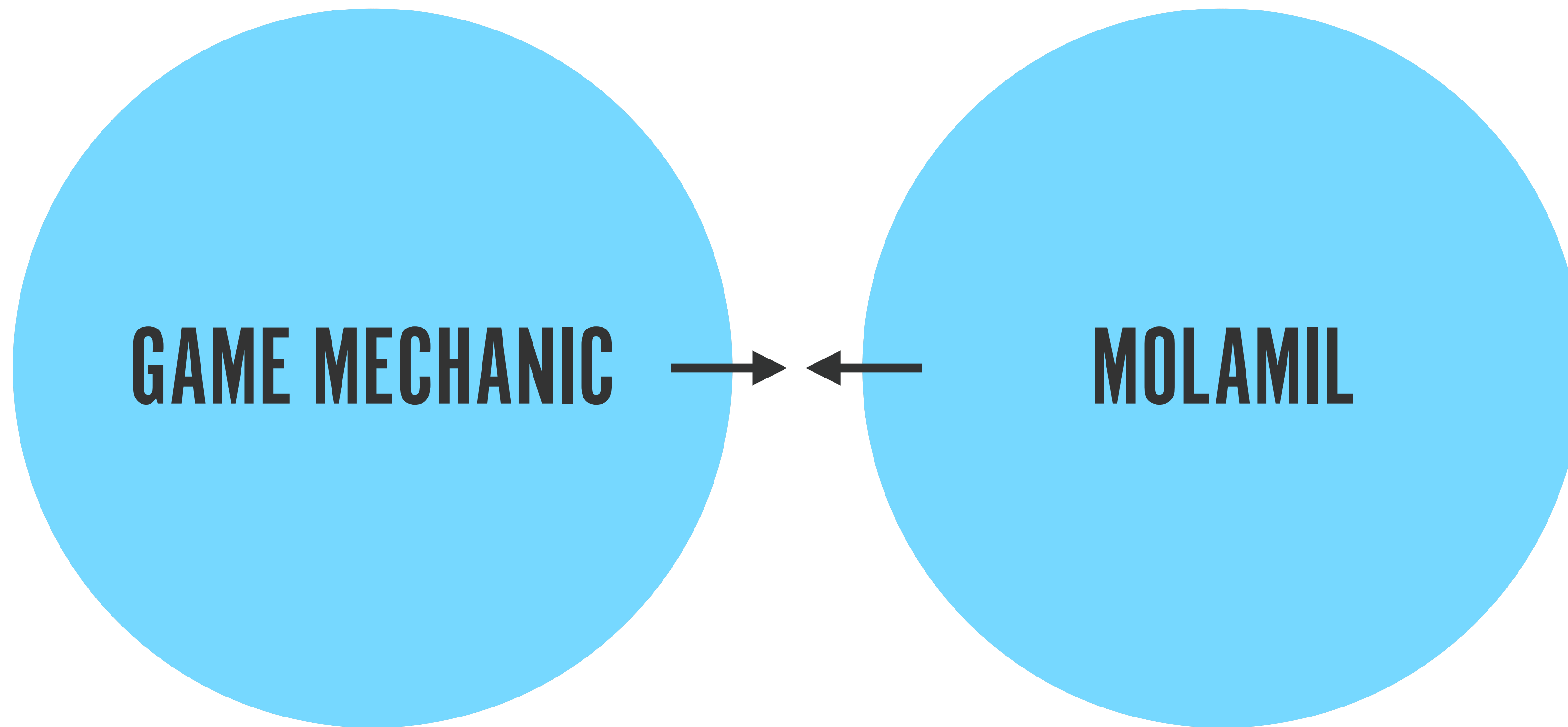
**BUT WHY WOULD ANYBODY WANT TO BEAT US UP?**

**(BROWSES INBOX...)**

**GUYS, I GOT SOMETHING!**

**OUR CLIENTS WANTS TO BEAT US UP BEACUSE OF THAT TIME WE  
MADE THAT LOGO TOO SMALL OR THAT BUTTON THAT DIDN'T WORK  
OR THAT TIME...**

**(THERE WERE PLENTY OF REASONS)**





**GAME MECHANIC MOLAMIL**

43 44 45 46 47 48 49 50 51 52 1 2

Good model

UI  
HOW DO WE NAVIGATE MENU? OPTIONS?

