

I Am You

Introduction:

In our take on a VR point-and-click adventure, players must comb through the environment, and find hidden photos to try and piece their fractured life together. Embark on a journey through the forest's hidden trail cameras and direct your body to find your lost memories which can be in the form of photos. This is a journey of VR disassociation where the player and the character are controlling the body's actions from an outside perspective to try and pull yourself back into harmony. You are puppeting yourself. The player is the camera watching as they direct the body of the main character around the scene. Both commenting on what playing a video game must feel like in VR, and asking if a player can connect with a character that they do not directly embody but still empathize with.

Story Set Up:

- a. Slenderman-style Lost in the Forest game where you have to collect some sort of item of importance to progress.
- b. In this game, the player will venture through the dark forest and explore the depths of their past.
- c. Life has been hard. You've lost your passion for life, and the awful office job you have feels like it's sucking the life right out of your veins.
- d. As an amateur wilderness explorer, you constantly dream of returning to your safe space; the Cityville National Forest.
- e. One Friday evening you decide you've had enough. You call in your vacation days, you've gathered all your supplies, food, water, your trusty compass, and the old Polaroid camera your mom left to you.
- f. On your way there you make a stop at Jasken & Bobbin's Iced Creamery where your old pal from school gives you free stuff from the back door due to your insufficient funds. But as you make your way to your favorite spot, you feel the regrets piling on.
- g. After setting up camp you sit in silence and realize. This doesn't fix anything. You watch as the ice cream you bought melts into a soupy mess, too empty to enjoy it. You take out your old photos to try and relive you and your mom's last hike together but. Uh oh. Nature fucking hates you. The wind rips them away from you and scatters them through the forest.
- h. The ice cream you wasted spills over and enters the fire pit. The flames slowly burn down and suddenly burst purple from mixing with the flavor of BooBerry. The ice

cream and fire begin to merge and suddenly, the ghost of Jasken & Bobbin's Iced Creamery appears, a physical manifestation of your regret. your inability to enjoy life

- i. Now you have to find the photos you took the last time you felt happy and try to reclaim what this place once meant to you. All while escaping your regrets and your depression (aka the ice cream man)

Stretch goals

- j. Bonus: In the shadows, you are being watched but you don't know it. Something feels off but you can tell what. Upon dying or losing the game, the perspective will zoom out and reveal that someone, or something, has been watching you the entire time for who knows how long. (SPOOKY!)
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Mechanics

- The player will have an inventory of items to use:
 - a. Trail Cameras:
 - i. The player can use trail cameras to keep track of their body, look for hidden photos, and make sure they aren't being followed.
 - b. Compass:
 - i. The compass could have been used to find the direction the player is facing, but sadly, it's not a normal compass. Its true purpose is to guide the player to a photo hidden in the scene.
 - c. Evade the ice cream man!
 - i. Players will have to tread carefully and keep an eye out for the ice cream man. If he's spotted stalking the player on the trail camera's player must run away before he reaches them, or else...
 - d. Movement:
 - i. The player's camera position will be based on the position of the trail cameras in the game. The player can still have 3DOF when rotating their head position.
 - ii. The locomotion system will be a form of smooth locomotion that controls the body of the main character (NOT the player camera).
 - iii. Players have limited in-game movement and must use their own bodies/head movement to look around the scene.

Conclusion:

This experience explores the concept of disassociation via VR, where the player and character navigate the body's actions from an external perspective, striving for harmony. As the player becomes the camera, directing the character's movements, the journey both reflects on what it means to play a video game in VR and poses a thought-provoking question: can players truly connect with a character they do not directly embody, yet deeply empathize with? This is a game for the indie horror nuts and fans of experimental VR. We hope that the over the top psychological concepts and slightly silly monsters come together for a fun and cohesive experience that leaves the players thinking.