



Designing for Mobile VR in **Dead Secret**

Chris Pruett

Robot Invader + Oculus

GAME DEVELOPERS CONFERENCE®
MOSCONE CENTER · SAN FRANCISCO, CA
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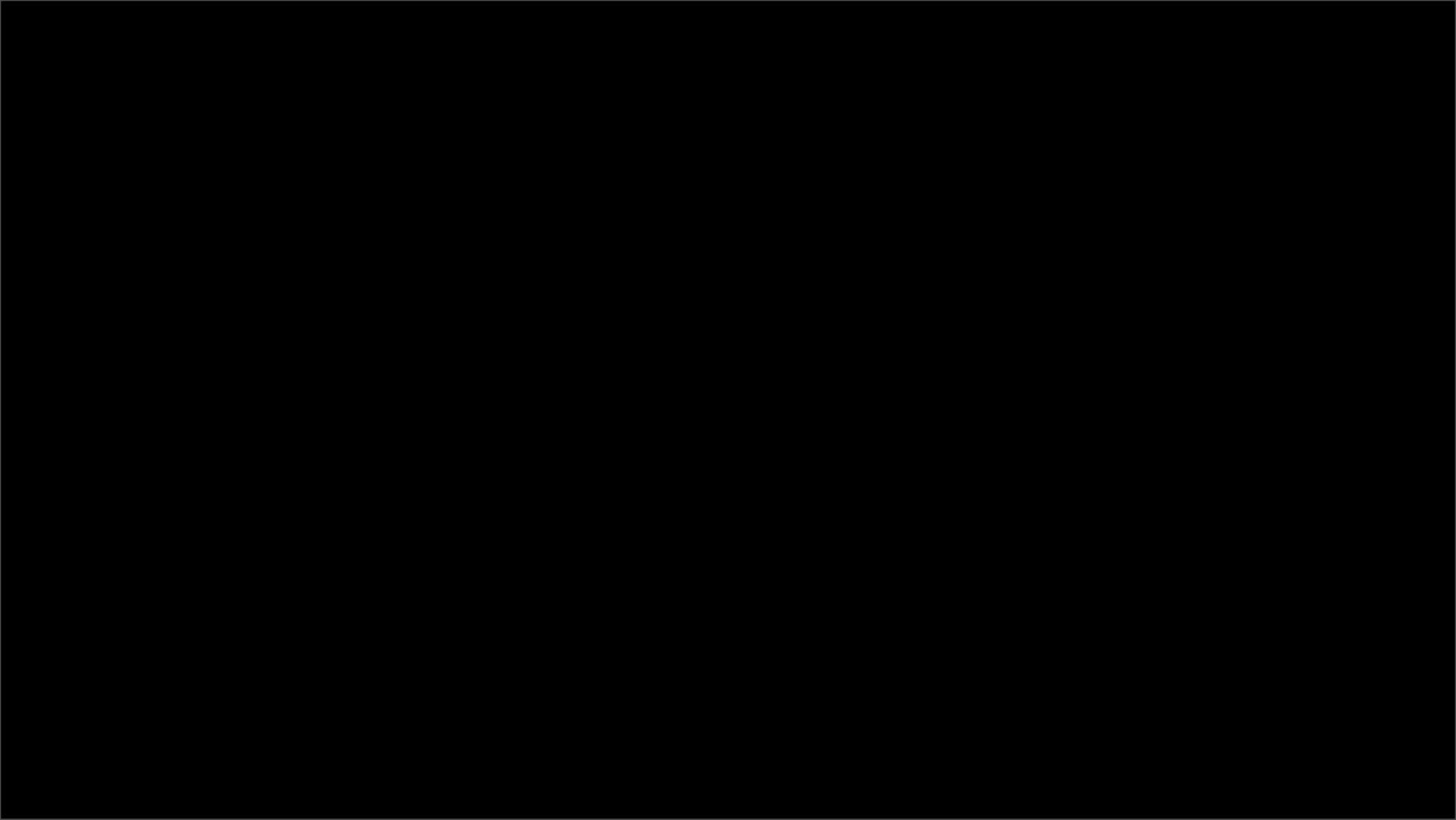


DEAD SECRET



Tuesday, March 3, 15

[illegible]

