

## WRITTEN ASSIGNMENT:

### Based on the text of R. Steiger

Even nowadays children create their own virtual reality where everything happens as they want it to be. There everything is easy as all you need to do is press a certain button. In real world things are tougher – one needs to constantly fight and make progress in order to succeed.

The future generation stands on the crossroads of the virtual and the real worlds, and the choice is often the virtual world, for the reason mentioned above. However, it is a big problem as people will soon start forgetting what human really is, and what truly important values are.

# GUESTS OUT OF GAME

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Based on the concept of “The Virtual Reality Crossroads” by Reuben Steiger.

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## 1) INTRODUCTION

An intellectual 3D game designed for PC, for players above age 12. The game is quiz type – the player answers History-themed questions and gets scores for right answers, while losing scores for wrong ones.

There are 3 possible answers for each question, out of which only 1 is correct. **Mouse** click marks the chosen answer while **ENTER** click confirms the answer (**confirmation is mandatory to proceed to next question**).

The game's purpose is to interest the players in History genre and let them get to know more about the themes which the games they play are based on.

## 2) STORY

The story revolves around a young, 14 years old school-boy, **Christopher Green**, who has a **History Test** to write on the morrow, but instead of studying he plays games and watches various movies on his TV.

Consequently, the virtual reality blends with his real life and the characters of his favourite games and movies appear right before his eyes!

The characters are curious about his interest towards their lives, and so they ask him questions about the real history of the people they represent (e.g. **Captain Price** appears out of **Call of Duty** and asks questions about **World War II**).

Once Christopher answers all the questions, the characters get satisfied and return back to their reality. If Christopher fails, the characters which have escaped from their reality will continue destroying his own, resulting in **Game Over**.

After answering all the questions and sending characters back to their reality, Christopher writes his test well on the next day as he was educated by his character friends the previous night.

## 3) GAMEPLAY

The game is intellectual type. Characters from various famous games and movies appear and ask questions of the real history.

Each next question is harder than the previous one. There are total of 10 questions.

The questions have 3 possible answers out of which only 1 is correct.

Each question gives the player scores once answered (scores can be 5, 10 and 15). Total score gathered to move to next level is **50**. The Game Over score is **0**. If answered incorrectly or not answered, player loses **5** scores.

Each question has a time limit – **3 minutes**. However, the score award varies within the time, e. g.

1. Answer within 1 minute = 15 scores;
2. Answer within 2 minutes = 10 scores;
3. Answer within more than 2 minutes = 5 scores;

In each level, 10 questions are asked max.

If a player gets 50 scores **sooner than 10 questions are asked**, they **still** move on to the next level (e. g. if they get 15 scores on each question, they can pass the level in 4 questions, having gathered 60 scores).

If a player cannot get at least 50 scores in 10 questions but has gotten an amount of scores above 0, they shall lose and will have to restart the **current level** – 1 antagonist of the **current level** will emerge

and destroy **only Christopher's house**, leaving the other environment unharmed. The game will continue, but the loss of **any next level** shall result in **game over** – the antagonists of **that level** shall emerge and destroy the whole world this time.

However, if the player gets 0 scores after 10 questions in **any level**, they will have to restart the **game** – the antagonists of game/movie of **current level** will emerge and destroy the real world right away and thus the game will be over.

## 4) MAIN CHARACTERS

The main character of the game is a 14 years old school-boy **Christopher Green**, who has a **History Test** at school on the morrow. But Christopher is a lazy boy and instead of studying he plays games and watches movies on his computer.



Consequently, the characters of these games and movies emerge and he begins to answer their questions about the real history.

## 5) GAME MECHANICS

Game is played on **PC**.

