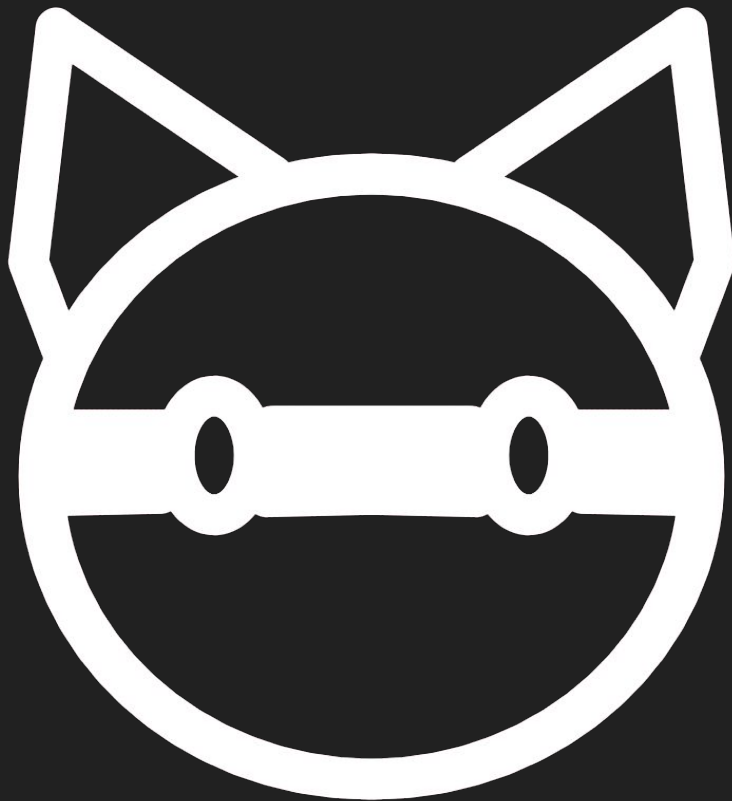


DupliCat



DupliCat

By Brush n' Rush

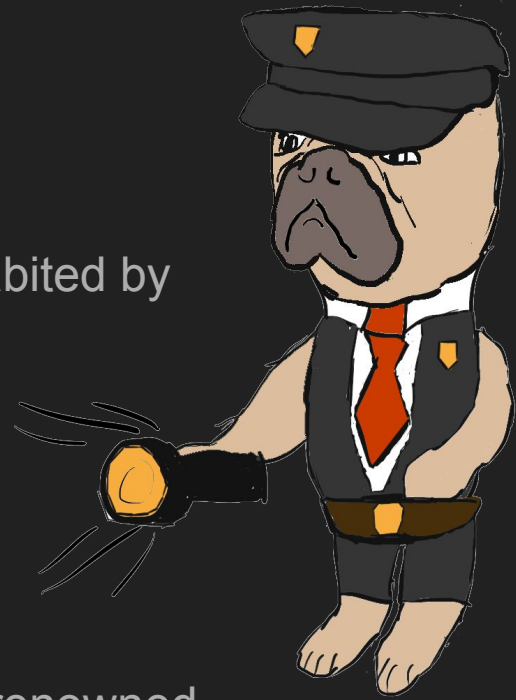
Clemens Fromm, Kim Simon, Klejdi Sinollari, Georg Eickelpasch, Leonard Keil

Game Description - Story

Set in the 1980s of an alternative world inhabited by humanoid animals.

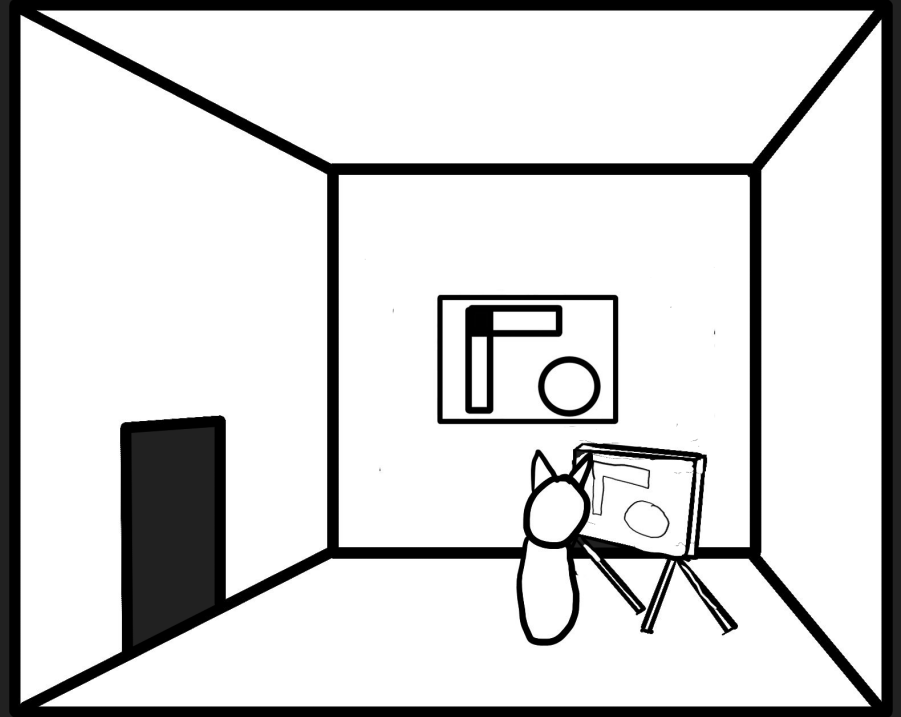
Play as the infamous art thief DupliCat.

Duplicate and steal the art displayed in the renowned Miauseum of Hiss-tory in Pawris.