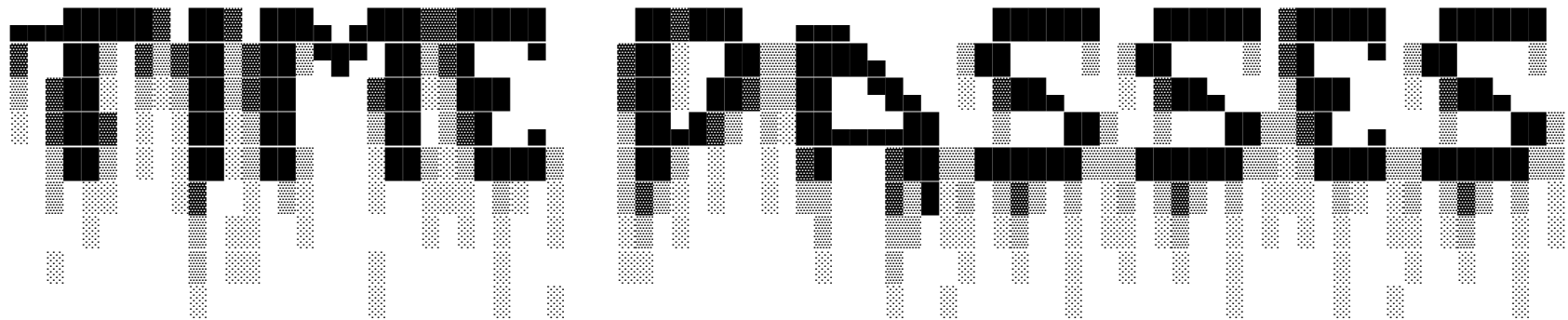




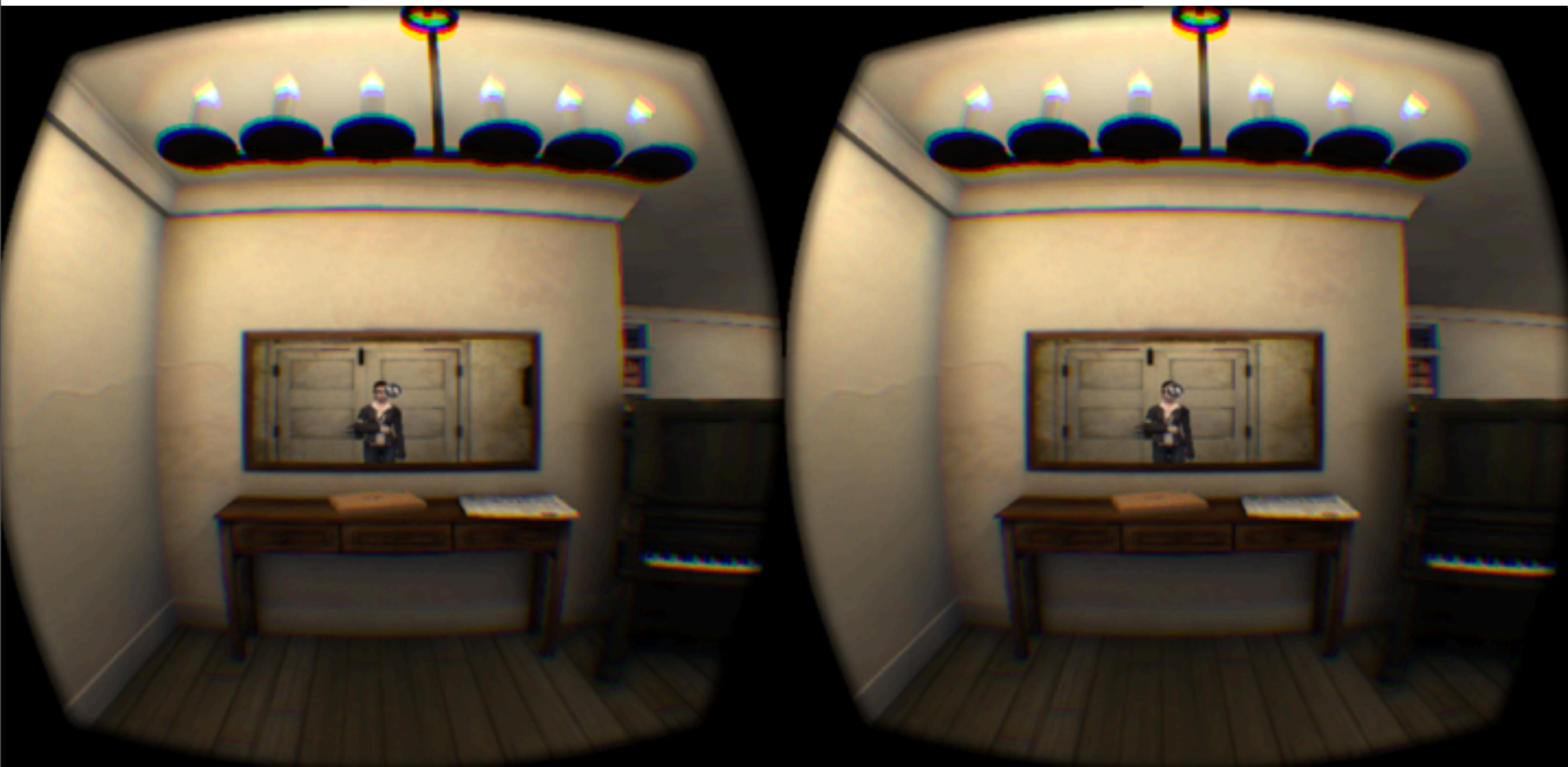


We can **totally** make this in three months!











WALK THROUGH

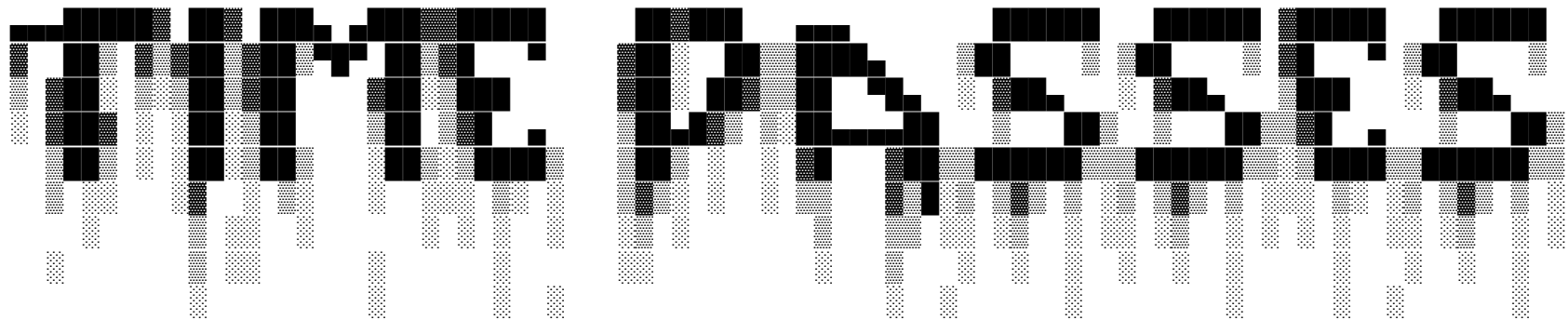
W A L K T H R O U G H

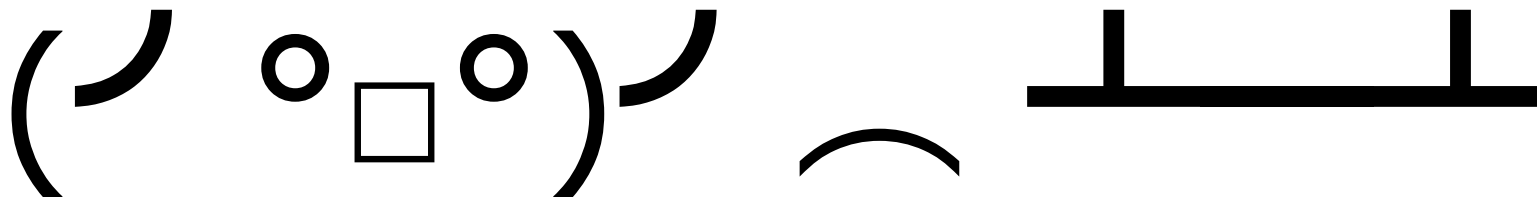
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- 1) Looking at the environment
- 2) ...







