



Milestone 1: Formal Game Proposal

Giant Robots

Theme

Giant Robots is an immersive, narrative-driven strategy game set on a dystopian version of Mars, reimagined as a prison planet where inmates from across the earth



Gameplay

Daytime Exploration: During the day, players walk through prison habitats and interact with NPCs. Here, the player's goal is to gather useful information, understand the preferences of their opponents, and build alliances that may be beneficial in future matches. This exploration is driven by the karmic system, which impacts the availability and quality of information. Players with positive karma may be able to purchase upgrades at a lower cost or receive additional insights, while those with negative karma might find information costly or less reliable.

Nighttime Combat : Each night, players enter a combat arena where they face off against an NPC-controlled robot. The combat system is a dynamic twist on the classic "rock-paper-scissors" mechanic, using VR hand tracking to select one of five weapon choices, each of which counters another. To succeed, players need to adapt their strategy, observe the tendencies of each opponent, and outsmart them in a timed, high-stakes match



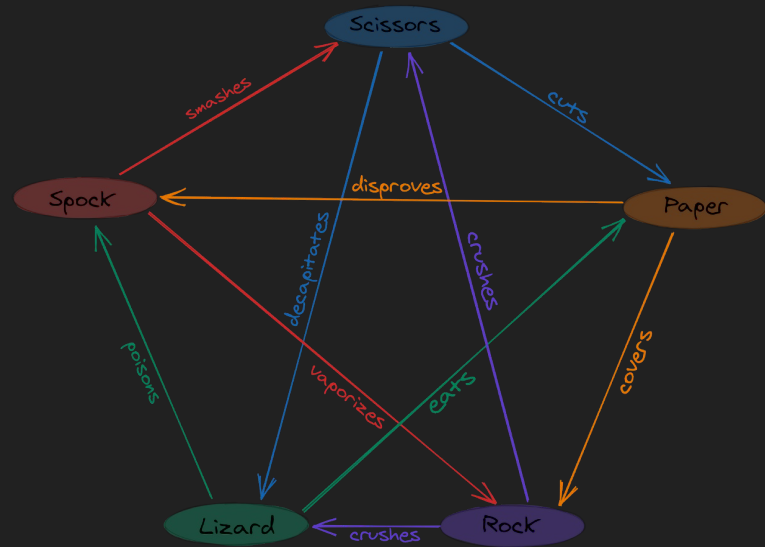
Relation to Theme - “Chain Reaction”

- karma system, which encapsulates the theme
- every interaction the player has with NPCs affects their karma
- Positive karma may encourage other prisoners to be more helpful
- negative karma can make allies wary or even hostile.

Combat System - 5 Way Rock Paper Scissors

The combat system builds on a unique variant of rock-paper-scissors, where players choose from five weapons that interact in a cycle of strengths and weaknesses. Combat is played out in rounds, and each round gives players a limited time to choose their weapon. If both players choose the same weapon (e.g., rockets), both incur damage, adding an element of unpredictability.

Each opponent also has a distinct playstyle—some may prefer certain weapons more frequently and



Development Targets

Functional minimum:

At the very minimum we would like to see turn-based combat working. Basic interaction with the LLM driven characters should all be working. Karmascore based on the conversations should be working.

Low target:

The same as the functional minimum, plus all of the interaction should be done with Voice to text and text to Voice, and there should be a very nice hands only interface inside the robot.

Desirable target:

We would like to have a substantial part of the game outside of the robots. Aside from the Arena we need a place to improve weapons and interact with other prisoners.

High target:

Once we have the basic mechanics of the game going, then we need to generate stories and situations that will make the game more interesting.

Technical Achievement

Core Achievement:

- **NPC Interaction powered by an LLM:** Through prompt engineering, we'll create dynamic and responsive NPC dialogues, making interactions more immersive and tailored.

Additional Technical Features:

- Creating and animating Robots
- Meta Quest 3 Compatibility
- Hand Gesture-Based Combat
- Voice-to-Text and Text-to-Voice Controls
- AI-Driven Historical Characters
- 5-Way Combat System

