UNSOLVED
Hinterkaifeck

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Game Idea

The Unsolved: Hinterkaifeck is a first person adventure video game, with horror elements in which the player takes on the role of the main detective in an interactive story driven by exploration and puzzle-solving.

The Crime

It is April 4th of 1922 and the bodies of five members of Grueber family and their maid were just discovered by a party of unsuspecting villagers.

The stains of blood are still there, in the barn, in the house, in the beds...

Munich

Since earlier this summer we knew we wanted to create a game using the HTC Vive. While brainstorming we wanted it to have :

- Puzzle & Riddle elements
- Intriguing storyline
- Horror & Action elements

Munich seemed a weird theme until we thought we would bring an old crime back to life and try to solve it. When we found the Hinterkaifeck story… We struck a gold mine!

Gameplay

The game starts with the player standing in front of the Munich police chief's room. The first room will be like a sandbox where the player is asked to interact and start exploring/planning/navigating/interacting inside the game.

Tools

- Player can almost interact with everything in the environment.
- Tools can be used to solve Puzzles directly (Single layer puzzles)
- Tools can be combined to create a new tools (Solve dual layer puzzles)
- Tools can be weaponized.
- 3 in backpack, 2 in hands
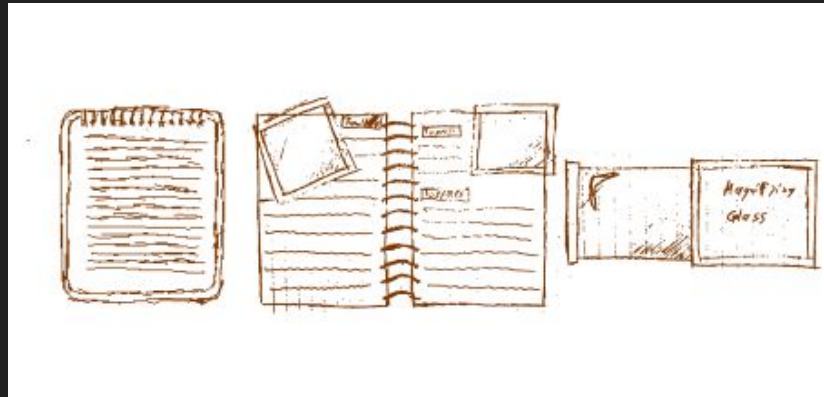
The Puzzles

The puzzles that the player will solve have an easy to average complexity. Most of them rely on exploring the environment. The puzzles' categories are

- Text-based : A riddle that point to a location
- Mechanical-based : Cut a rope to remove what is blocking your way
- Audio/visual-based : Search for the ticking sound
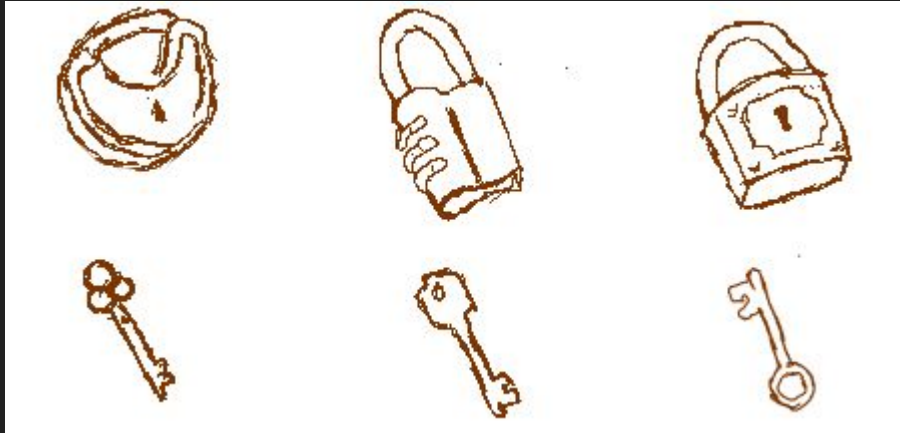
Simple Combat System

- Simple fighting mechanism.
- Throwing punches.
- Throwing items.
- Firearms. (if we have time)

Technical Achievements

The main tool that will be used in this project and the portal through which the player will experience Unsolved is the HTC Vive.

Vive is a very powerful tool and our choice as the main portal through which the player will interact with the digital environment around him. It consists of the headset, two controllers and two sensors that allow us to get feedback on the user movements and actions 90 times per second, which is the optimal rate for Virtual Reality games.

Technical Achievements

- Interaction (mimicking the real case scenario and translate it into the virtual environment)
- Real Physics Simulation

Technical Achievements

Realism is the key.