~~Plan A~~

~~Plan B~~

~~Plan C~~

~~Plan D~~

~~Plan E~~





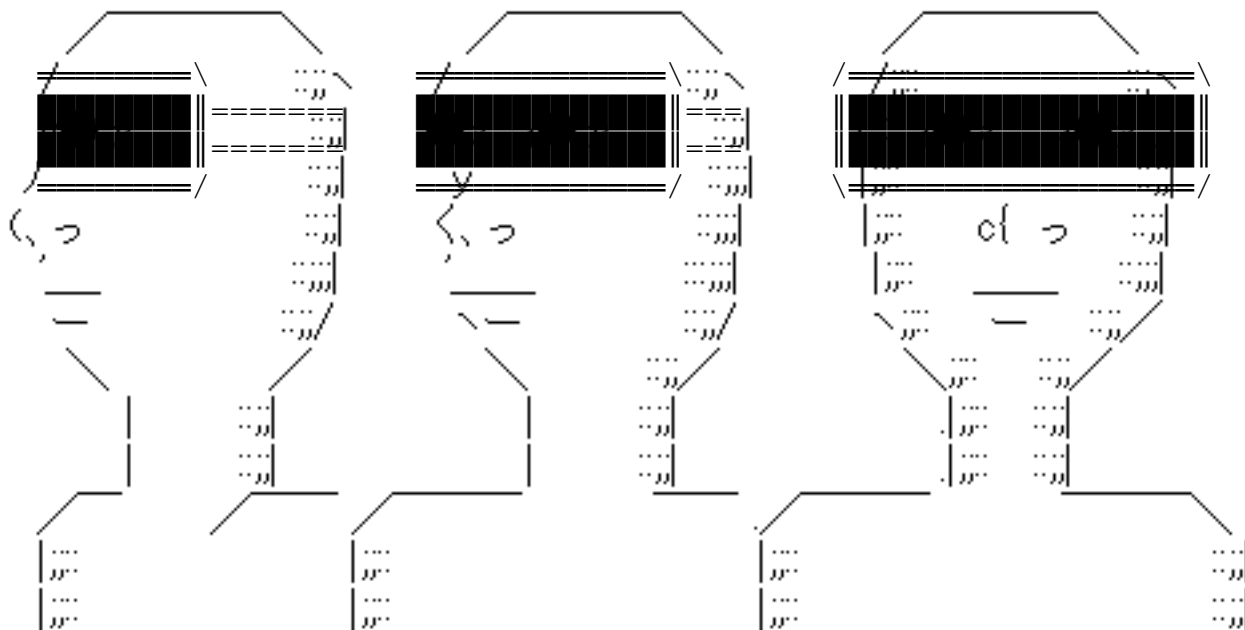


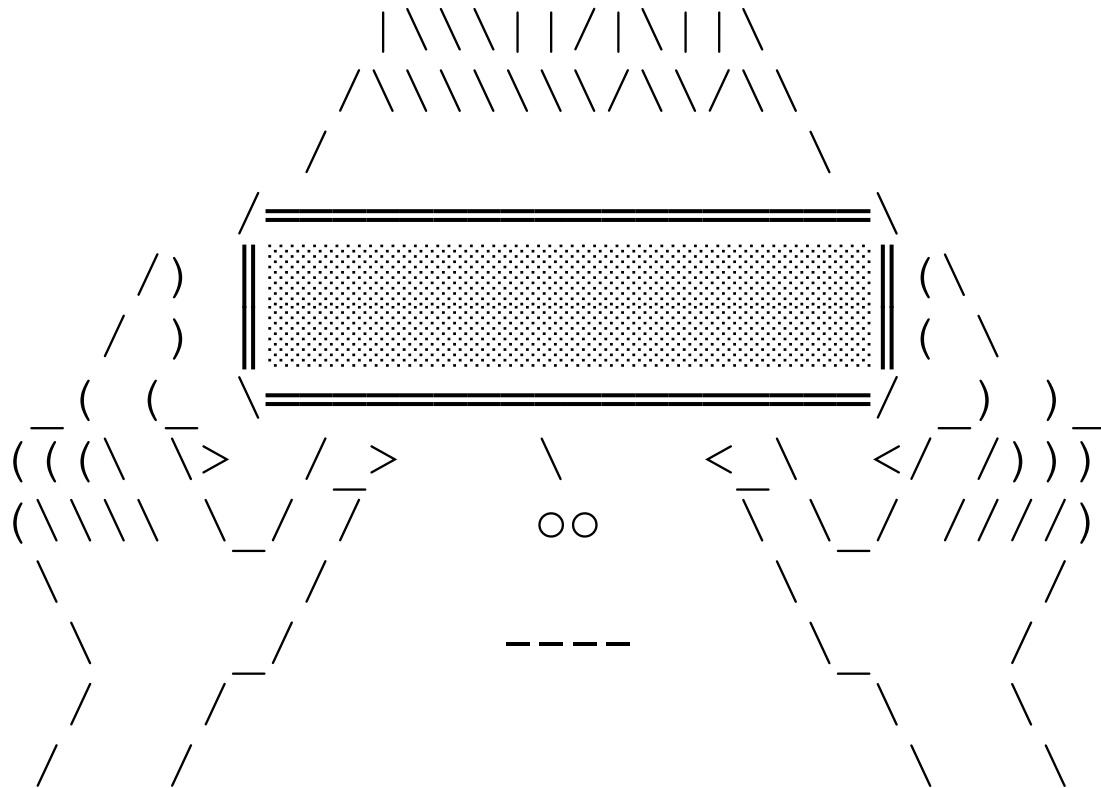


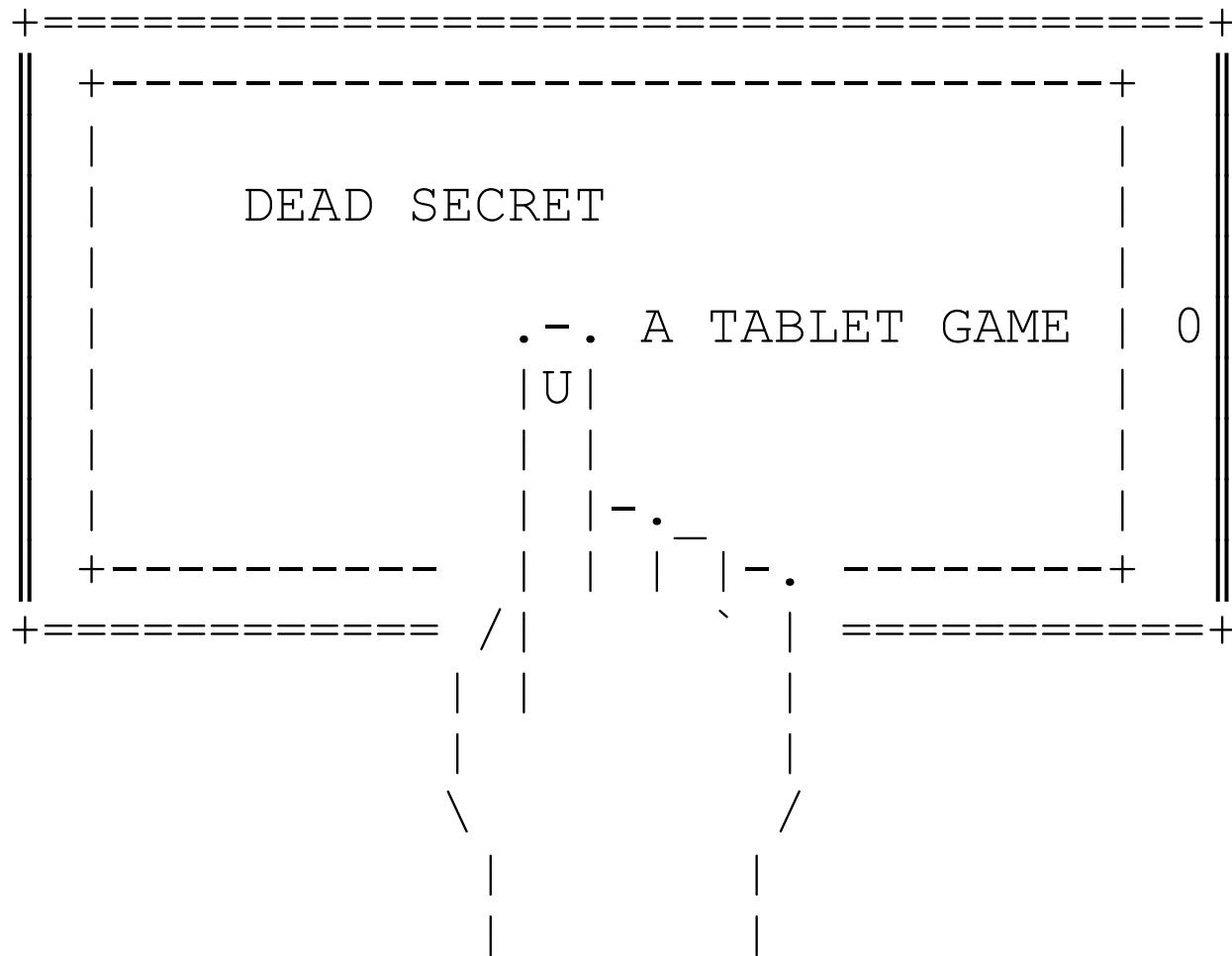
```
ZZZZZZZZZI??II?II$$ZOOOOOOOOZZ77II7IIII7I????:
ZZ8ZZ===+=++?++I?OZODO8O??+?+??I?$IO$$8OZO8
$ZOZ=~====+=====7+OZODNI~====+++=++I?77OO888O.
:ZZZ::~==~~~~~IZO7OOM::~====~=?=DI$OZ88OZ.
.ZZZ,,,,,:::=~$OI$ZN,:::~::~~+~ZZ7ZDNOOO:
.Z$Z:,,,,,:::,+OI7$7$I::~::~~+:Z877NNOOZ.
.$7$:,. ....,,:+Z?$$$ZO:,,,,,:~::~~+O$MMNZZZ
.$7$,,.. .:=I7I7I77$=$7$77I7II?=:~IOZMN8$ZZ
II7:+=II::~====+I?IIIII?~+=+=?=$7I+INMDZ$$
O~+I:,=ODDDDO8888DD8D8DDDDNDOD88$~=$7I$ZII:.
=I:$8NDNMMMMMMMMMMMMMMMMMMMMMMMMMMDO8$I7I7~
~I78DMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMN8Z$.
IZ8MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMNO$.
$8MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM$,
.+OMMMMMMMMM$?7I?~, . .+MMMMNDDM,,.....,+MMMMMMMMD7
