



GAME IDEAS AND INTEREST

RGL



● Idea 1 – Data centre Management Sim

Gameplay

- Manage a Data centre
- Buy servers, racks and switches
- Control the flow of data and workloads
- Distribute power and cooling
- Balance upfront cost vs cost of ownership
- Refine and rebuild your network based on changing demands
- Build redundancy and keep the data centre online



● Idea 1 – Data centre Management Sim

Design and Interface

- 3D datacentre with physical racks and components
- Physical assembly of hardware
- Manually connecting ports
- Use a virtual tool (tablet/laptop) to view network topology and manage data flow
- First person with HUD
- Custom controls that allow VR like manipulation with a 2d screen



Idea 1 – Data centre Management Sim

Market and Inspiration

Prison Architect

- Build a Prison
- Contain Prisoners
- Manage living/working conditions
- Earn money
- Build bigger
- Stonks

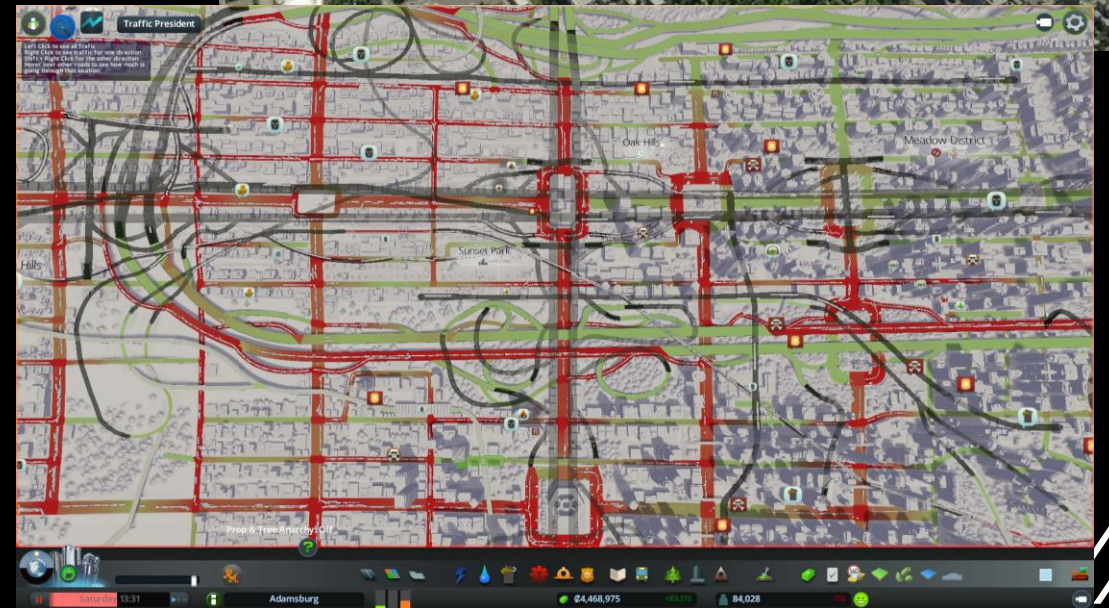


● Idea 1 – Data centre Management Sim

Market and Inspiration

Cities Skylines

- Build roads
- Zone residential/commercial/industrial
- Automatically populated, now have demands
- Satisfy infrastructure demands for citizens
- Profit



