Urban Inferno - Confronting Heat Island

…Six users go into the experience together (Ready for the adventure and the fun that comes with it)

Scene 1: Introduction

With all the users where they can see one another (inside a space station/ ship), they hear the voice of Breeze.

(Breeze as a glowing ball)
Narrator(Breeze): Welcome, brilliant minds! I'm Breeze, your guide for today's crucial mission. We stand at a crossroads. Our beloved city, once a charmer, now swelters under the oppressive heat island effect. But fear not, for within these VR headsets lies the power to change our fate!

Sound: Background sound - excitement and anticipation, and voice over of above text
Emotion: Excitement

Scene 2: Explaining Belmont and Challenge in Arizona

(… Zooming the users into Belmont city and the users could see the environment where they will be building the city.)

Narrator(Breeze):
It's now 2053 (Arizona will become uninhabitable soon and the temperature will rise to 125F)- ALSO ADD DATA POINT/GRAPH FOR PAST 5 YEARS HEAT LEVEL IN ARIZONA. Arizona faces severe temperature challenges as a result of urban heat island effect (where urban areas experience significantly higher temperatures than their rural surroundings as a result of human activities and the built environment in the city). Now, Arizona plans to build a new city, Belmont(introduce Belmont), and we are about to hold a fierce competition to find someone who can lead the city towards a prosperous and sustainable future. (Users will be seeing the belmont city while this is being said by the voice over)
Sound: Voice over, calm background music (low volume)
Emotion: Curious

Scene 3: Preparation for the tasks

(… the components for the building the city shows up and other necessary widgets.)

Narrator(Breeze): to combat the urban heat island in Belmont and create a comfortable city for its citizens. You'll design residential housing, transportation, vegetation, and roads, aiming to cool down the city. After designing, the winner becomes mayor!

Your task is simple yet monumental: cool down the city. Explore your assigned area. Imagine a cooler Belmont. Then, once you've gotten a feel for the layout, you'll be granted the power to swap things out.

Sound: A low, rumbling hum fills the air (Natural environment)., voice over
The weather is getting hot (No fans)
Emotion: curious

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Scene 4: (users start building city)

(...Breeze asks the group members to split into groups of 2 for each quadrant. 3 footsteps in each quadrant)

Time countdown: 5 mins (time for the users to build the city)

Dialogue: (users could talk to each other)

Sound: The hum is replaced by the bustling sounds of a city - traffic, people, and the occasional alarm.
Emotion: Tensed, thinking

Scene 5: (Time elapsed - Done building the city)

(... all the users led to a central hub, where)

Narrator (Breeze): Excellent work! Thanks to your vision and determination, you have transformed Belmont into a shining example of sustainable urban design.

The users will be able to see the heat-related metrics at the end like: current temperature, uv index, humidity level,etc.

The winner gets rewarded… (The winner is presented with the trophy - physical interaction)
Sound: Poppers blasting, congratulatory happy sound, clapping
Emotion: Excited, happy

Scene 6: People are happy and not scared of heat anymore

The users now see the city with happy people roaming around the city without the fear of heat and they now feel relieved.

Sound: Happy ending sound fading out

Emotion: Satisfied, relieved

The End
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Scene 0

Description of Scene

Players are in the spaceship and Breeze (Hologram Narrator) the hologram appears and gives players a background of what they would be doing.

Interactions

Players stand and look around and see Breeze

Audio

1st:

Spaceship Ambient Sound (35 secs)

Breeze Narrator Appears (3 secs)

2nd:

S0 Breeze Voiceover : Hello time travelers... My name is Breeze and I'll be your guide for today's crucial mission. We are en route to a city on planet earth, in the year 2053. Cities in the state of Arizona are sweltering under the oppressive heat island effect, and they need your help!... Within these VR headsets lies the power to change fate!"

3rd:

Breeze Narrator Disappears (3 secs)

Scene 1

Description of Scene

Earth zoom-in, ambient sounds, no Breeze

Interactions

Players stand and look at the earth zoom in video

Audio

1st: Spaceship Ambient Sound (35 secs)

2nd: Spaceship acceleration toward earth (louder than background music, plays at the same time as background music which is during the zoom in video) (11 secs)

2nd: S1 zoom into earth music background (34 secs)

3rd: Spaceship deceleration when landing on earth (10 secs)

Narration: None

Scene 2

Description of Scene

Breeze spawns in before the "landing" scene with music clip and dystopian atmosphere. Once landed in the dystopian area, western sound clip plays then fades, narration with Breeze begins, users look at a pop-up data graph and are prompted by Breeze to start manipulating the city model in the middle of the pod. The Dystopian desert scene moves on the exterior of the experience.

Interactions

Notice breeze spawning in, looking at dystopian atmosphere and listening to the soundscape. Reading the pop-up data graph, listening to Breeze, moving to the model to explore design options.

Audio

1st: Dusty Trails Royalty Free Western Theme (2 min) (generated by Suno AI, these audio clip only needs to play for 10 seconds before we fade it to a lower level than Breeze's narration)

2nd: Wind (27 secs) - will play at a lower level than the "Dusty Trails Western Theme" and through the Breeze narration, but can get louder at the end of the Breeze narration.

3rd: Breeze Narrator Appears (3 secs)

4th: S2 Breeze Voiceover: (42 seconds)

5th: Breeze Narrator Disappears (3 secs)

6th: S2 transition background music into playmode - (23 secs) mildly tense instrumental, loop the track if necessary.

Narration:

S2 Breeze Voiceover: "Welcome to the desert. The year is 2053. the heat is rising and Arizona's future is at stake...This once lush desert faces severe temperature challenges due to urban heat island effect...which is categorized by much higher temps in cities, because of the built environment, compared to rural surroundings. Arizona will become uninhabitable soon, with an average temperature of 125 degrees fahrenheit...You are here, to be the architects of change and help with the urban planning for a new sustainably designed city, called Belmont... Every design decision you make has the potential to reverse urban heat island effect. Use the city model to shape an optimistic future for Belmont!"

(42 secs)

Play mode

Description of Scene

City table enters (3d dystopian background enters), players can punch to swap blocks, timer is set to 4 minutes, no Breeze, there are selection sounds and ambient sounds (windy/ desert ish), dystopian sky box, timer counting down the build time.

Interactions

Users touch elements on the grid and design options change

Audio

First: Tense track is still playing from Scene 2 (wind track has faded out)

Second: Building Mode Background Music (54 secs) Background music comes in after about 15 seconds of tense track

Third: Building component switch sound (1 sec) - for every interaction

Fourth: Timer (60 secs) - only play for 20 seconds, the last 20 seconds until the transition to Scene 3

Fifth: Breeze Spawn In - Once the timer ends, Breeze appears (3 secs)

Scene 3

Description of scene:

The graph appears with new data at the end, common 'congratulations' narrative, including what happened to the graph/heat island effect, sky box changes to pretty

(Send Sara screenshots so she can make the final storyboard)

Celebration for the end of play mode! Breeze congratulates the designers, presents the graph and the experiences ends.

Interactions:
Look and listen to Breeze

Audio:

First: S3 Celebratory cheering (to play before Breeze Voiceover) (20 secs)
Second: S3 Breeze Voiceover: "Excellent work. Thanks to your vision and determination, you have transformed Belmont into a shining example of sustainable urban design. Your efforts have cooled the average temperature of the city and Arizonans are hopefully that the urban heat island effect can be mitigated with intentional design strategy. Well done!" (18 secs)
Third: S3 summer nature ambient background - to play at the end of the experience when users are exiting.
(1 min 38 secs)