?8MMMMMMMMMM+ .....+8OO88888M:,..... .+MMMMMMMMM87 ..
?8MMMMMMMMMMN$ .....+8OOOOO8DM,: .....?NNNNMMMMMMN8O..
+OMMMMMMMMMMMO .....I88OOOOZOM:,.....?NNNNNNMMMMM8O.
.$NMMMMMMMMMMNO .....I8OOOOOOON:.....IMNNNNNNMMMN8O.
$DMMMMMMMMMMNO .... . ,Z88OOOOOONI:,.....IMNNNDNDNMMMNZ.
?8NMMMMMMMMMMMNZ .....I7$O8Z888DOODZ$7,.....,INNNNDNMMMN7,
$NMMMMMMMMMMNMNNDDO77777$77888D888OD8OOO8888888DNNNDDMMMMMD$
.DNMMMMMMMMMMNMNNNM8OOZZZZOOZOOD888OODDDDDDDDDDDDD8D88MMMMMM8Z
.8DMMMMMMMMMMNMNNNOZZZZOZOZO888O888DDDDDDDDDDDDMMMOO
ONNMMMMMMMMMMMNND$ZZZOOOZO8NMN8OO88DDDDDDDDDDMMMMMMMM8O
?DDNMMNMMMMMMMMMMNDZZZZOOO8DNNMNDN8888DDDDDDMMMMMMMMMM88
?DNDNMMNMMMMMMMMMMNNDNMM+Z8DNDMMM8MNMNMMMMMMMMMMMMMMMN8O
8NNMNNNNNDNNNNNNMMNNNDZDDNN8MMMND8DNNMMMMMMMMMMNMMMMMDOD:
.. .~NN8NNNNND88888I.?Z8DNDODMMM8+=$$$SOOZ888DNDNDND8DD8D= .
. .+$DNDONM87+:++~. :$ODD8NND88OZ,
. .~+ZDNDZN8I=?7~.
.,~I8DNN8ND7++?7
```