Start animation / title

Scanning each person

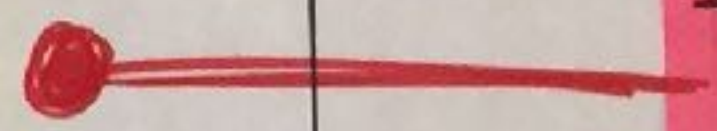
title/logo

Invitation design (mysterious)

PORTAL NAV PROTOTYPE

MODELS IMPORT TEST & WORKFLOW DEF FRIDAY

Sanct Prototype



~~website~~  
website

FINAL MODELS

MUSIC THEME

SOUND DESIGN Finished!

Prepare PR

Brainstorm on PR storyboard

CASE

VINE RELEASE

POST X-MAS VERSION

Send PR

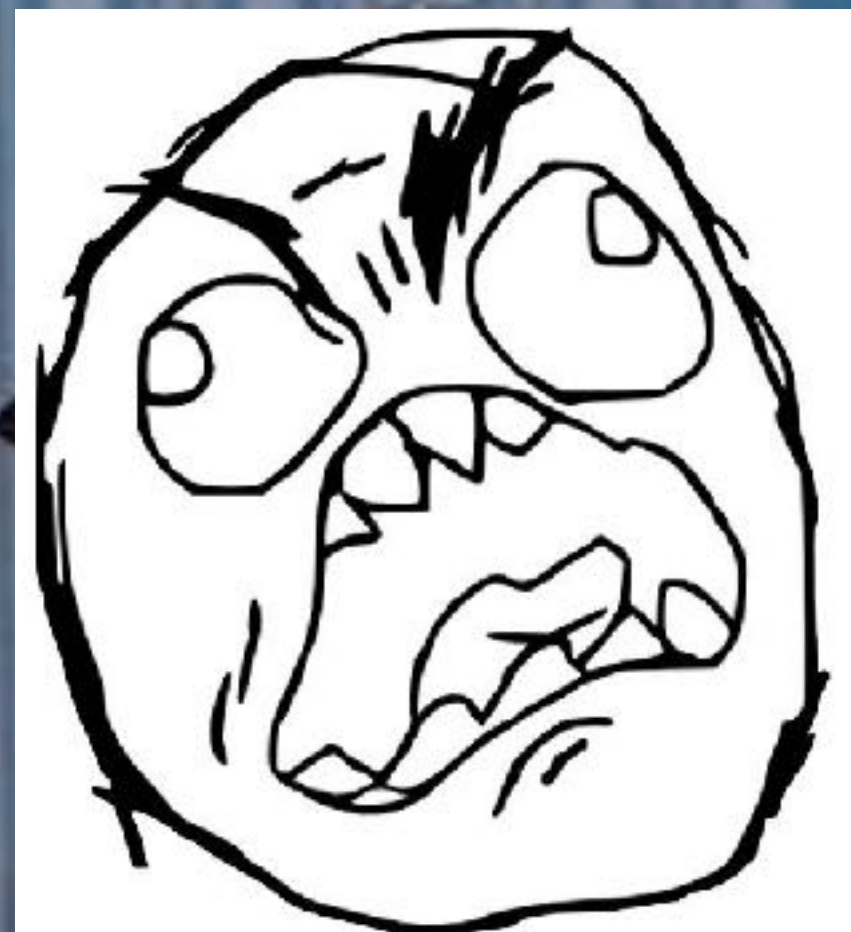
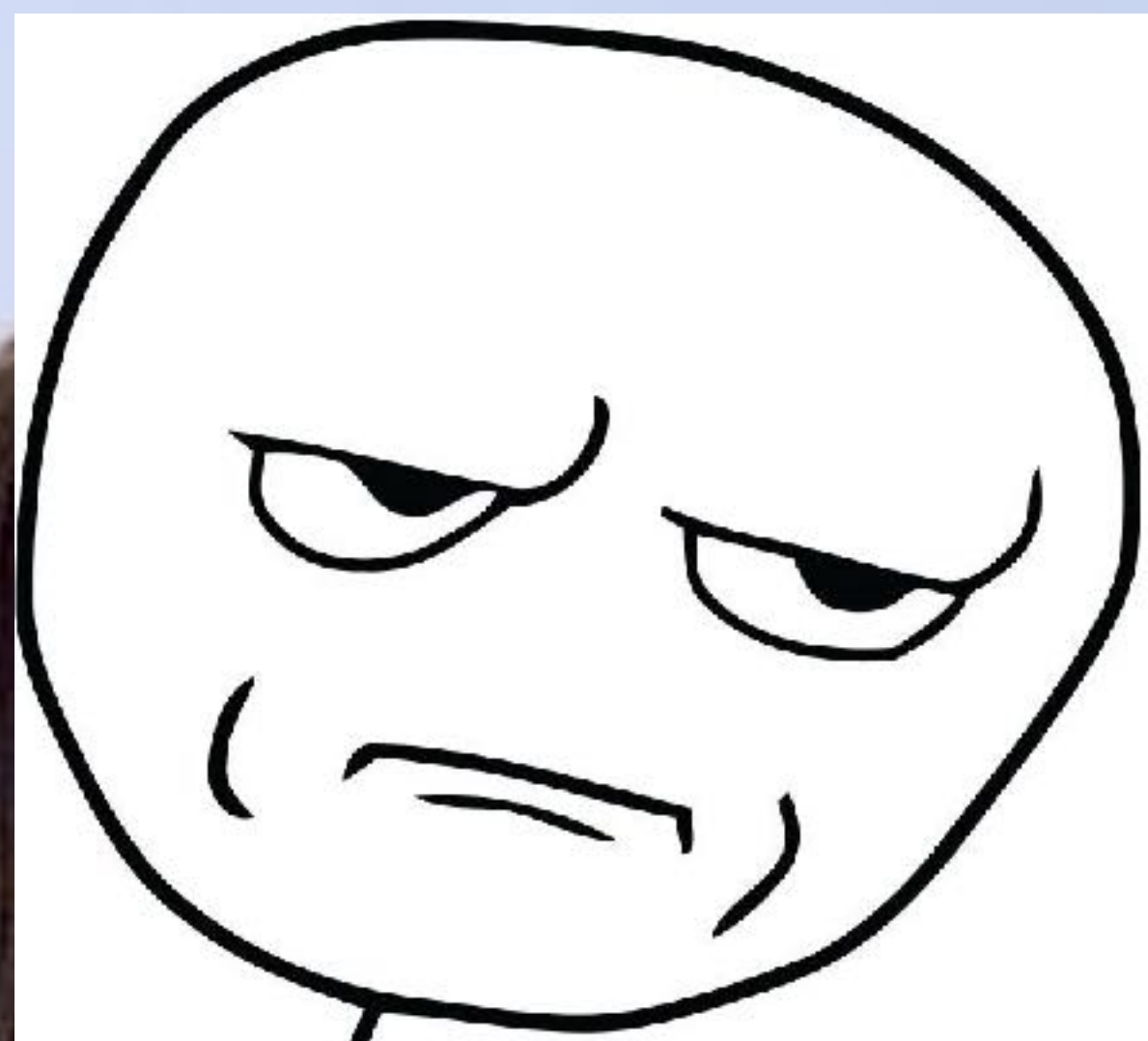
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8th December

