

# FORGOTTEN TIME

## Augmented Reality Game Design Document

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## Overview

### Theme / Setting / Genre

Theme: Face Filter Narrative Experience

Setting: Apartment Mirror (Different Time Periods)

Genre: AR Filter (Additional Narrative)

### Core Gameplay Mechanics Brief

#### GM #1: Face Filters

- If the user opens this app and turns on their front facing camera on themselves or the rear facing camera on a friend they can see the filter applied to their face within the Instagram App

#### GM #2: Face Filter Change

- In the Augmented Reality app the player will see four different medicine bottles and when they tap each of these medicine bottles a different face filter will appear.

#### GM #2: Enlarge Mirror Items

- Around the mirror canvas on the AR app the player will see a number of items in the different filters such as notes, photos and postcards etc. and if they tap these items they will enlarge to be more visible for the user and can be closed when the user is finished with them.

### Targeted platforms

- Mobile Phone (Android) [Primary Target Platform]
- Mobile Phone (IOS)
- Tablet (Android)
- iPad (IOS)

### Influences

#### Instagram Face Filters

One of the main influences for creating the different aged face filters was to research currently existing face filters that have been created online and one of the best areas to find this is through Instagram. On this app you can find thousands or even millions of varieties of face filters of different variations, from different creators and of different quality and levels that we could use and inspire our own face filter experience.

#### The Elevator Pitch

Augmented Reality filters for social media which act as an accompanying piece to Forgotten Time VR to gain further experience and narrative from that experience while further advertising and increasing accessibility.

## Project Description

This project is called 'Forgotten Time AR' which is an augmented reality experience that is also accompanied by a predecessor virtual reality experience called Forgotten Time VR. The cross media experience narrative is a science fiction drama story based on an aging character with developing dementia that is given the chance from their doctor to revisit memories from their past. The main aim of the augmented reality experience is for users to see themselves as that character and hopefully answer a question they might have of what did the character look like in the different levels of the game and also find out some more information and story elements in the interact notes, photos and postcards that they can find around the mirror. The mechanic of this experience is still similar to the Virtual reality experience of taking medicines except in this version it is through touch controls rather than actual physical interactions in gameplay.

### What sets this project apart?

There are thousands of face filter based apps and add ons for existing apps with the purpose of entertainment or advertisement for certain media but the purpose of our AR experience is to act as an accompanying piece or sequel to our virtual reality experience. The virtual reality experience tells its own narrative where the player embodies a silent protagonist of unknown gender or race and so the player's hands are ghosted and any mirrors in the scenes are also faded or don't work to see what the player looks like. With the augmented reality app as a cross media experience the player can use two different mediums of VR and AR to find out more information and gain a different perspective or area of the VR experience that you can only get in AR which is to literally see yourself as that character and the different ages they were over the course of the narrative. This app will hopefully further allow players to embody the character while also being able to find out some more information and story that they might not have seen in the VR experience.

### Core Gameplay Mechanics (Detailed)

#### GM #1: Face Filters

- If the user opens this app and turns on their front facing camera on themselves or the rear facing camera on a friend they can see the filter applied to their face within the Instagram App