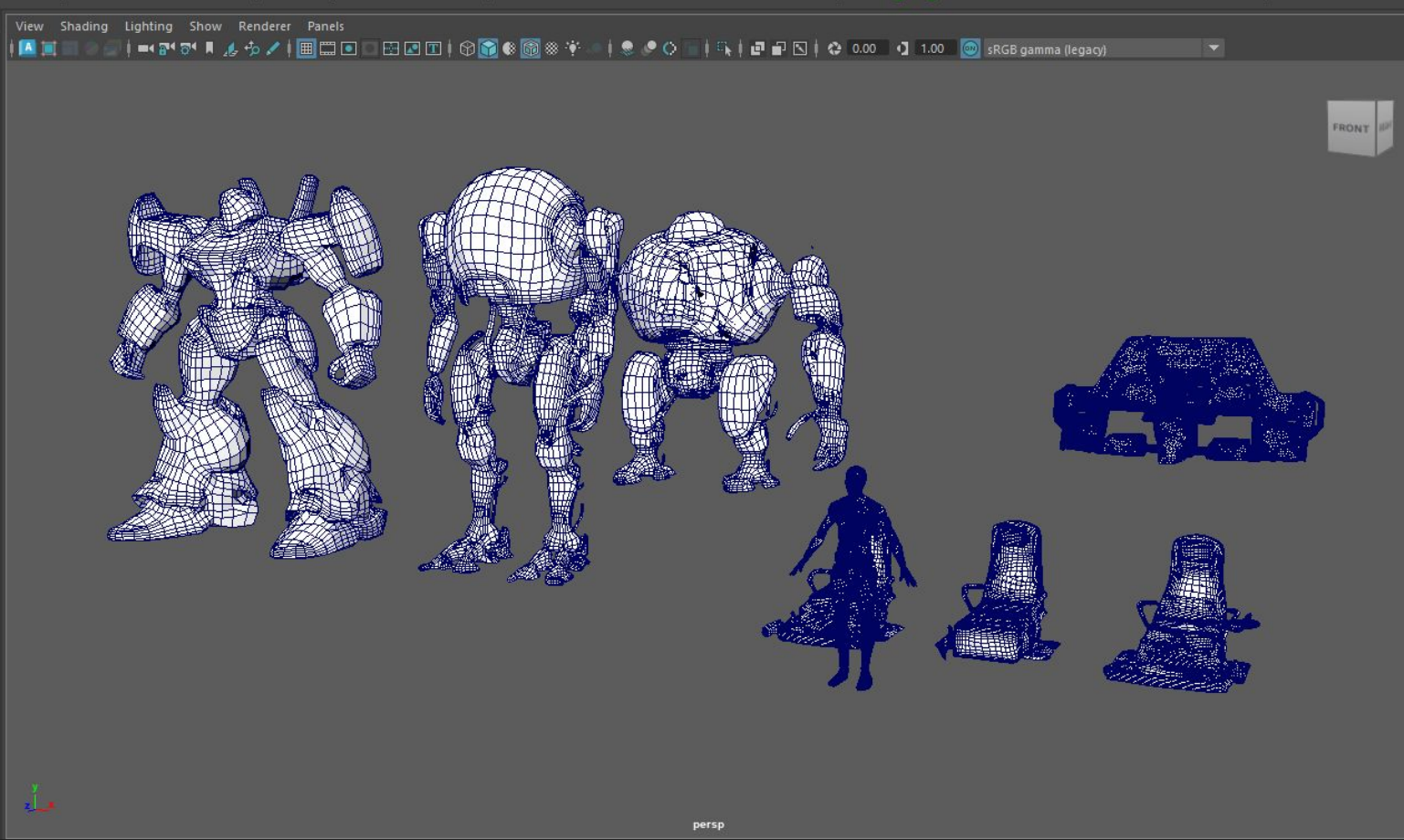
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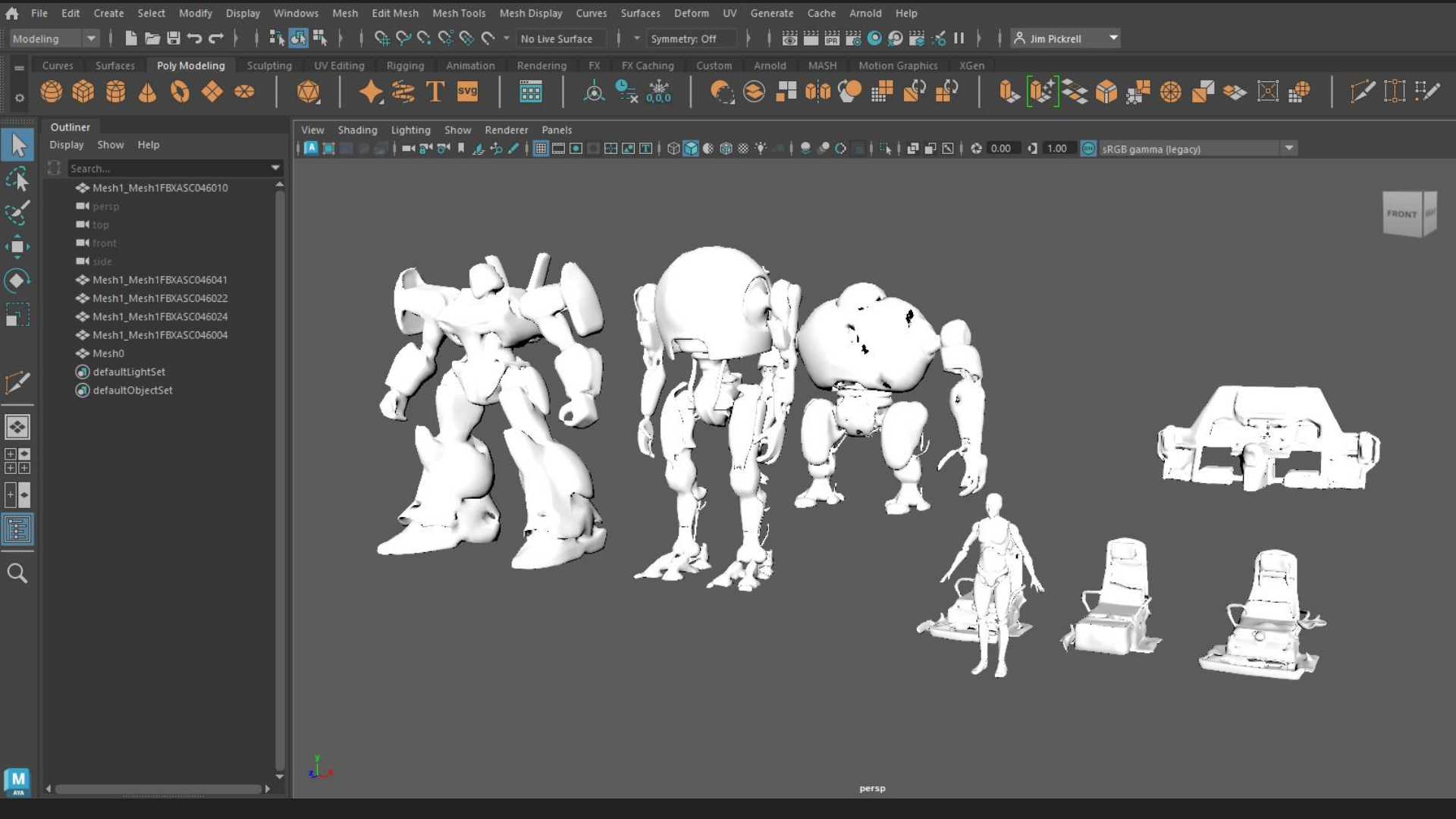
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MAYA





