

IMMERSIVE CANADA: SURVIVE NAHANNI

Playable Prototype Walkthrough

GOALS

The Vertical Slice means to demonstrate 5 key parts of our PLAYER EXPERIENCE:

- 1) PLAYER EXPERIENCE/INTERACTIVITY - In this scenario, these are movement/locomotion, sourcing of items, collecting, trial and error/usage of materials to make the fire. (INT)
- 2) PLAYER EXPERIENCE/UI - The design and use of the HUD. (UI)
- 3) PLAYER EXPERIENCE/INTERACTION WITH LES STROUD - Execution of dynamic digital human and samples of player/avatar interactions. (AVA)
- 4) PLAYER EXPERIENCE/ENVIRONMENT - The Nahanni as a volumetric environment players can examine and interact with. (ENVIRO)
- 5) SOCIAL EXPERIENCE - Can players within a social 'friendlist' leave notes for other players. (SOC)

*It's important to note that we will start with this simple social idea to test how it feels/plays, understanding that account creation, ID, privacy and other important details in this regard will be researched and reported on in our delivered documentation.

ABOUT THE FOLLOWING SCENARIO

Throughout the following scenario, we'll use (INT), (UI), (AVA), (ENVIRO) and (SOC) to clarify what element of our experience we are exploring with specific actions. Unmarked elements can be considered *narrative*.

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FADE IN

YOU are seated in a two-seat lightweight aircraft with the pilot, ace flyer and expert of the region, CHRISTINE VERMILLION. You are free to look around the plane and the world passing by all around you.

VERMILLION

Beautiful isn't it? I've flown this spot hundreds of times and I never get bored of it. Hope you brought your camera!

The plane rumbles.

VERMILLION

You feel that? Strange. Mind having a look at our VSI. I have a feeling -

Suddenly, the plane swings wildly out of control -

VERMILLION

- HANG ON! I'll bring us down safel---

- and makes a rapid descent...

CRASH to black.

GAMEPLAY

Your eyesight takes a few seconds to return to normal. You've been shaken up and the SILENCE that hums in your ears is an unnatural one. Slowly, NATURE SOUNDS fill in.

Vermillion is unconscious. The cockpit glass is broken and the metal is bent. Smoke rises from the body of the plane.

(UI) A HUD fades in showing the current time, time of sunset, time of sunrise, and GPS coordinates. (UI)

(AVA) Enter LES STROUD as part of the HUD.

STROUD

Well, this is an interesting situation. The pilot did a good job of keeping you alive... for now. But I suggest you get right on *staying* alive.

She's not bleeding too badly but she is bleeding. I wouldn't leave that alone for too long.
Get out of the plane. Look around and make a plan, fast.

(UI) You now understand that a *positional navigation interface* has been added to your experience. You are now able to move out of the plane to explore your environment.

(ENVIRO) The explorable area beyond the plane is the gorgeous Nahanni region bracketed by a rushing river and a mountain range. Whatever small items you and Vermillion were traveling with are scattered near the wreckage:

A lighter, a pair of socks, a magazine, a camera, a towel, a pair of sunglasses, a water bottle, a light first-aid kit.

LES

You're going to be here for a while. This is a pretty remote spot.
Surviving starts with building a fire. Get on it.

(UI) The HUD lights up with the task: BUILD A FIRE with undetermined UI indicating what you're looking for.

A FLAME/SPARK.

LEAVES AND TWIGS.

LOGS OF WOOD.

(ENVIRO) You navigate through the Nahanni area. You test interactivity with controls allowing you to pick up and put down things.

(INT) You pick up items until you hold ONE of:
The lighter, the socks or the camera.

LES

<instructions as to how to collect, handle, evaluate, etc>

(INT) Each item offers a distinct action:

The player can attempt to light the lighter, but it only sparks.

The player can hold the sock up and study.

The player can turn the camera around to study its conditions. The lens has remained intact but the body is broken.

(INT) There are choices you can make on the SPARK and starting the fire.

- 1) Use the camera lens to magnify the sun to start a fire on the kindling.
- 2) Stuff the sock with kindling (leaves) and use the spark from the lighter until the cotton catches fire.

You will choose one of two 'sites' that feature enough kindling and proper wood to create the fire. *The RESULT is that the player has built a fire on their site.*

(AVA) STROUD nods approval or some other reward system begins to acknowledge progress.

Suddenly, you start to hear a call from the aircraft.

VERMILLION

Hey! I'm over here. (cough) I don't think I can move. Ooooh.

If the player delays returning to Vermillion, the character will continue to call.

When the player arrives.

VERMILLION

I don't feel so good. I can smell you started a fire which is good. I don't think I can move and I don't think you should try. Help will arrive soon. We have an EPERB on this craft. Or we did. That's a device that sends a signal to radars out there so, someone should come looking for us. 24hrs.

(DEEP BREATH)

Hmmmm. I'm bleeding. It's not too bad but... I'm going to relax. Have any water?

Vermillion closes her eyes.

(AVA) STROUD appears.

STROUD

You have a fire which is a good start. Water is next. Better get on that fast because I'm going to suggest we do something about the bleeding.

(UI) The HUD reports that the sun will set in _ hour, _ minutes, dependent on how long the player took to build the fire. Regardless, in a FTUE (first-time user experience, the player will have time an appropriate amount of time to proceed).

(INT) You scan the rushing river and discover you'll need some way of collecting water.

(INT) You scan the wreckage for items to help you.

(INT) (SOC) You find a note that has been left for you by another player.

Elements of each of these activities aid in leading you to complete the task of finding water and delivering it to Vermillion.

VERMILLION

(DRINKING) Thanks. I can't tell how much I'm bleeding but I think it's not too bad. See if you can tell what's going on.

You look, and Vermillion is certainly bleeding.

FADE TO BLACK