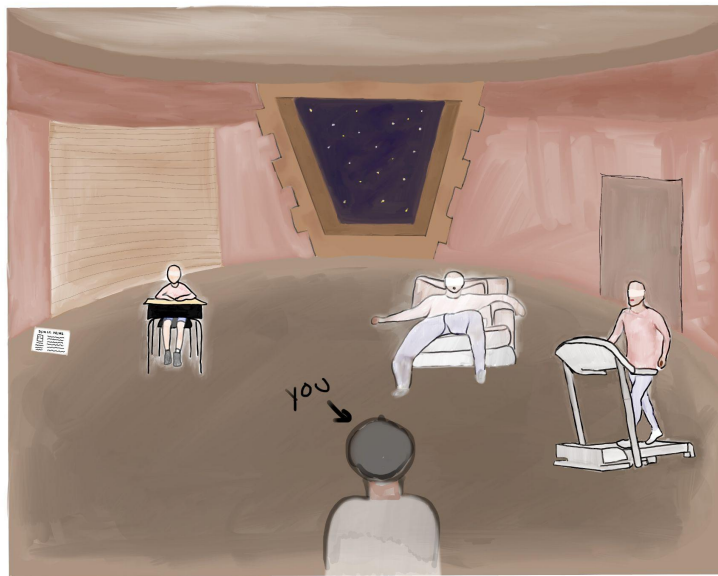


Aldrin Duran
Malaya Heflin
Riya Kanani
Alexandra Maric

Storyboard

1. This is the main scene! It is a view of the spaceship from inside with all the different characters who you will be able to touch in order to see what they are seeing in their VR headset. This space is supposed to represent a liminal space(abandoned shopping mall) in outer space! (riya)



2. This is a close-up of the spaceship windows. It will show destroyed planets and debris, slowly floating by from one end to the other (probably in a loop). (Malaya)



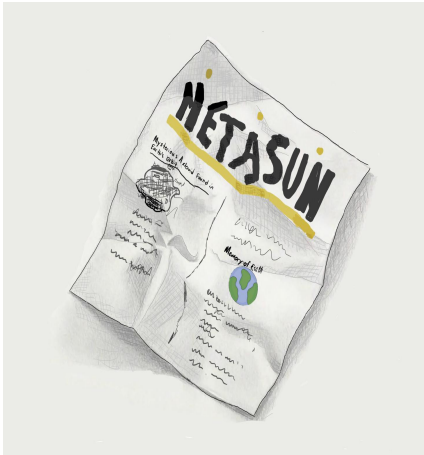
3. Treadmill guy - Aldrin

This is a sketch of a man in the spaceship that you will encounter that is running/walking on a treadmill. He is wearing a VR headset and when you interact with him, you'll be able to see that he is walking/running in a park.



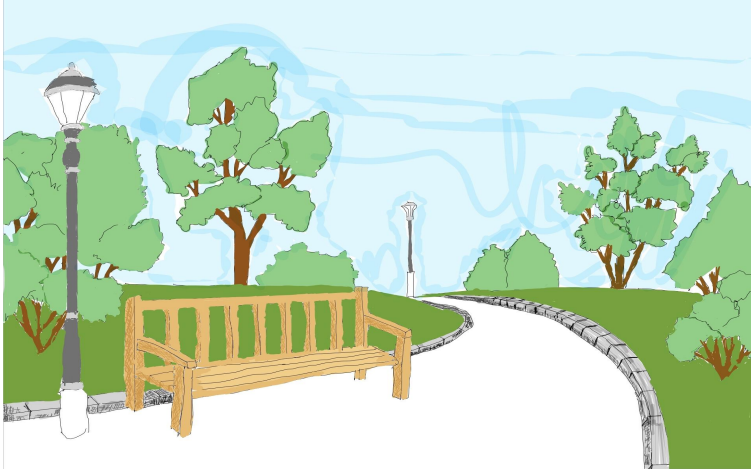
4. Junk close ups (newspaper) Aldrin

This is a close-up of a newspaper that you would see on the ground or somewhere in the main scene. It features a headline that was made before the destruction of the Earth (before the present game scene) of an asteroid spotted in Earth's Orbit. It also comments on "Memories of Earth", alluding to a past image of Earth.