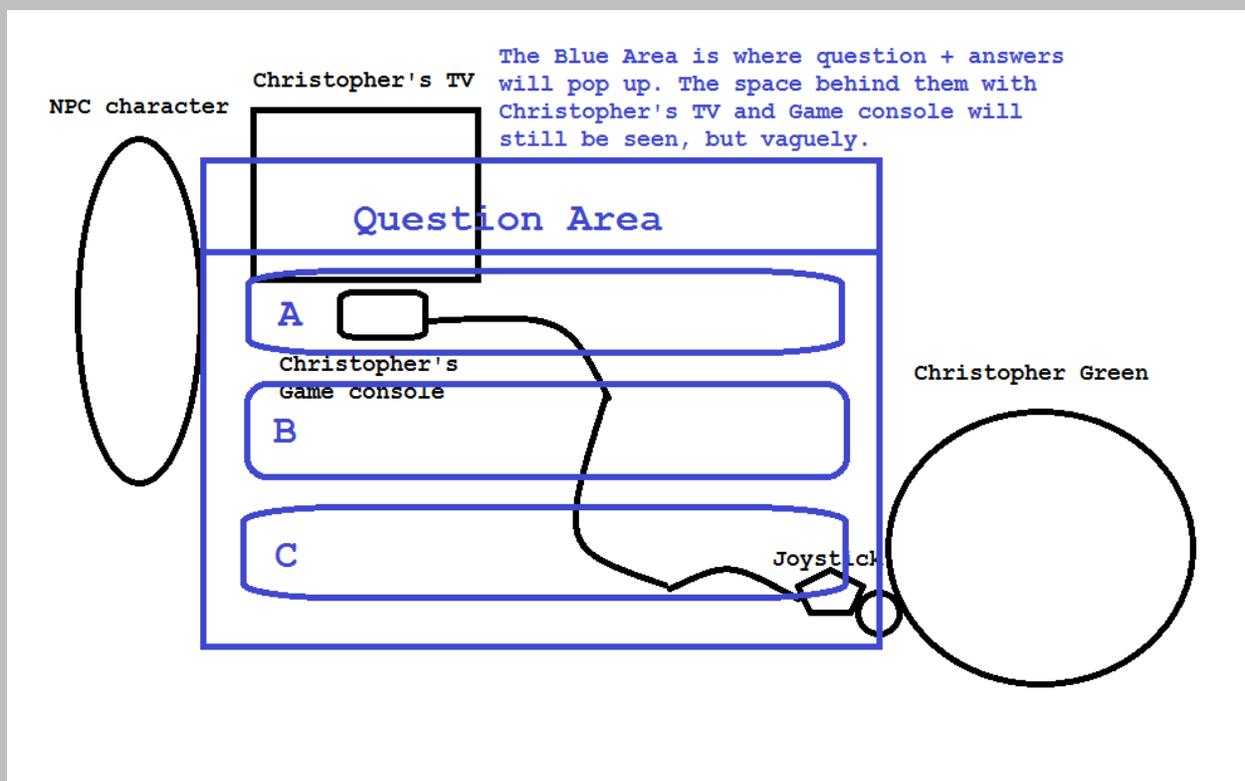
The main tool is the **mouse** – the player will need to **left-click** on one of the 3 answers which they think is correct.

**SPACE** button is used as a means to finish the dialogues of Christopher Green and NPC Characters and begin the game (if **SPACE** is pressed while the dialogue is going on, the dialogue cut scene will be interrupted and the game will start right away).

**ENTER** key is used to confirm one's answer once clicked. **Confirmation is mandatory to proceed to next question.**

The game is in 3D vision. The question and the answers will cover the screen.

If the player answers wrongly, the right answer **won't be shown.**



## 6) LEVEL AMOUNT

There are total of **5** levels.

**(Levels will be increased if this game concept ever comes to life. For Now, it is kept short for presentation purposes)**

It starts from the earliest history and proceeds to the nearest, according to the levels. E. g. Level 1 is **Ancient Egypt** and Level 5 is **20<sup>th</sup> century**.