no wires!







<-- a tablet



Tapping

~~Dragging~~

~~Pinching~~

~~Multi-finger Tap~~

~~Tilt~~

~~Shake~~

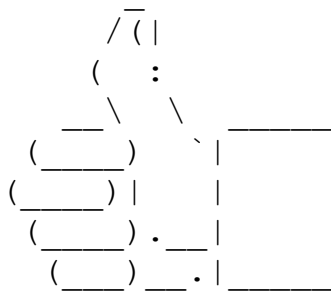
~~Rotate Device~~

~~Press and Hold~~

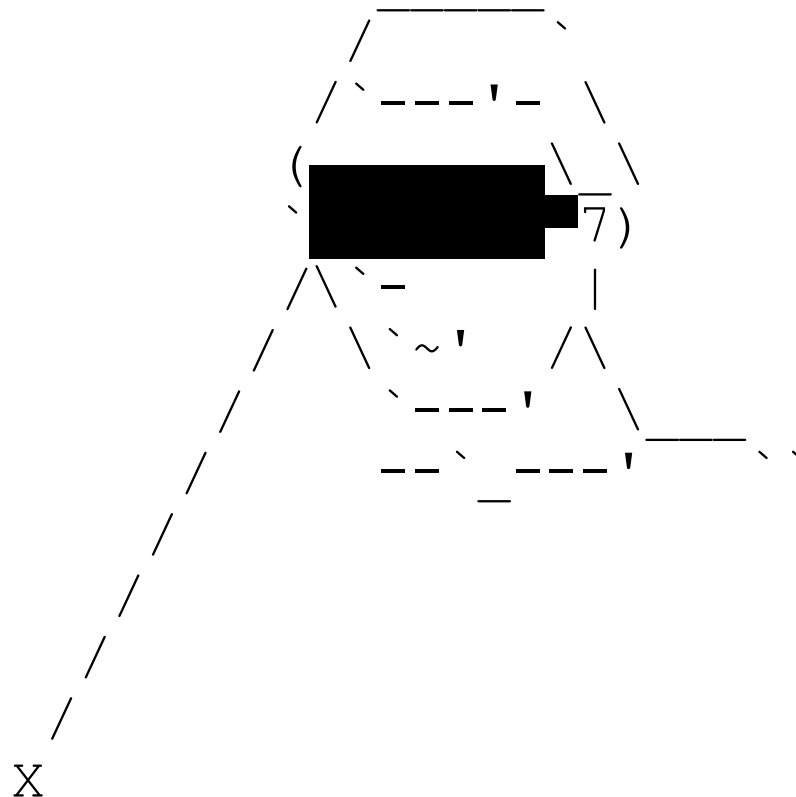
~~Vibration~~

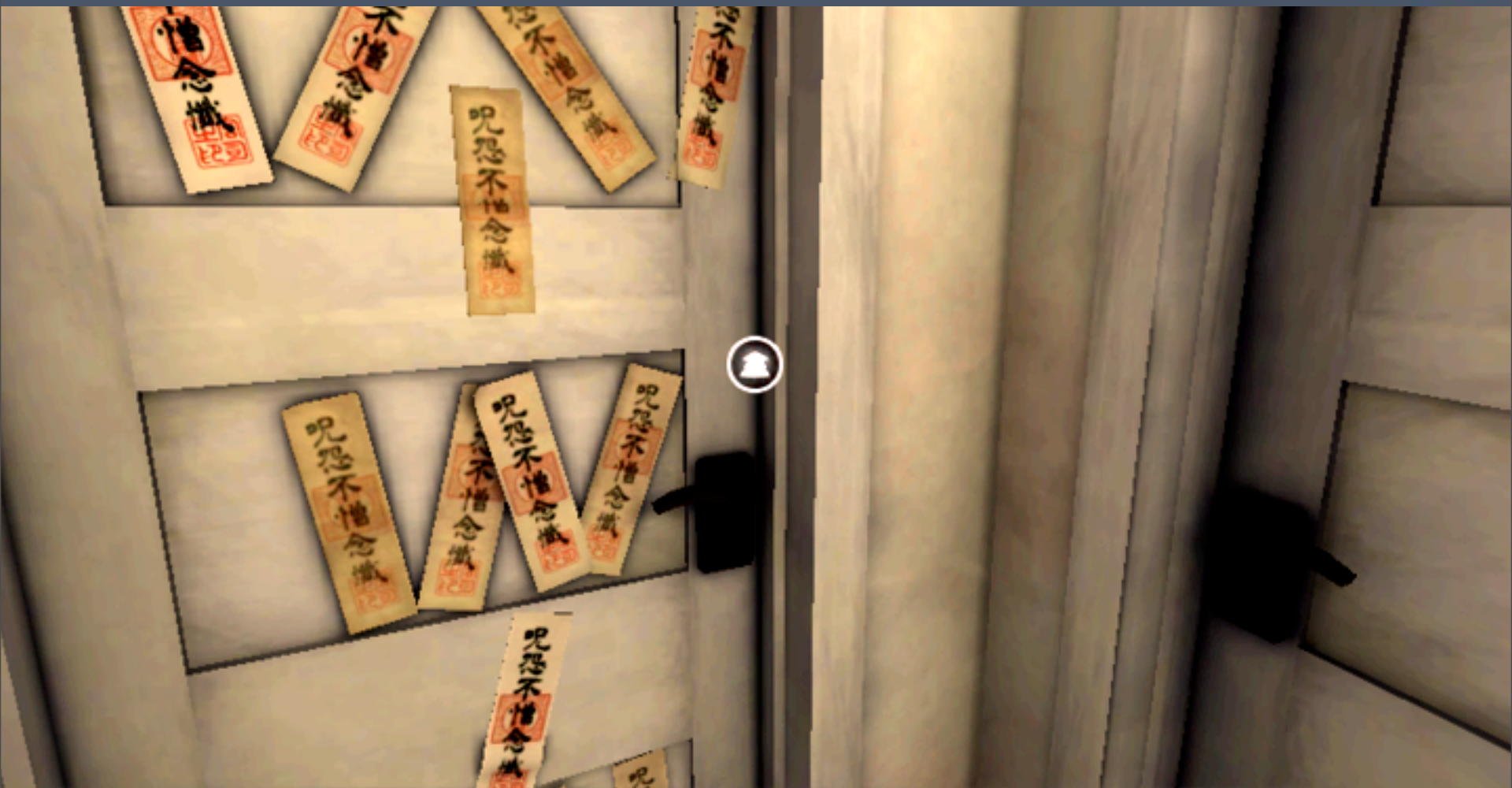
~~Controller Button~~

~~Controller Stick~~



Tapping A-OK!







DEAD SECRET v1.0

Basement

It's pitch dark. In the tight beam of the flashlight you make out a table with a tangled rope on it.

A Gordian Knot is here.

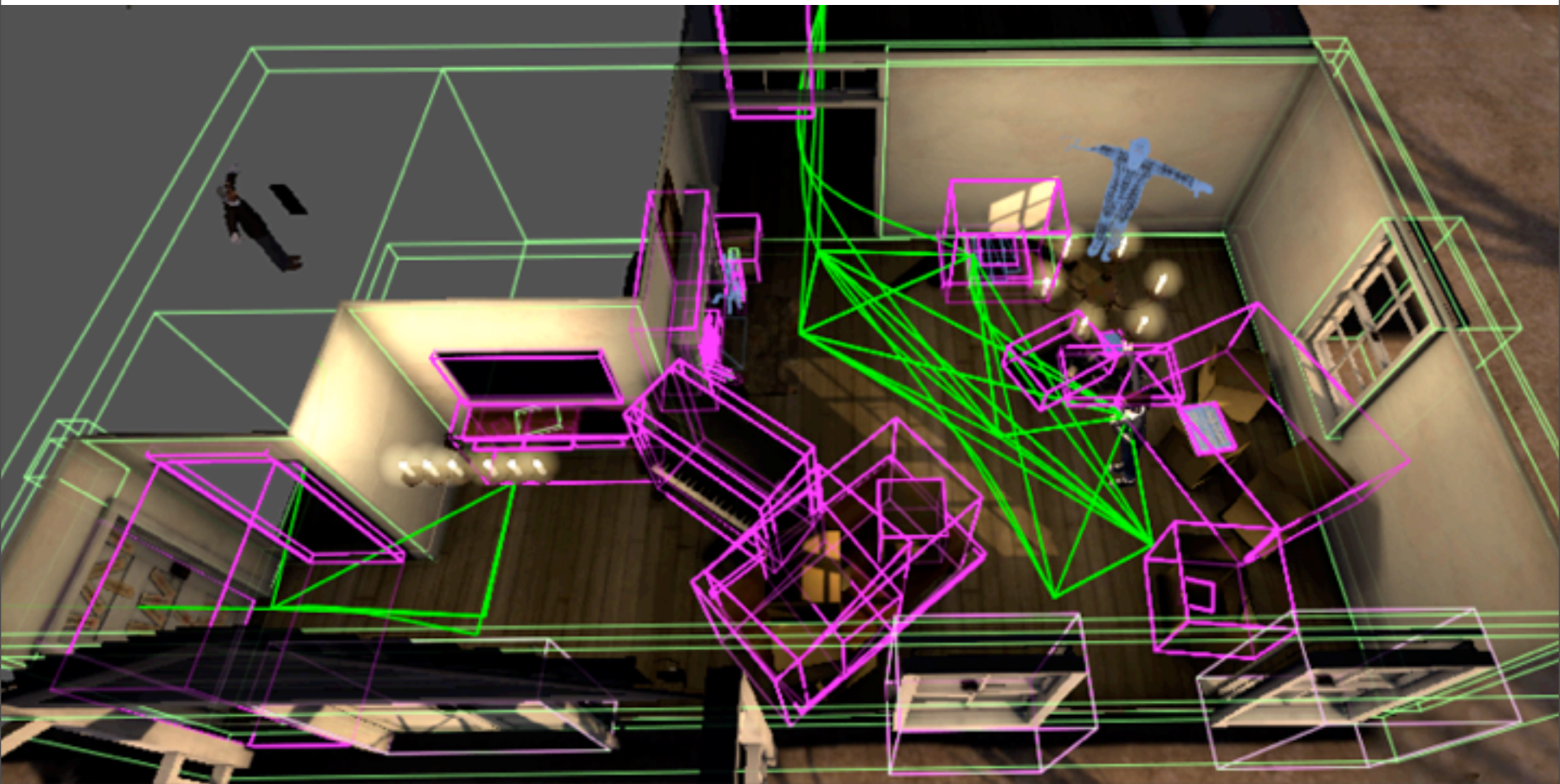
> untie Gordian Knot

You untied the Gordian Knot.