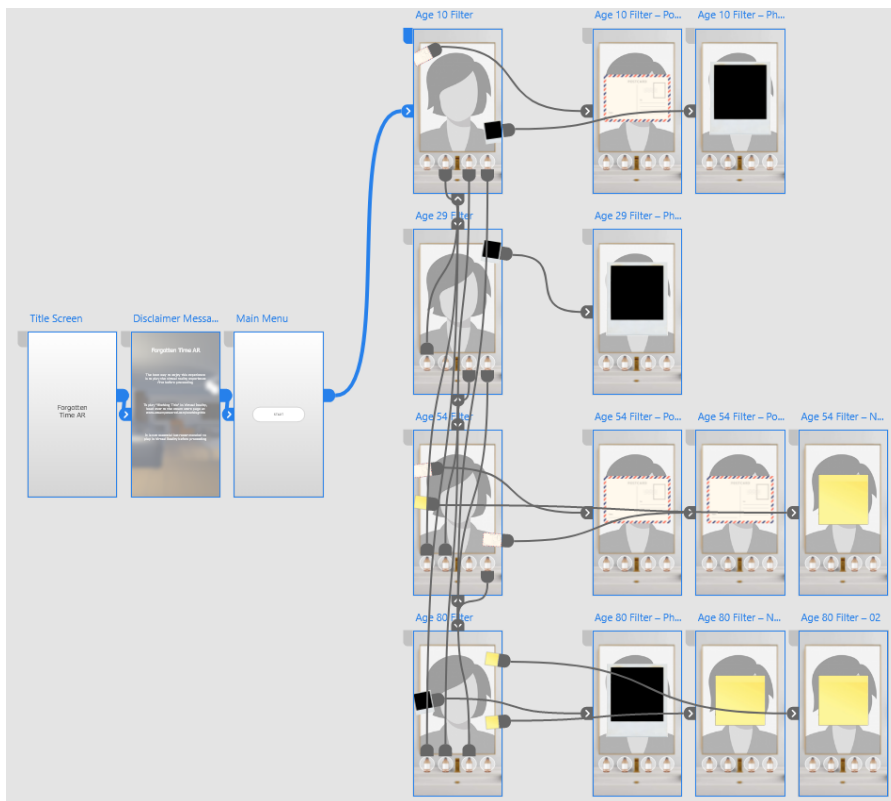
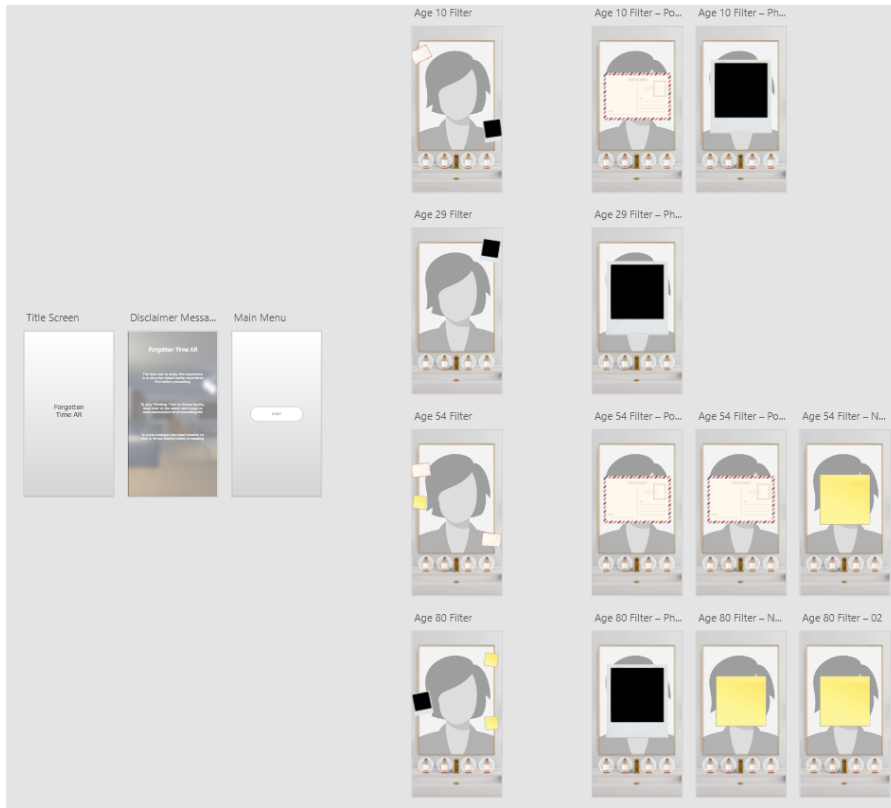
#### GM #2: Face Filter Change

- In the Augmented Reality app the player will see four different medicine bottles and when they tap each of these medicine bottles a different face filter will appear.

#### GM #2: Enlarge Mirror Items

- Around the mirror canvas on the AR app the player will see a number of items in the different filters such as notes, photos and postcards etc. and if they tap these items they will enlarge to be more visible for the user and can be closed when the user is finished with them.

## App Wireframe



## Story and Gameplay

### Story

The Augmented Reality aspect of this cross media experience acts as an additional element or even a sequel to what the user will play in virtual reality. The face filters in this experience will show what the user essentially would look like if they were the character in the story and the additional elements that are around the mirror such as the photos, postcards and notes etc. will hopefully give the user some additional information, story and narrative to consider and think about. Hopefully this Augmented Reality experience will be both fun for the user and also help to gain further understanding and feel of embodiment as the character in the overall narrative.

### Virtual Reality Synopsis:

The story follows an aging man/woman who is dealing with memory loss and is given a series of medicines by a doctor that allow him to travel back and remember different points in his life. The experience will take place in one apartment over different decades and points in the main character's life. The story is told through a non-linear experience where you can choose to take any medicine at any given time to travel back through his memories. Similar to the character's journey of remembering and uncovering his past, the player will also be a part of this mystery to find out more about the character they are playing, who they are and the life they have lived. You will begin with the main character at eighty years old living on his own and trying to reminisce and remember the photos he has around his apartment. After taking the medicines you can travel back to his life at age ten, age twenty nine and age fifty three where you will meet or find out more about other people in his life and uncover mysteries and find tasks to complete in his memories.

## Assets Needed

### 2D

#### Textures

- Mirror Canvas Outline
- Medicine Bottles
- Medicine Bottles Outline
- Photographs
- Postcards
- Notes

### 3D

#### Models/Filters

- Age 10 Face Filter
- Age 29 Face Filter
- Age 54 Face Filter
- Age 80 Face Filter

### Sound

#### Sound List

- Pill Bottle Sound Effect
- Transition Swipe
- Happy Birthday Song