

# VICAR

BigSauce Bros



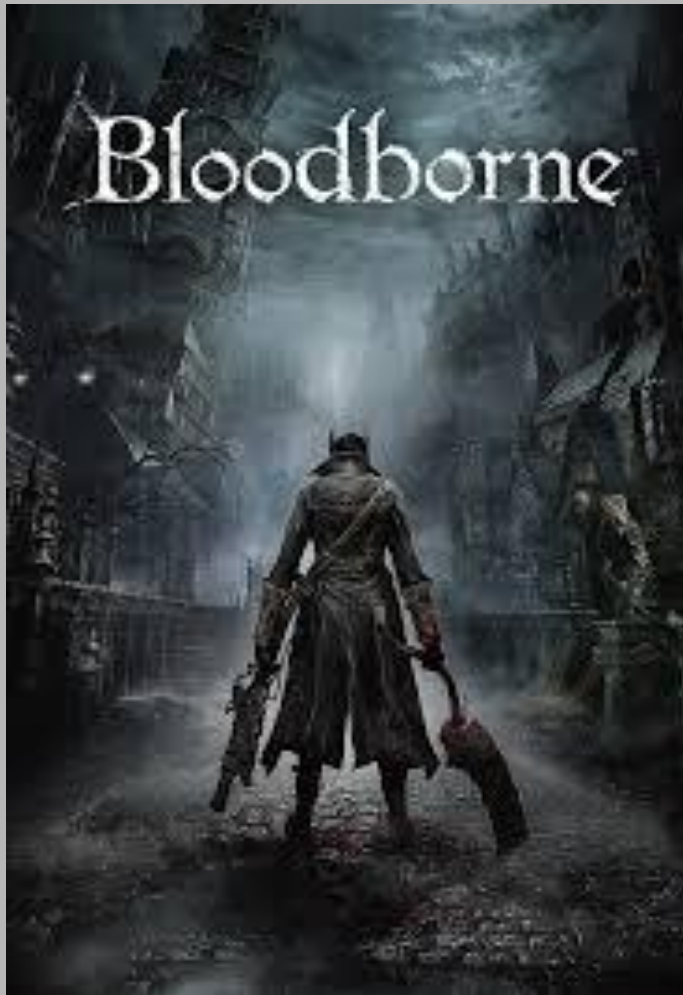
# Genre

Art Game + Storytelling in VR

Experiment on immersive game experience design

# The story

- Player is one of the chosen ones. The spirit choose them as the agents in mortal world.
- Player will experience different tasks assigned by the spirit in different scenes.
- The cognitive conflicts regarding the humanity between player and the spirit would be emphasized.

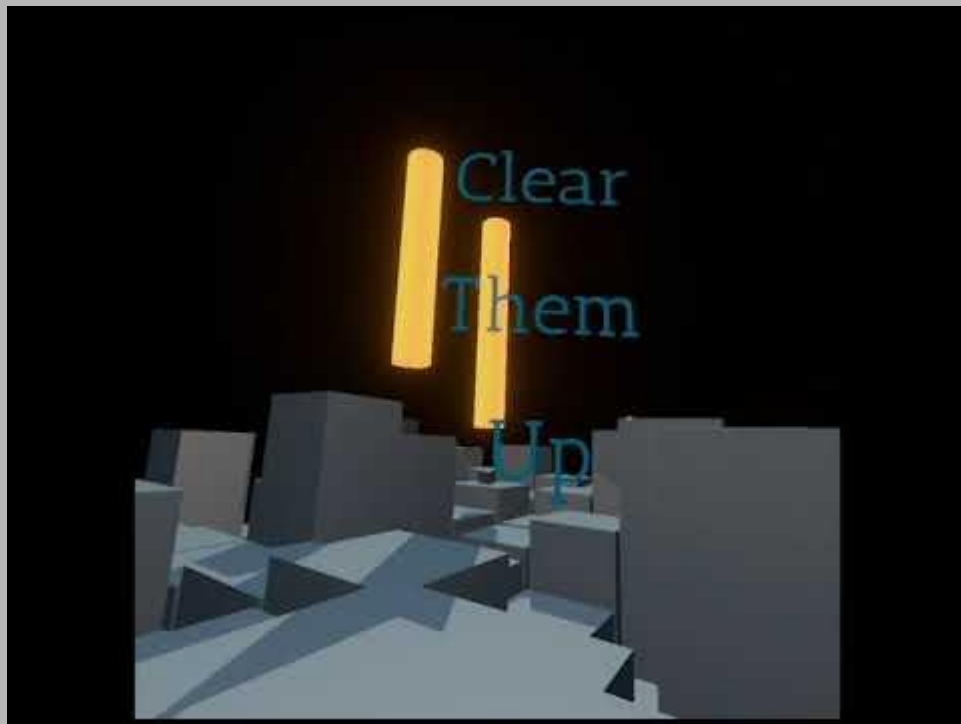


Inspiration

Religious Thinking +  
Geometry Based Scene



# Demo



# Highlights



1. Torch lit up
2. Telekinesis
3. Floating pillars
4. Artistic Design



# Future Development

- Complete the whole story
- Polish the storytelling texts
- Adjust the difficulty to make the gameplay interesting
- Add more visual and sound effects
- Add hands and hand motions
- Find a Quest 2 to test