>

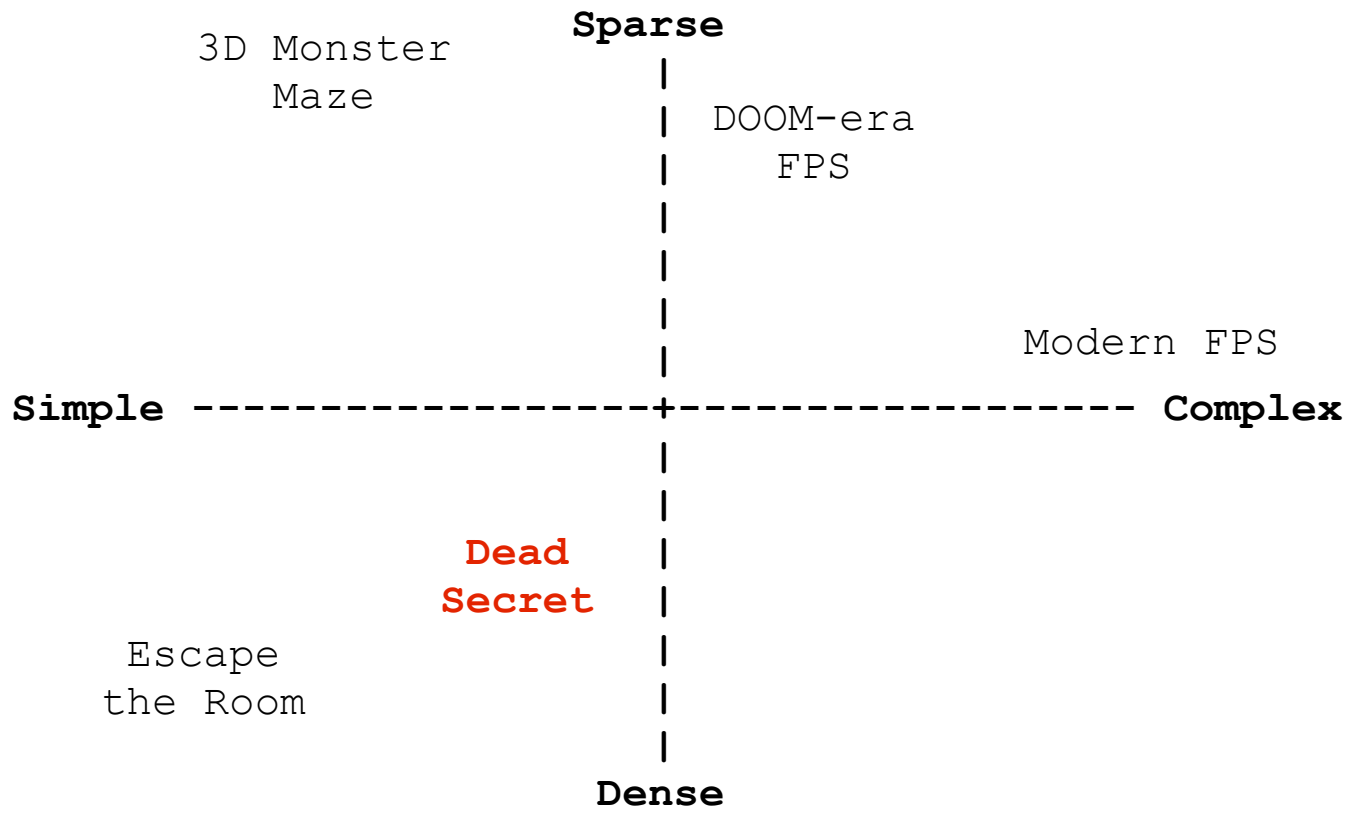


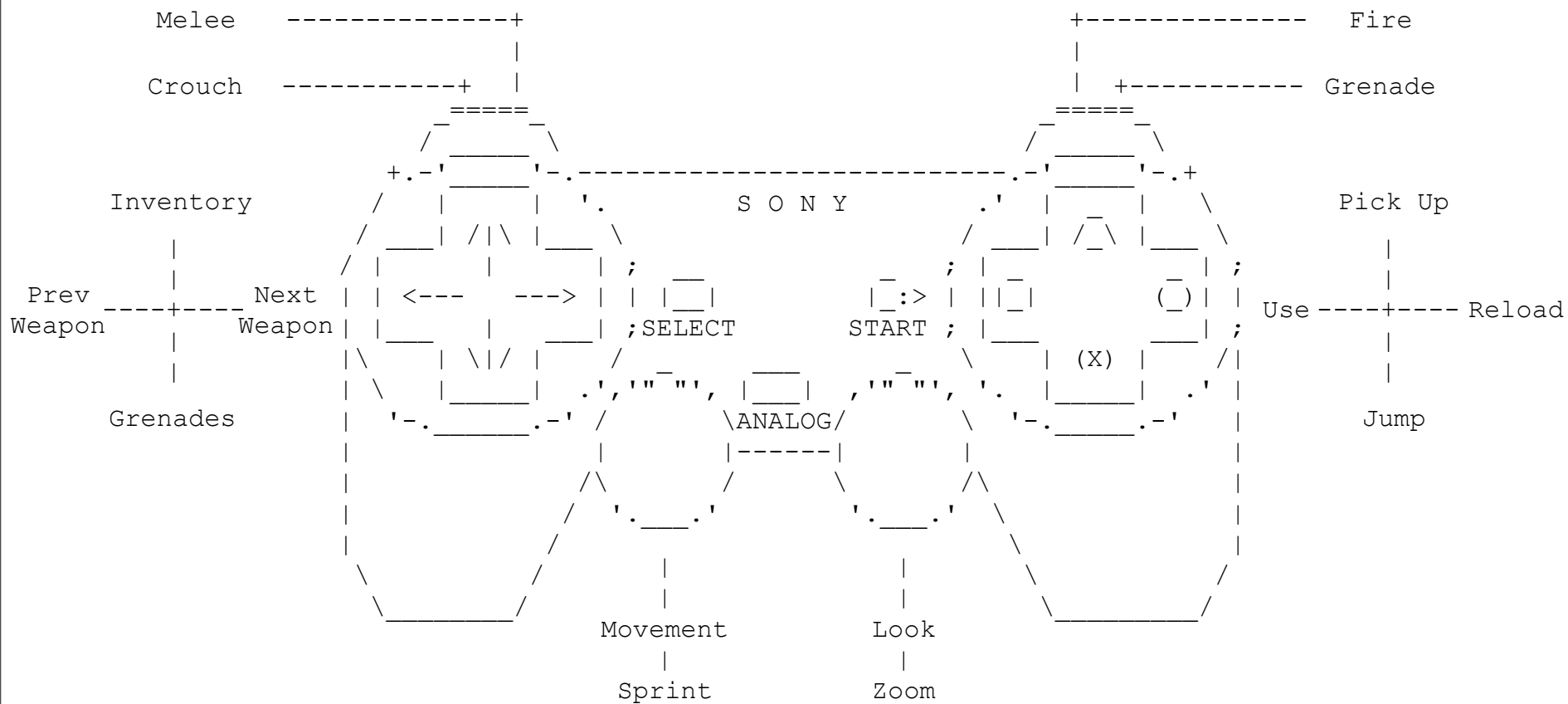






Locomotion Complexity vs Environment Detail Density

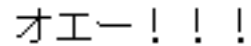




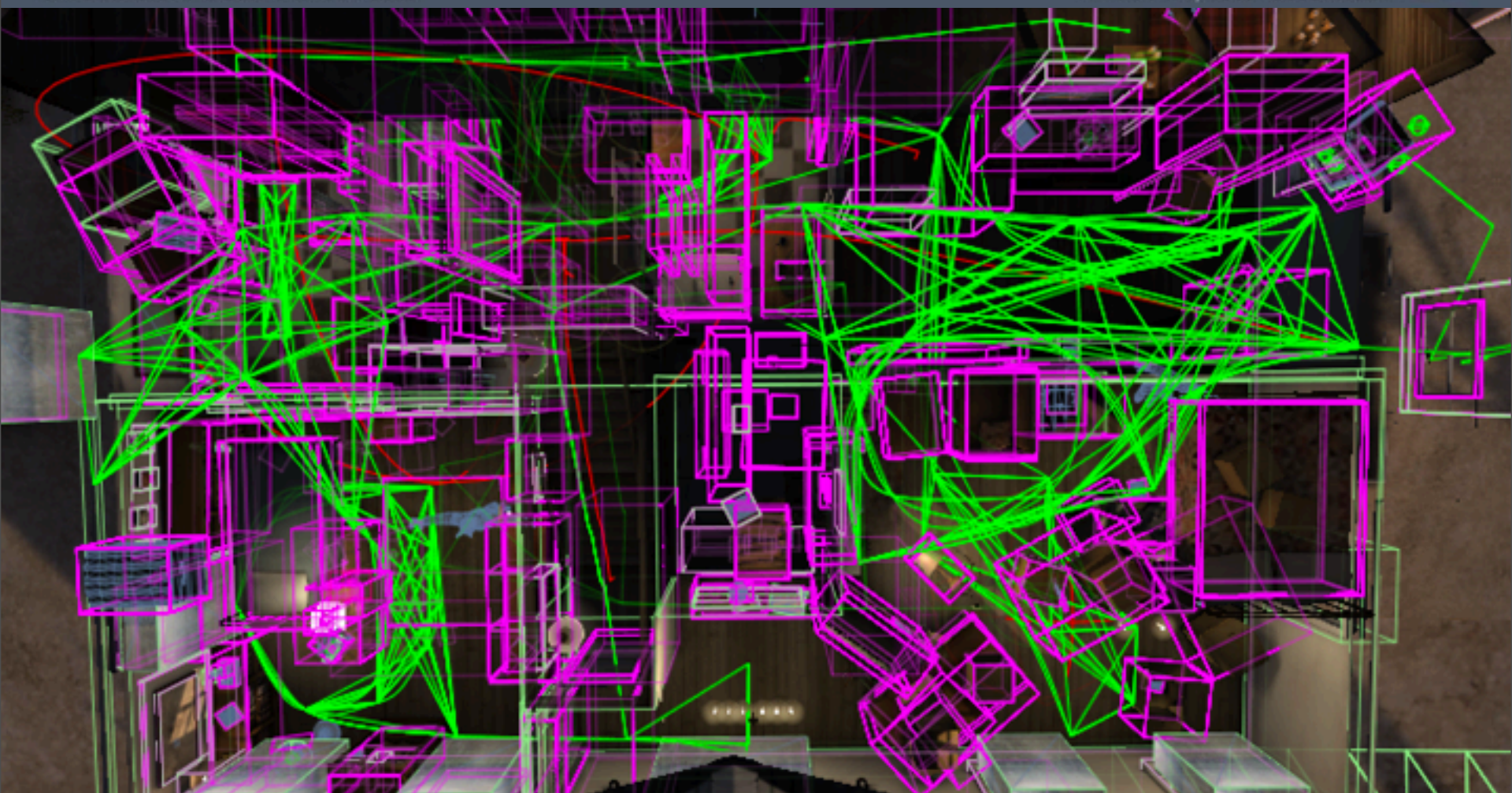


```
#####
#           #
#  Soap  #
#           #
#####
#           #
#  Wire  #
#           #
#####
#           #
# Banana #
#           #
#####
#           #
#           #
#           #
#####
#           #
#           #
#           #
#####
```

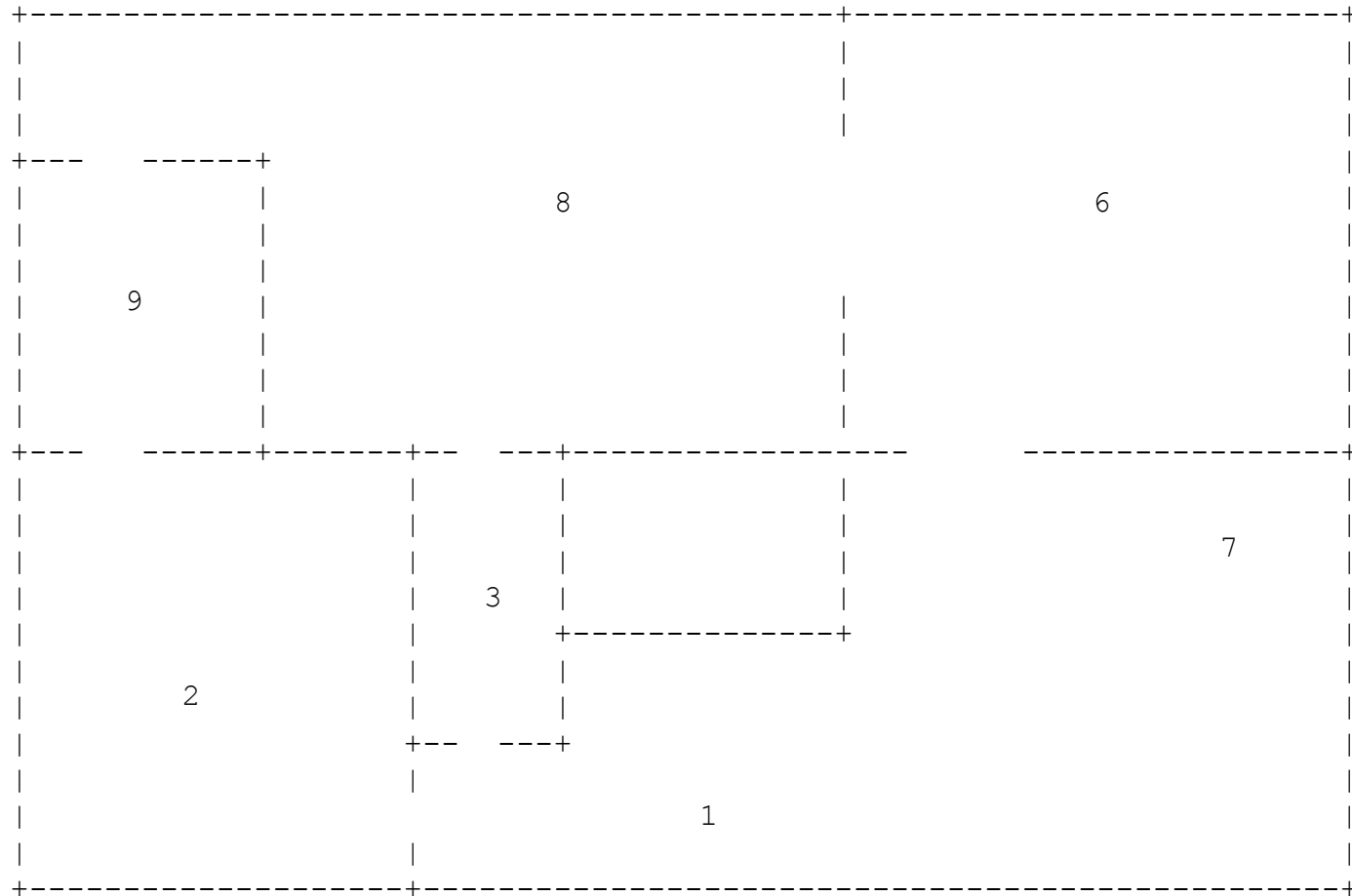
Diagram illustrating a game development concept, likely related to the "Wire" and "Banana" labels. The diagram features a central structure with various lines, boxes, and symbols, including a dashed line forming a large 'X' shape on the right side.