## 7) NPC CHARACTERS (ACCORDING TO LEVELS)

**NOTE: As this is just a game concept, all of the characters are taken from famous game and movie franchises.**

**If this game ever gets to come to life, the characters are a subject to change according to the character creators' permissions to use them within the game.**

**Level 1: Ancient Egypt** – Lara Croft from 'Tomb Raider'

**ANTAGONIST 1:** Jacqueline Natla

**ANTAGONIST 2:** Set

**Level 2: Ancient Rome** – Asterix and Obelix from French animated movies of Asterix and Obelix

**ANTAGONIST 1:** Caesar

**ANTAGONIST 2:** Brutus

**Level 3: History of Arabian Empire (history of the Assassins)** – Ezio from 'Assassin's Creed'

**ANTAGONIST 1:** Cesare Borgia

**ANTAGONIST 2:** Templar Order (under the lead of Rodrigo Borgia)

**Level 4: History of the pirates (Golden Age of Piracy)** – Captain Jack Sparrow from the Disney movie franchise 'Pirates of the Caribbean'

**ANTAGONIST 1:** Captain Hector Barbossa

**ANTAGONIST 2:** Davy Jones

**Level 5: History of World War II** – Captain Price from 'Call of Duty'

**ANTAGONIST 1:** Vladimir Makarov

**ANTAGONIST 2:** Russian Ultranationalists (Vladimir's army)

## 8) EXAMPLE OF LEVEL 1, THE DIALOGUES AND THE QUESTIONS INTRODUCED

### Level 1: Ancient Egypt

#### \*Cutscene\*

**Christopher Green** is sitting at his TV and is playing **Tomb Raider** on his PlayStation, holding his joystick. The schoolbag full of books lies on the floor and Christopher doesn't really pay attention to it. He's completely immersed in the game.

Suddenly, **Lara Croft**, the main character of **Tomb Raider** with whom **Christopher** is playing, shines brightly and vanishes from the screen!

Christopher becomes startled.

**CHRISTOPHER:** *Huh?!*

In a mere second, **Lara Croft** appears right next to his TV through a portal! She seems pretty confused too, looking around astonishedly.

**CHRISTOPHER:** (mouth opened) *Woow...*

He rubs his eyes and looks more attentively, but the woman is still there.

**LARA:** (blinks when sees **Christopher**) *Hey, who are you? What is this place?*

**CHRISTOPHER:** *Are you really **Lara Croft**?!* (amazed and dumbfounded)

**LARA:** (blinks in confusion) *How do you know my name?*

**CHRISTOPHER:** *Well, I was just playing **Tomb Raider** game...*

**LARA:** *A game?* (gets even more astonished)

Christopher soundlessly points her to his TV screen. Lara looks at it and gasps when she sees the very pyramid corridors she was rushing through some moments ago!

**LARA:** (gasps) *Amazing...* (looks at **Christopher**) *So this is the place where **Creators** live?*

**CHRISTOPHER:** *Creators? No, we're just humans.* (shrugs)

**LARA:** *In our reality, we believe in Creators who build our worlds and let us live. If I can see my world from this screen of yours, and you say it's a game, it means I somehow appeared in Creators' reality! And you are one of them!*

**CHRISTOPHER:** *Really? So you guys call us Creators? You know about us?* (gets astonished)

**LARA:** *Not really. (laughs) We only know you exist. So how do you come up with all these new worlds? Isn't it hard to build up a completely new reality, if you already have your own? (looks around curiously)*

**CHRISTOPHER:** *Well, it's not always completely new... For example, this map of **Egypt** you were walking through is based on Egypt that truly exists here. Game creators add their fantasy and mechanics and it's built. And then we play it. (shrugs)*

**LARA:** *Wow, that's interesting! (feels excited) So Egypt exists in your world too? How is it different from ours? Mind if I ask?*

**CHRISTOPHER:** *Well, it is too boring... Aren't you supposed to go back into the game? (shrugs) How did you manage to jump out?*

**LARA:** *I don't know... Maybe through that? (points on the **portal** behind Christopher's TV which has indeed brought Lara)*

**CHRISTOPHER:** *Oh... Then why don't you go back?*

**LARA:** *Wait, first let me know more about this world... (smiles) I have so many questions to ask you! About your world's Egypt in particular. How different is it from ours? I'm sure your real world is not that boring if we explore a little more!*

You press the **SPACE** button and the **Question and Answer screen** pops up. The game begins.