Therefore, another thing we want to achieve is the active and convincing usage of everything the user can get his hands on. We want our environment not only to be physically interactive but also usable. An example would be a match and a matchbox creating fire when combined with enough force or the user grabbing and opening doors in the exact same way he would in real life.
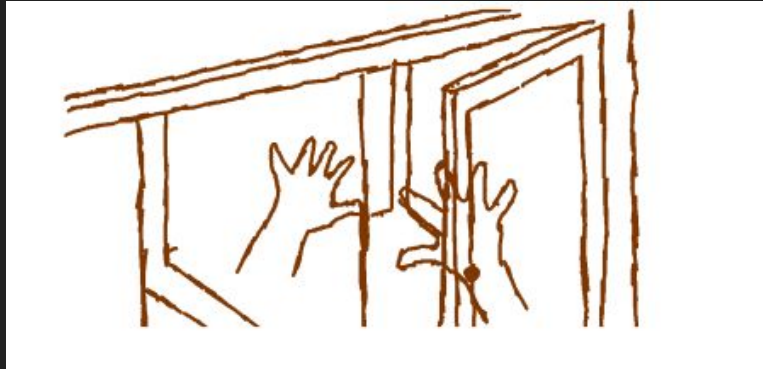
A Race Against Time...

Functional Minimum	Your Low Target	Your Desired Target	Your High Target	Your Extras
Interaction	**Interaction**	**interaction**	**interaction**	**interaction**
Grab And Throw	Combine tools	Use as weapons	Use object - all items	Object specific animations
Use object - item specific (Only what is in the bag + riddle specific)	Use object - more items	Use object - more items		
		Exchange items from one hand to the other		
Navigation	**Navigation**	**Navigation**	**Navigation**	**Navigation**
Vive Tracking	Vive Controller navigation		Space Rotation	
	Teleportation			
Environment	**Environment**	**Environment**	**Environment**	**Environment**
Office		Barn	Neighbor House	Hospital
	House 7 rooms	Car		

A Race Against Time...

Functional Minimum	Your Low Target	Your Desired Target	Your High Target	Your Extras
Special Effects	**Special Effects**	**Special Effects**	**Special Effects**	**Special Effects**
Dialogue/Notebook	Dialogue/Notebook	Events	Weather Effects	Fire
		Dialogue/Notebook	Dialogue/Notebook	Water
		Detective mode		
Audio	**Audio**	**Audio**	**Audio**	**Audio**
	Sounds of Items		Background music	Voice Acting
Puzzles	**Puzzles**	**Puzzles**	**Puzzles**	**Puzzles**
Single Layer	Double Layer	Triple layer		
Animation	**Animation**	**Animation**	**Animation**	**Animation**
Hands	Items	Character/Car	Decoration items	Object specific animations
Fighting Mechanism	**Fighting Mechanism**	**Fighting Mechanism**	**Fighting Mechanism**	**Fighting Mechanism**
		Punches	Guns and health system	
Modeling	**Modeling**	**Modeling**	**Modeling**	**Modeling**
Riddles only, Case file, bag, bag items	Decoration,Chief	Extra Decoration	Extra Decoration	

The Big Idea (Bullseye)
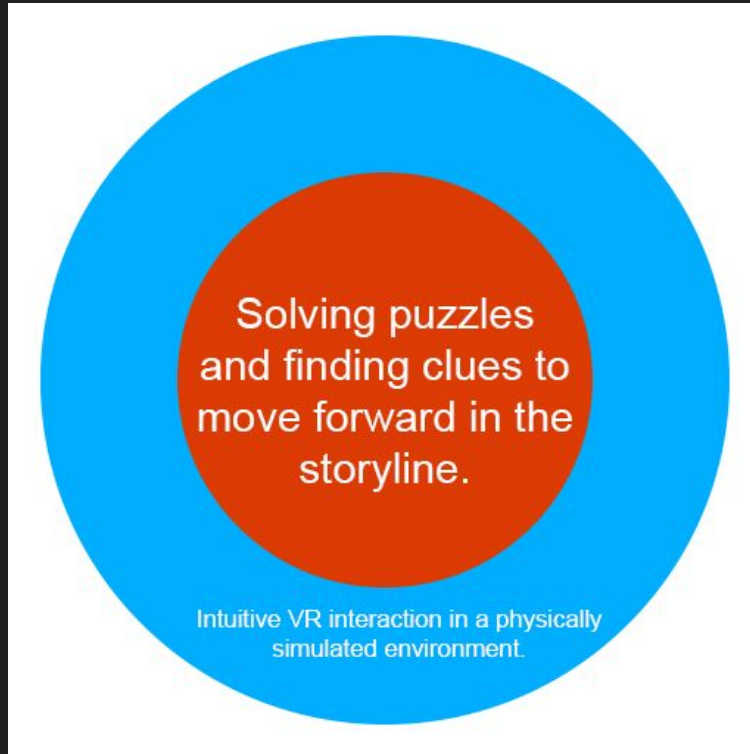
Inspirations

Our inspirations should give you a better idea from where we come from and what we want to achieve.

References

http://www.hinterkaifeck.net

https://en.wikipedia.org/wiki/Hinterkaifeck_murders

http://mysteriousuniverse.org/2014/09/the-mysterious-unsolved-murders-of-hinterkaifeck-farm/

Questions

Ask 'em !