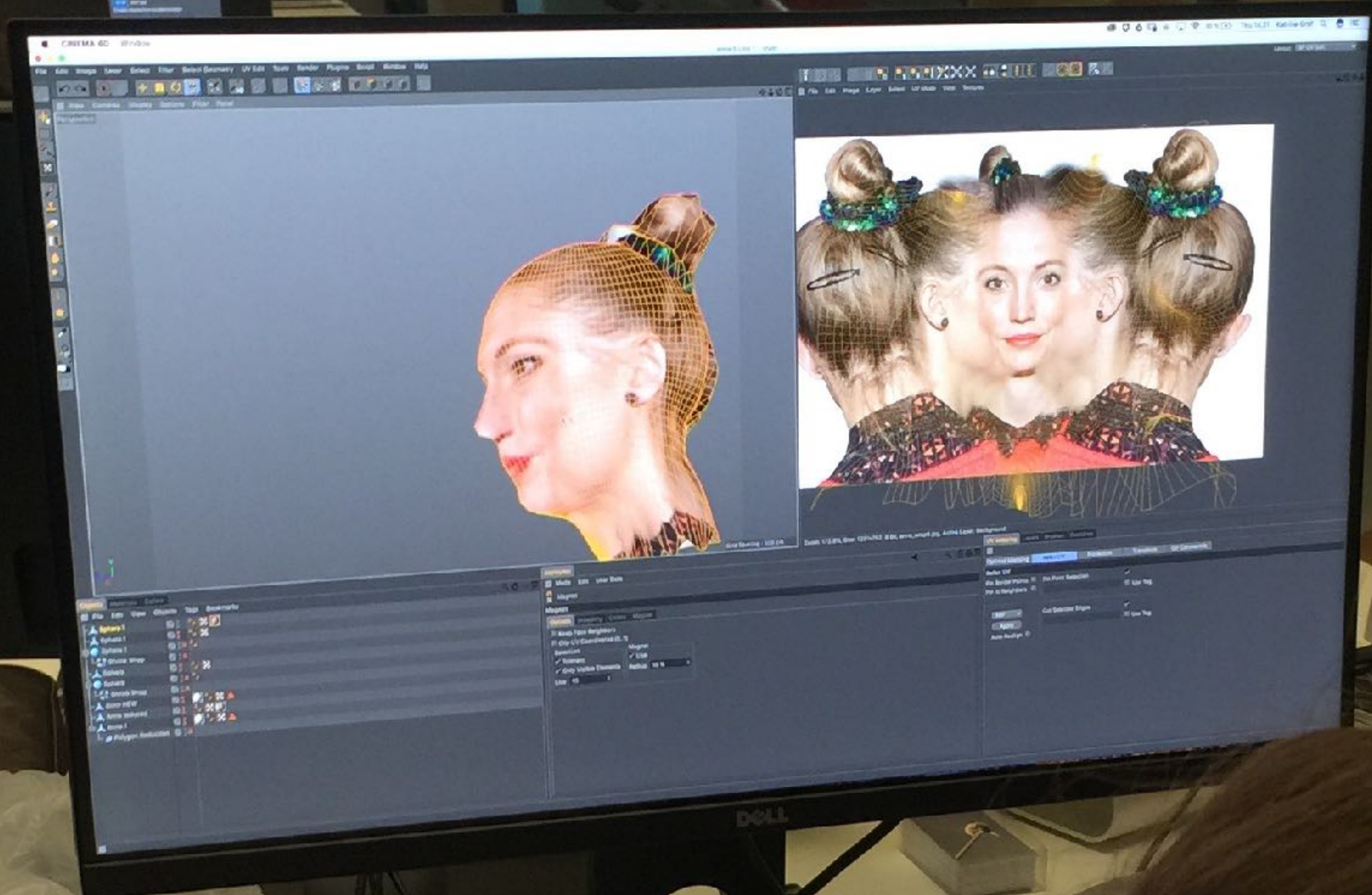
**FIRST CHALLENGE:  
TURNING OUR HEADS INTO 3D-OBJECTS**