**(NOTE: You can press the **SPACE** button before the dialogue finishes and it will straightly proceed to questions, without showing the complete cutscene).**

### **Questions:**

(Right answers are marked in **green**)

**NOTE:** If the player answers wrongly, right answer **is not shown**.

#### **1) Which pharaoh built the first pyramid in Egypt?**

A) Cheops

**B) Djoser**

C) Tutankhamun

#### **2) Who was the first pharaoh of Egypt?**

- A) Narmer
- B) Ramesses
- C) Cleopatre

**3) Which was the pharaoh who attempted to create monotheistic religion in Egypt?**

- A) Ramesses
- B) Akhenaten
- C) Tutankhamun

**4) Who does the largest pyramid Giza belong to?**

- A) Akhenaten
- B) Tutankhamun
- C) Cheops

**5) Which was the first capital of Egypt when the upper and lower kingdoms united?**

- A) Memphis
- B) Cairo
- C) Giza

**6) Which pharaoh led the battle of Kadesh against Hittites in 1247 B.C.?**

- A) Tutankhamun
- B) Ramesses I
- C) Ramesses II

**7) Who was the pharaoh of Egypt *in the beginning* of Hellenistic period?**

- A) Cleopatre
- B) Ptolemy I
- C) Alexander the Great

**8) How many dynasties of pharaohs did Egypt have throughout its history (excluding the Hellenistic period)?**

- A) 31
- B) 27
- C) 40

**9) Who was the last *native* Egyptian pharaoh of Egypt?**

- A) Cleopatre
- B) Nectanebo II
- C) Ramesses V

**10) When did the mummification first become a *common practice* in Egypt?**

- A) In c. 2800 B.C.
- B) In c. 3500 B.C.
- C) In c. 4300 B.C.

After answering the questions and gathering *at least 50* scores, the question screen vanishes and Lara speaks:

**LARA:** (smiles) *That was interesting indeed! Thank you!*

Lara goes back into the portal and appears back in Christopher's game.

You move on to **level 2**.

If you get lower score than 50 and above 0, another dialogue is triggered:

**LARA:** *Hmm... That wasn't quite enough, you know... I wish to know more... Mind if we try again?*  
*(smiles)*

Suddenly the portal shimmers and **Jacqueline Natla** – Lara's enemy – comes out of it.

**NATLA:** *(looks around. Chuckles) Oh, congratulations Lara, I guess you helped us find a portal to Creators' reality!*

**LARA:** *(frowns) Natla!*

**CHRISTOPHER:** *(dumbfounded) Eh? (to Natla) How did you appear here?*

**NATLA:** *(frowns at him) It's not your business, kiddo. Get lost!*

Natla brings her army and they start destroying Christopher's home! Lara has a hard time fighting them!

**CHRISTOPHER:** *(dreaded) Ahh!!!*

**LARA:** *(cries) Christopher, find correct answers to my questions! Your knowledge might give me strength to defeat her!*

The questions pop up anew. **Level** is being **replayed**.

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If you lose the level again, **Set** also emerges from the portal, and his and Natla's armies destroy the whole world too!

**GAME OVER.**

**RESTART.**

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If you win the level, Christopher's house remains broken, but other environment is safe.

Lara defeats the enemies and sends them back through the portal. She smiles.

**LARA:** *(to Christopher) Good job Christopher! You saved your world! And thank you for such an amazing time!*

She vanishes through the portal too.

You move on to the **level 2**.

If you get 0 score after all 10 questions, different cutscene is triggered:

The portal shimmers and **Natla** and **Set** rush out of it with their armies!

**LARA:** *Oh, no!*

Lara starts fighting with them, but they defeat her and crush the world!

**GAME OVER.**

**RESTART.**

## 9) ENDING SCENE

After finishing the whole game, a cut scene is triggered (the **end scene**):

Christopher is looking down on his test paper where there's an **A** mark, meaning he got the best result.

**THE END.**