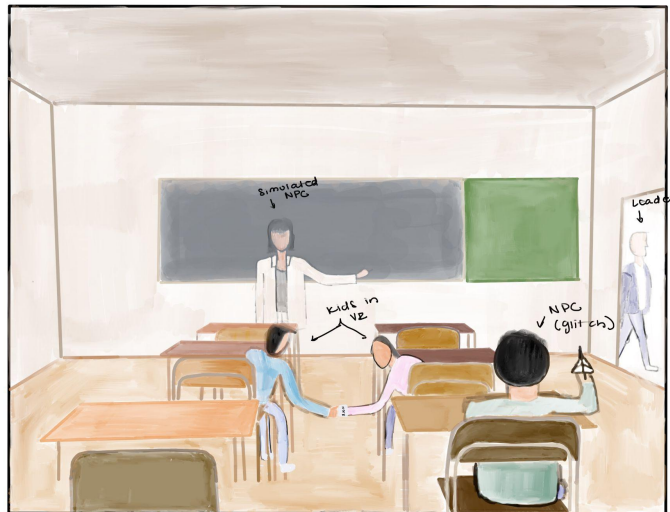


5. Walking thru park - Aldrin

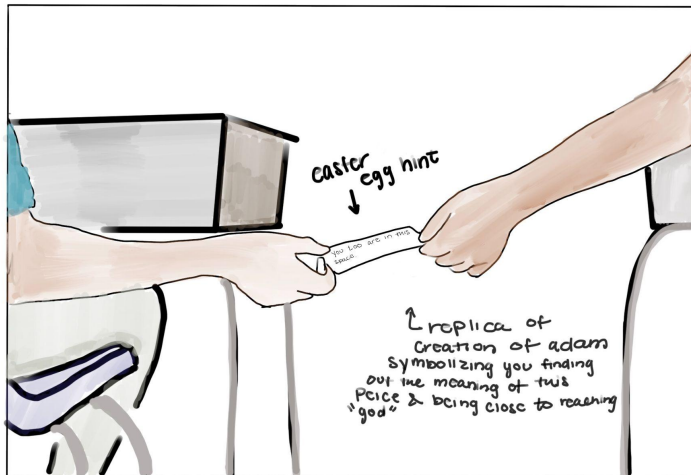
This is the scene that you would see inside of the VR headset that the guy on the treadmill is wearing. It features a classic park walk-way and will have everything that a normal park would have (greenery, playgrounds, lighting, etc), a contrast from the bleak sceneries in the spaceship.



6. This is a lively classroom overview. In this scene, the kids in the main scene will be viewing this. This scene has a few easter eggs about the point/meaning behind this piece such as the message on the note being passed, the guy throwing an airplane glitching, and the “god like” figure walking in the hallway (riya)



7. This scene is of the kids passing notes in the classroom, the contents of the note will be an easter egg for the main viewer to find. It will give them hints on what to expect to be the purpose of the game and what the final ending might be. We will most likely write a message along the lines of “you too are in this game” and have the hand positioning mimic the creation of adam. (riya)



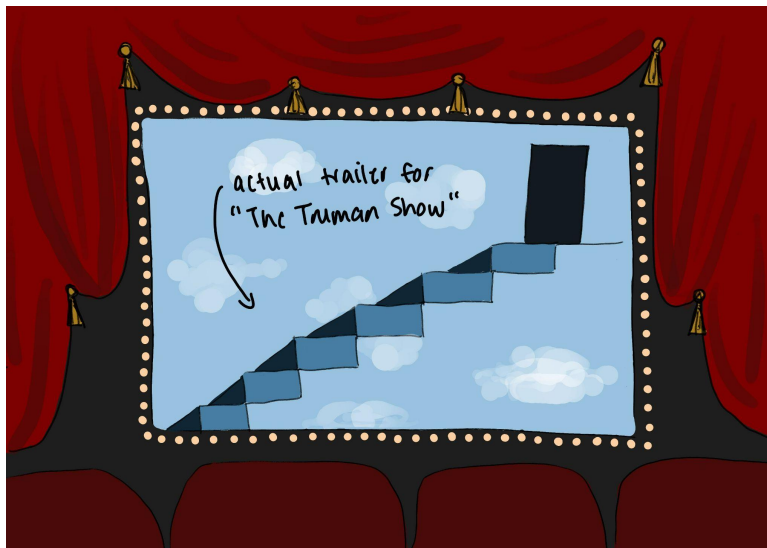
8. This is a man sitting on the spaceship, lounging on a couch with popcorn. Inside his virtual reality headset, he is living through the experience of watching a movie in an old-style movie theater (see boards 9/10). (Malaya)



9. A shot from inside the simulated virtual reality movie theater. The player should be able to see the rest of the audience (fake human connection) sitting behind them, dressed in vintage hollywood-era fashion. (Malaya)



10. This is what the player is viewing when sitting in the simulated movie theater. It is showing a trailer of “The Truman Show”, with red and gold curtains to give it a slight vintage Hollywood aesthetic. (Malaya)



11. This is the real version of one of the children in the school reality. She is raising her hand as if to answer a question the teacher is posing, but she is physically sitting at a desk in the main room of the ship. (Alexandra)



12. This is also the real version of one of the kids in the school reality. His hand is gesturing to give someone else a note in VR, and he is amused by the exchange. He is standing in front of one of the windows in the main room, since there are no physical classrooms to be in. (Alexandra)



13. This is the cockpit of the ship, which is the location of the final person (who is also the pilot). You can see the controls of the ship and where the captain would usually sit. Outside the window, you can see the polluted and destroyed Earth left behind. (Alexandra)



14. This is a focused shot of the final person, who is the only one not wearing a headset. She will be the one you talk to to end the experience. Behind her are video feeds consisting of the realities everyone on the ship is currently in. (Alexandra)



15. This scene is the final scene which is the Oculus camera view or the real life surroundings which are picked up by the oculus camera. It will be an allusion to how the player is also using a VR headset and their ability to be addicted to the headset like the characters. It will also bring out the message that the player must think about how they choose to use the VR headset as they can lose sight of reality. - Riya