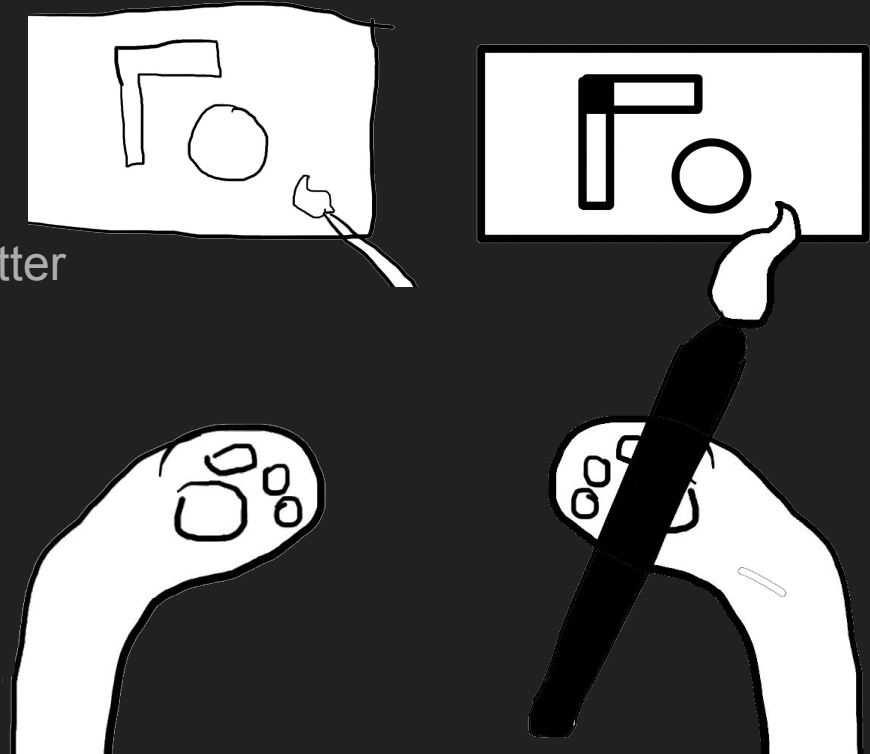
Game Description - Theme

- Duplicate art objects by copying and recreating them.
- The duplicate is being compared to the original
- DupliCat is a counterfeiter and repli-cat-or.



Game Description - Gameplay

- Single-player interactive VR puzzle game
- Players find themselves in a gallery
- Steal an art piece by duplicating it
- Recreate the object
- The closer it is to the original the better
- Various influences hinder them
 - Draw in the dark (flashlight)
 - Patrol guards
 - Thieving mice
 - ...



Technical Achievement

Similarity Calculation Algorithm

- Algorithm Utilizing Heuristics
- ~or~
- Machine Learning Model

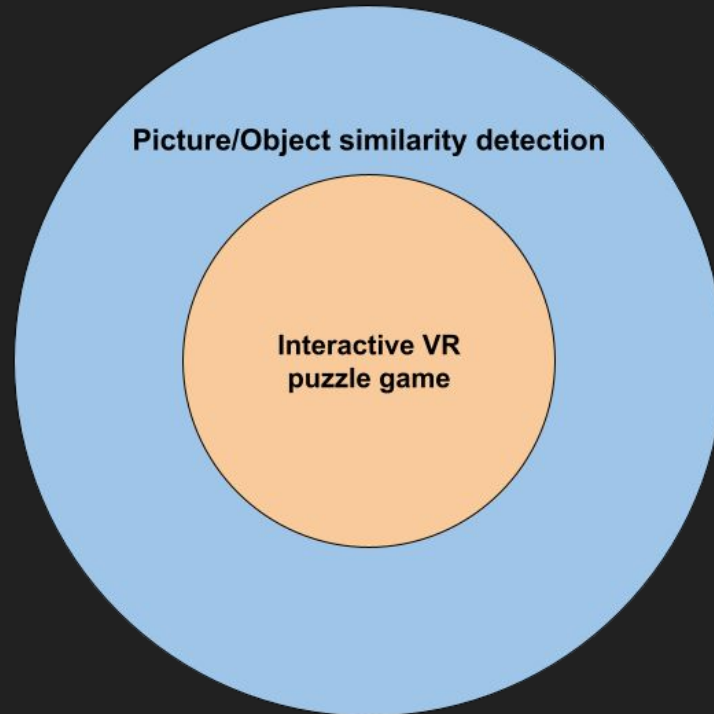
Computer Controlled Characters

- Act autonomously
- Respond to external stimuli

Drawing and Sculpting in Virtual Reality

- Drawing On a 2D Canvas
- Sculpting of a 3D Primitive
- Using VR Controllers
- ~or~
- Hand Tracking

“Big Idea” Bullseye



Layered Tasks Overview

Functional Minimum

- VR setup
- Basic drawing mechanic

Low Target

- Picture similarity detection
- Basic art and assets
- Simple 3D environment

Desired Target

- User Interface (menus and interface)
- Audio (music and sound effects)
- Story
- Game modifiers and conditions

High Target

- 3D sculptures as art objects
- Sculpting mechanic
- Object similarity detection
- Stealth mechanics

Extras

- Additional game modes
- Procedural shapes and paintings
- Scoring system

Assessment

- Goal: Immerse Players in fantastical life of art thief.
- Core gameplay very intuitive due to VR tracking.
- Drawing: Common activity, enjoyed by many audiences.
- Family friendly through anthropomorphic characters.
- Immersion through detailed virtual world.
- Story gives context, paired with environment allows for gameplay modifiers.

Thank you!
Any questions?