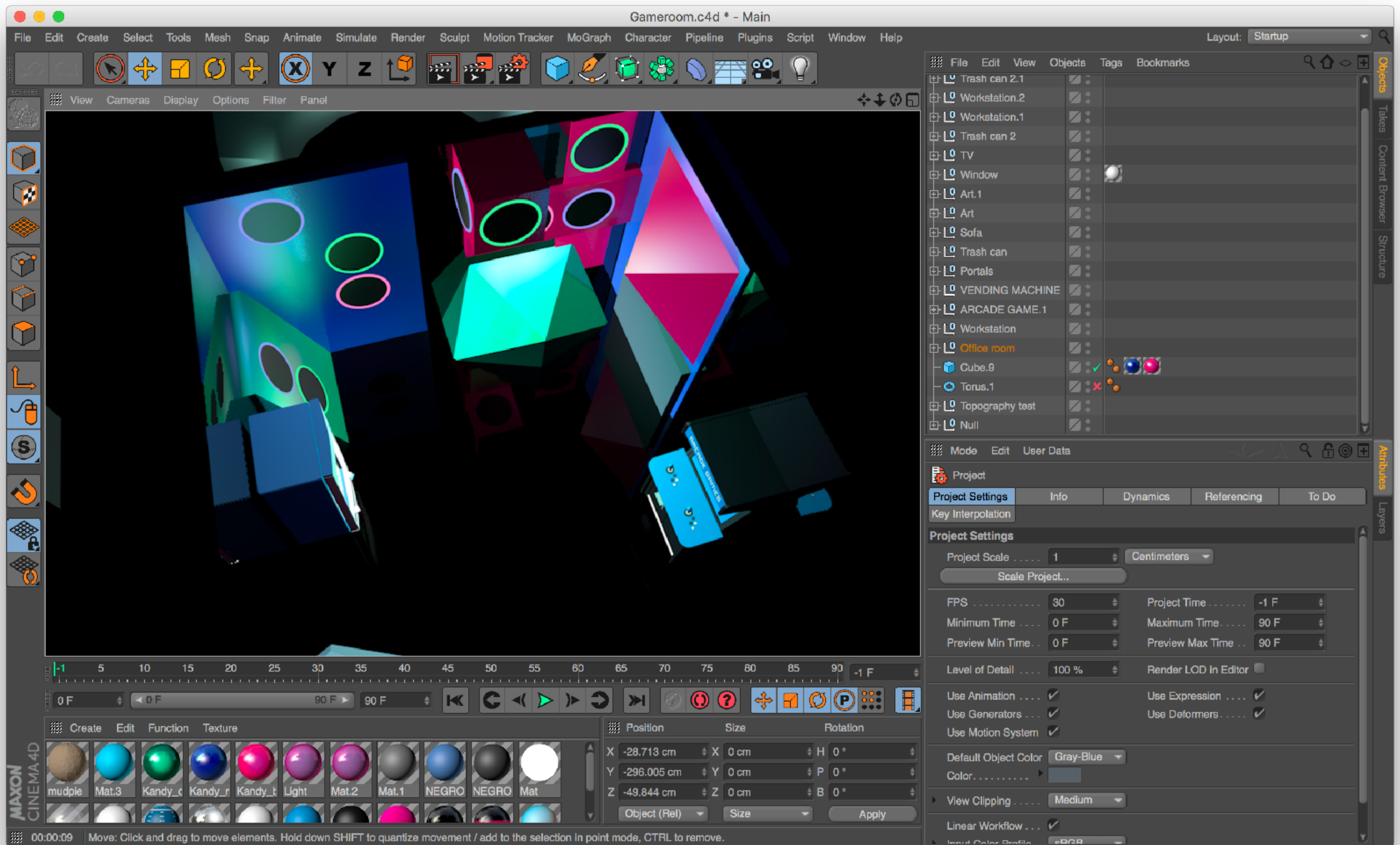






**SECOND CHALLENGE:**  
**CREATING AN ENVIRONMENT / DEFINING THE ROOM**

**FIRST ITERATION:  
THE FUTURISTIC WEIRD LOOKING GAME ROOM**




**BUT WHAT IF THE ENVIRONMENT ISN'T A TRADITIONAL WHAC-A-MOLE?  