“Big Idea” Bullseye

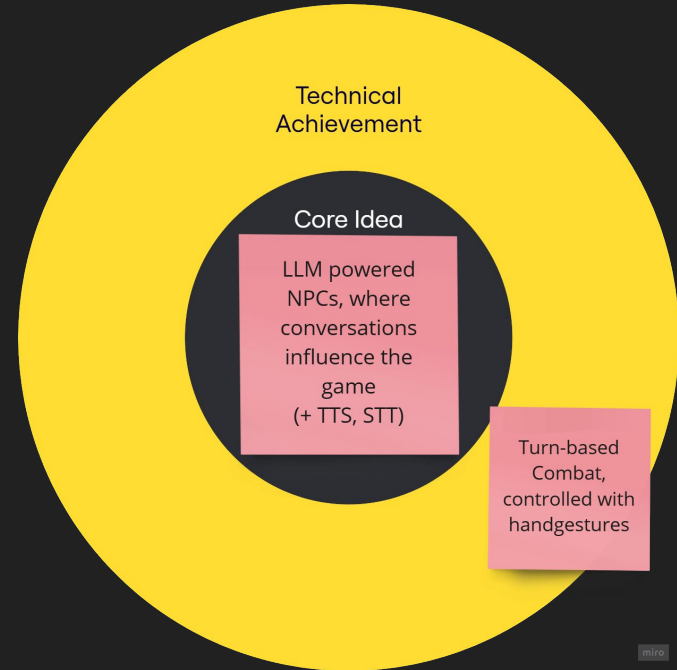
Core Idea:

Focus: Core mechanic featuring "LLM powered NPCs, where conversations influence the game,"

Features: Supports Text-to-Speech (TTS) and Speech-to-Text (STT)

Technical Achievement:

Features: Implementation of "Turn-based Combat controlled with hand gestures"



Tasks and Timeline

Milestone 2 - Game Prototype (13.11.)

On this date we will deliver a fairly detailed description of a minimum game that has all of the features we want to have.

Milestone 3 - Interim Report (04.12.)

At this point, we should have the basic game mechanics working. This means rockets, robots, and we should also have a meeting room where players are assigned matches. Conversations with characters should work and should move the game forward.

Milestone 4 - Alpha Release (08.01.)

At this point, we hope to have a minimally functional game, which is playable.

Milestone 5 - Playtesting (22.01.)

We will recruit people to try the game and use a questionnaire to get feedback from them.

Milestone 6 - Final Release & Conclusion (05.02.)

At this date we should have a fully functional game ready for "Demo Day"

Assessment

1. **Main Strength & Most Cool Feature:**

This game offers players a fully immersive giant robot combat experience on the Quest 3, enhanced by interactive AI-driven NPCs that simulate historical characters in a humorous way.

2. **Success Criteria:**

The game will be deemed successful if the conversations with NPCs feel realistic and enhance the turn-based fight gameplay, making interactions entertaining and strategically beneficial.