● Idea 1 – Data centre Management Sim

Control Scheme

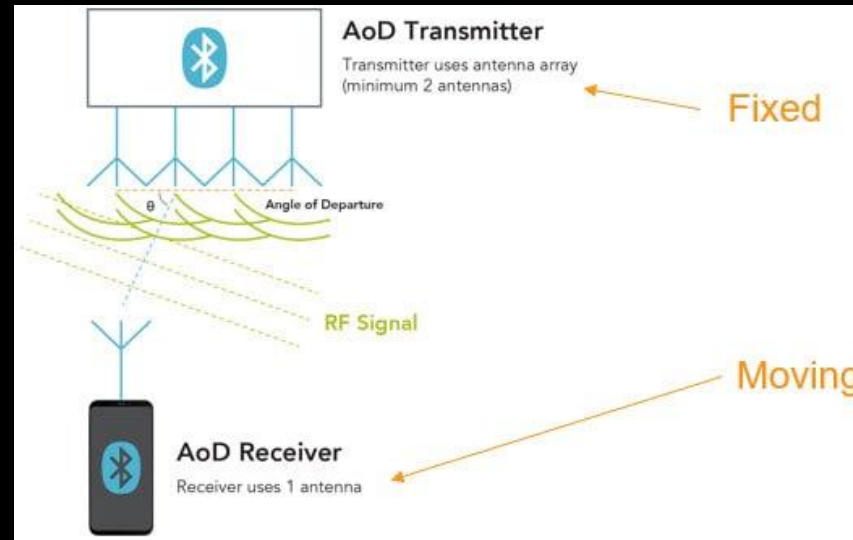
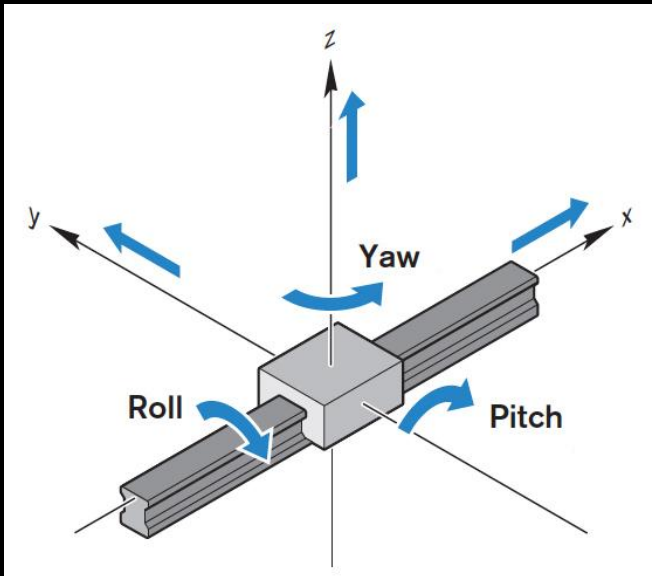
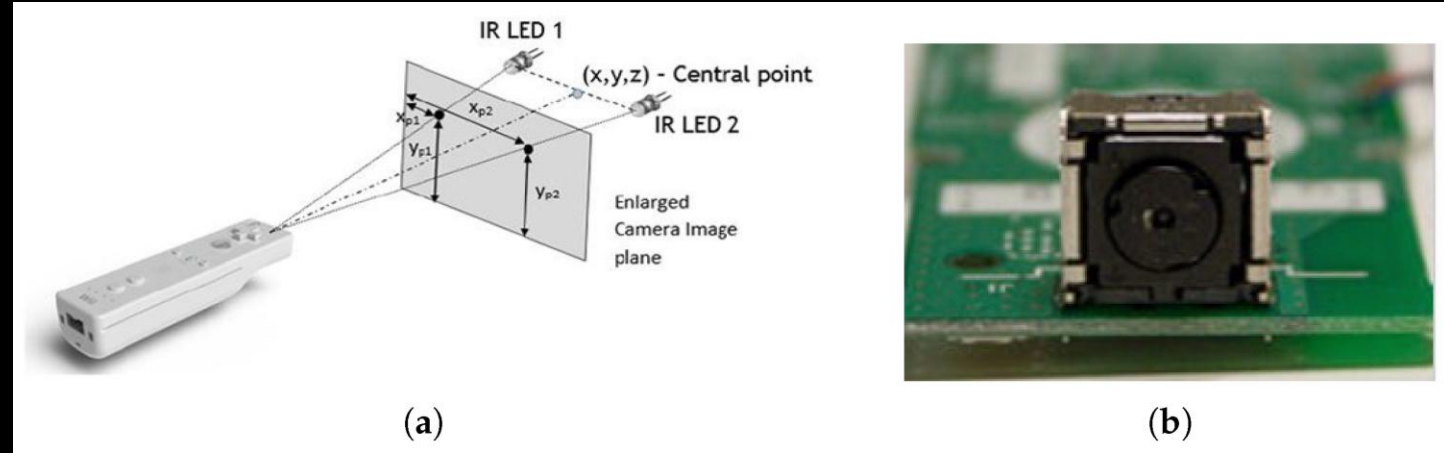
- Custom VR style hand controllers
- Able to manipulate components with physics
- Gravity gloves style interaction with environment >>>>>
- Rotate and view a single rack and manipulate parts of it (like the bomb) vvv



● Idea 1 – Data centre Management Sim

Control Scheme

- Custom VR style hand controllers
- Camera tracking works but requires line of sight
- Machine vision also requires line of sight and limits no of trackable objects
- IMU 6 axis gyro
- Directional data from Bluetooth



● Idea 2 – Laser and Optics Puzzle Game

Gameplay

- Escape a research lab by completing a series of puzzles
- Manoeuvre optical components around to manipulate light
- convert wavelength, power and beam diameter and direct to the correct locations
- Learn more about photonics



● Idea 2 – Laser and Optics Puzzle Game

Design and Interface

- 3d “LAB”
- Built in unreal for realistic light effects
- Inspiration drawn from real Photonics and Experiments
- Scaled up, you are lab rat sized, and components appear huge



● Idea 2 – Laser and Optics Puzzle Game

Inspiration

- Photonics
- Modular components
- Bolted to a big table
- Light bounced around in a relatively 2d layer



● Idea 2 – Laser and Optics Puzzle Game

Market and Inspiration

Portal and Portal 2

- Moving around 3d components
- Direct light beams
- Direct physics objects
- Complete puzzle rooms to progress
- Escape facility