WHAT IF IT'S IN OUR OFFICE?**





**GAME MECHANIC MOLAMIL**

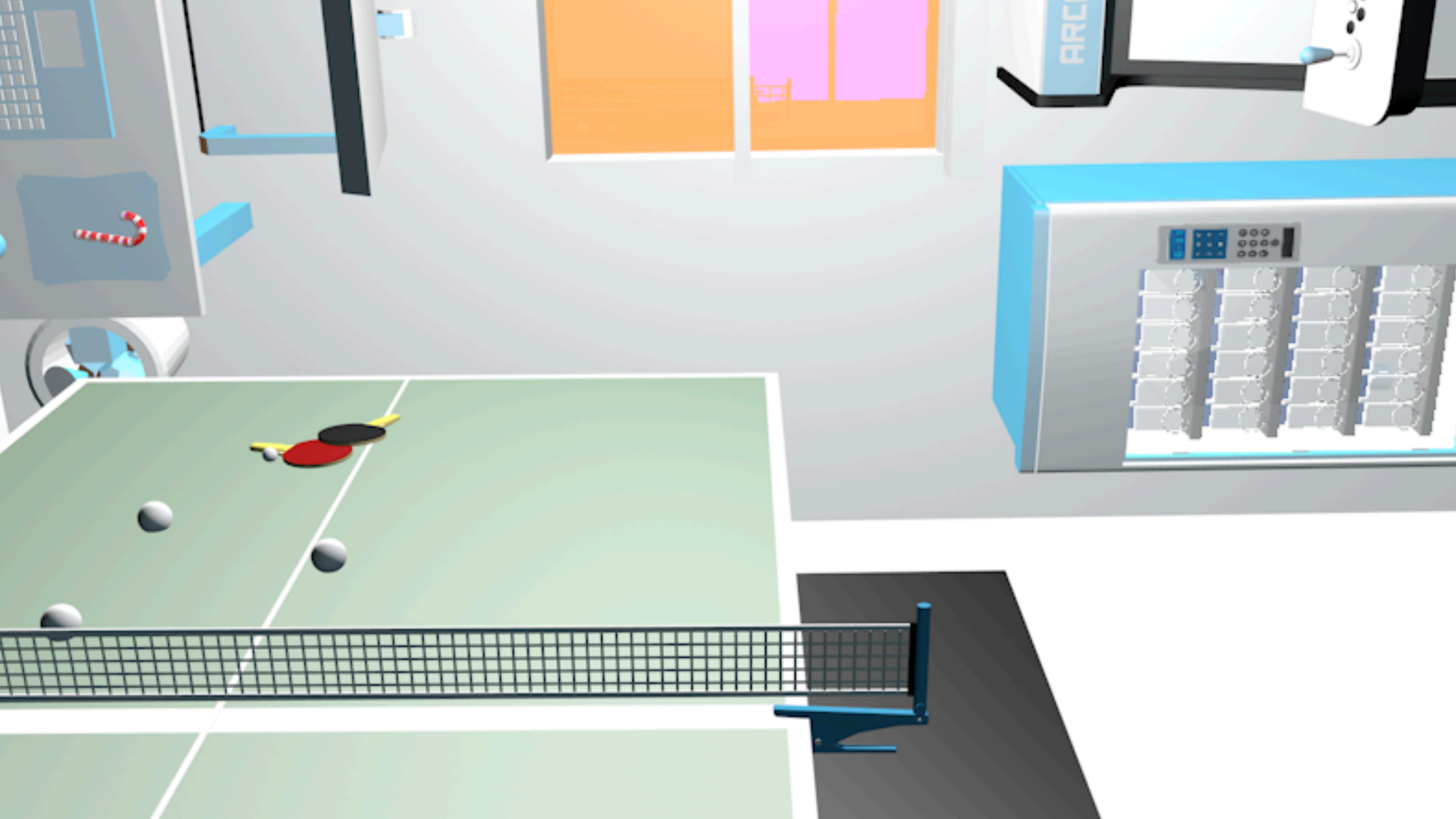


**WHACKA  
MOLAMIL**

**FIRST VERSION OF THE OFFICE:  
THE ROTATING CUBE OFFICE**









**SECOND VERSION:  
THE LESS NASUEA INDUCING OFFICE**

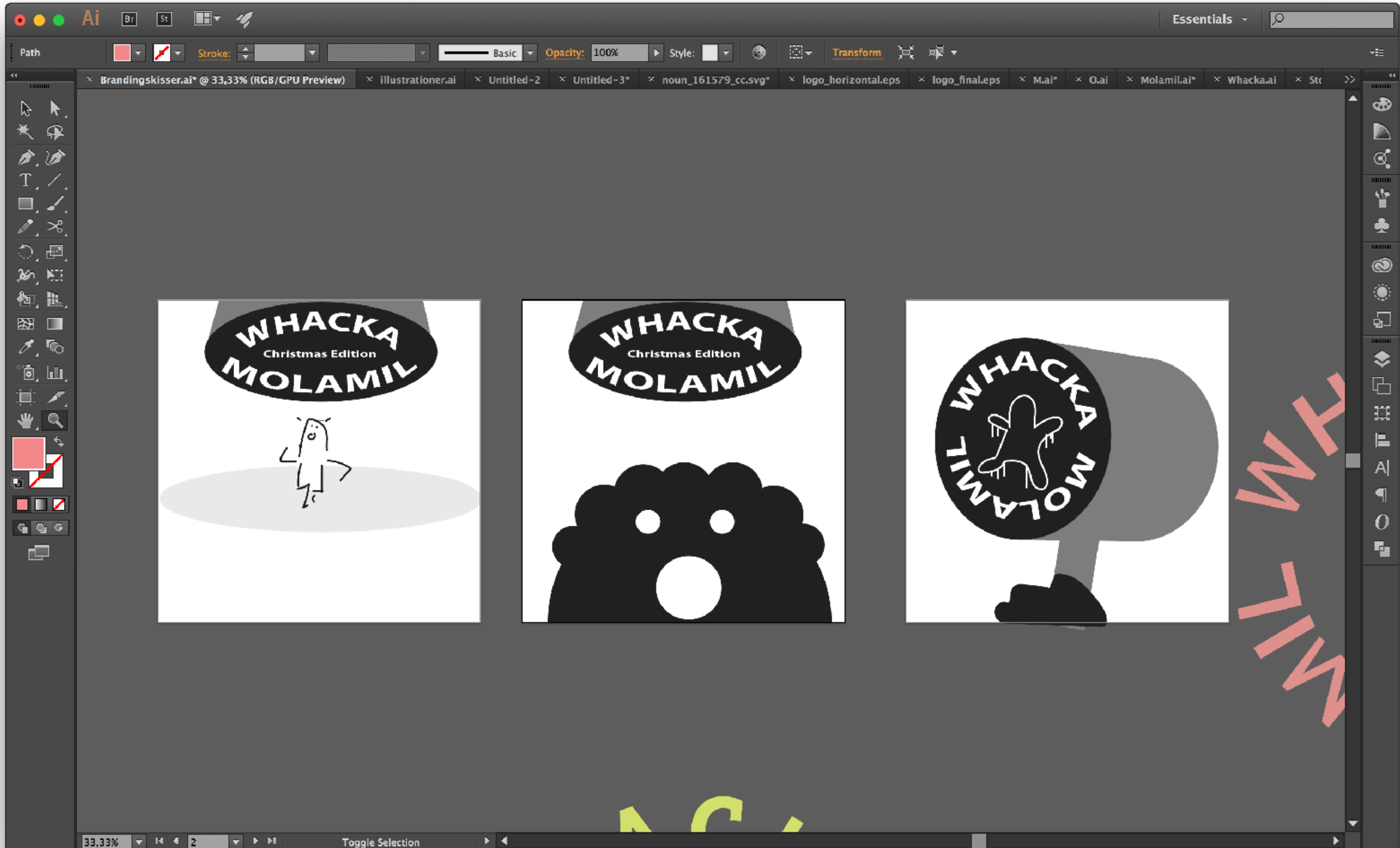




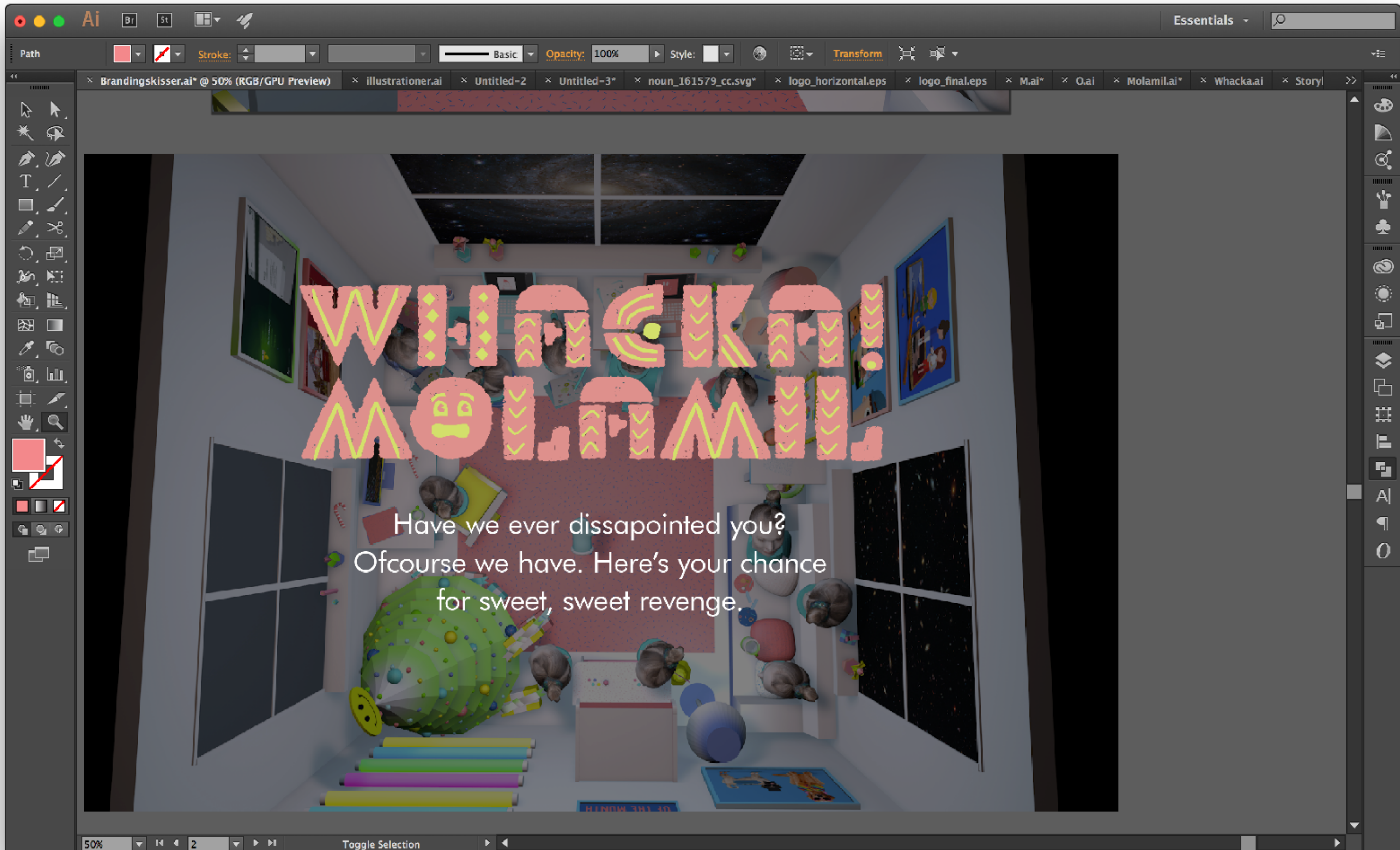
**NOW THAT THAT'S SETTLED...**

**HOW DO WE PACKAGE THE GAME AND CONVEY THE STORYLINE?**

**FAILED ATTEMPTS AT UI GRAPHICS**







WILDCIKKA!

Have we ever dissapointed you?  
Ofcourse we have. Here's your chance  
for sweet, sweet revenge.



**WHACKA!**

遊びます

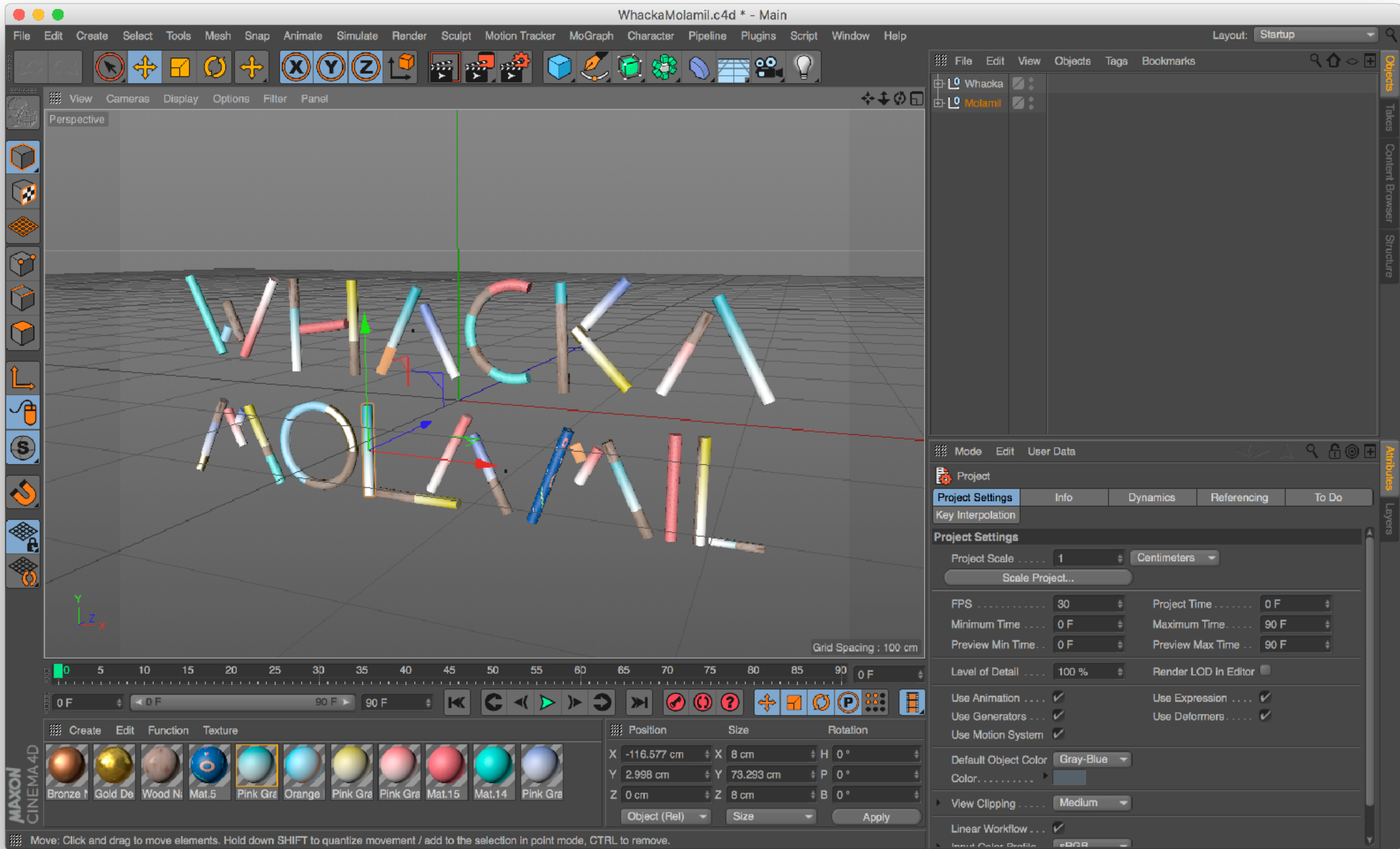
ワイアット  
・ア・モル

**MOLAMIL**

Have we ever dissappointed you? Ofcourse we have.  
Here's your chance for sweet, sweet revenge.

**UNTIL FINALLY...**





**SO WITHOUT FURTHER ADUE...**



*Christmas Edition*

W H I A C K K A  
M O I A A A L

**REVENGE IS A DISH BEST SERVED COLD**

**THANK YOU FOR YOUR TIME  
DIRECT POTENTIAL FRUSTRATIONS TO VR-JOAKIM**