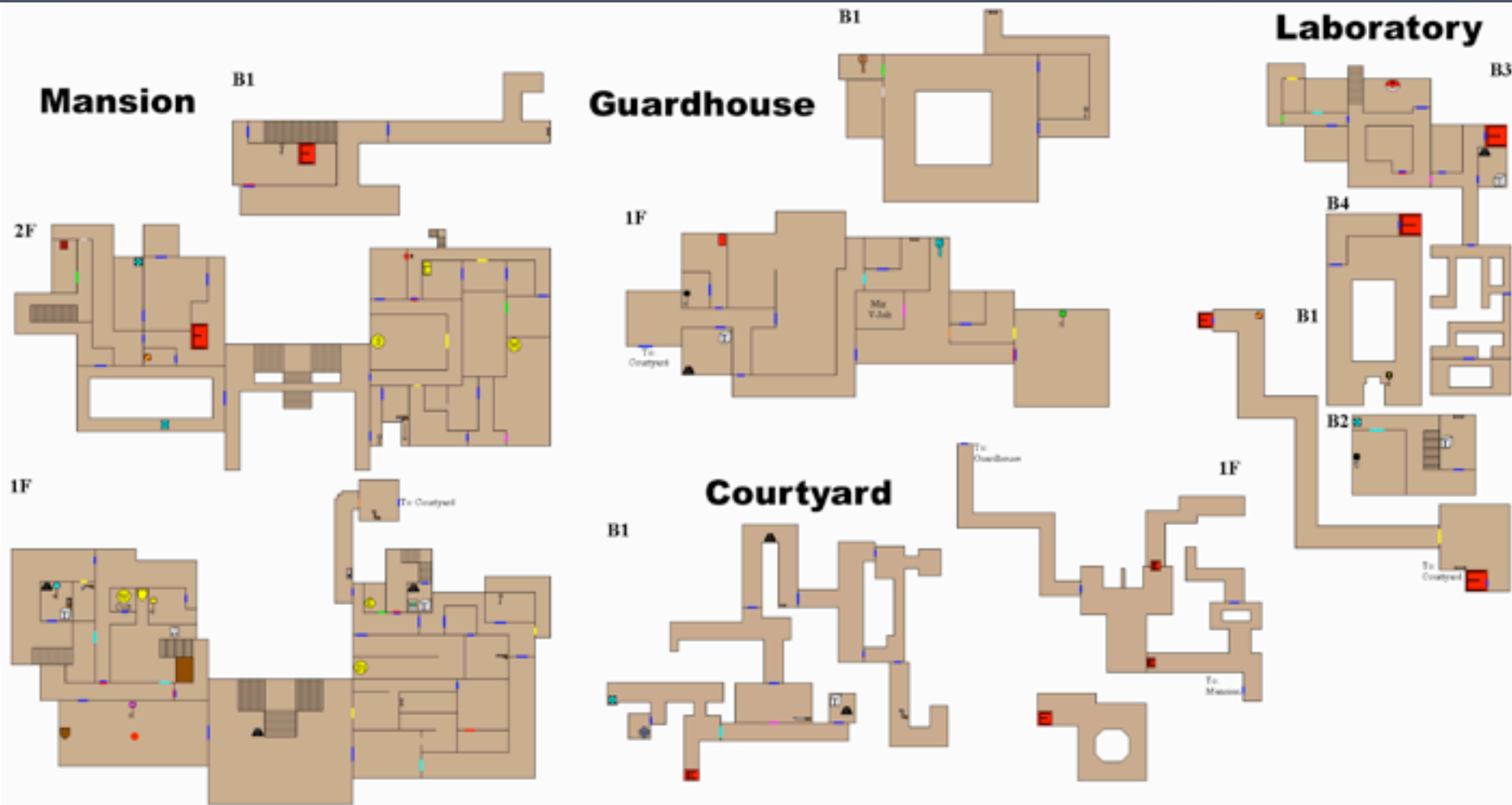


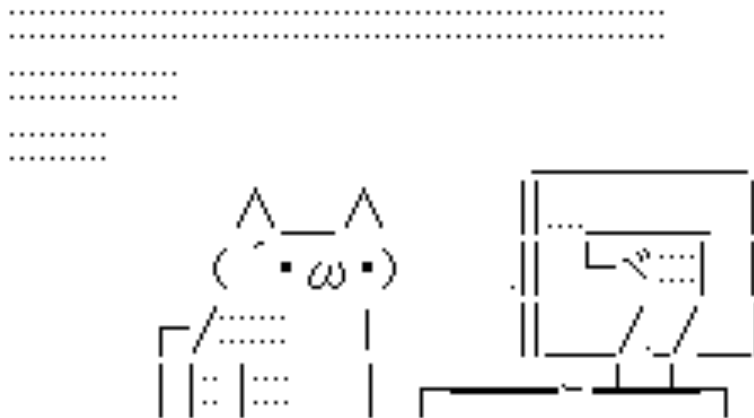








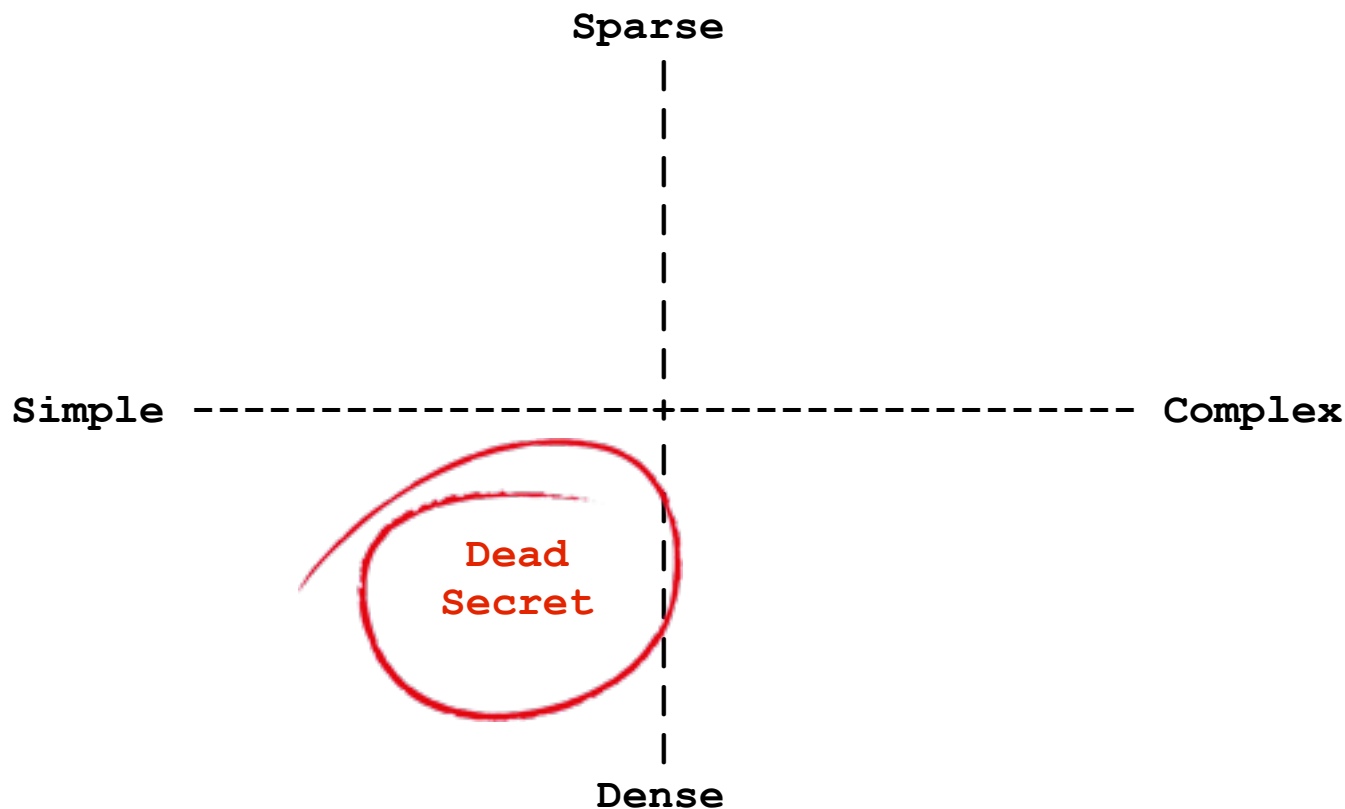




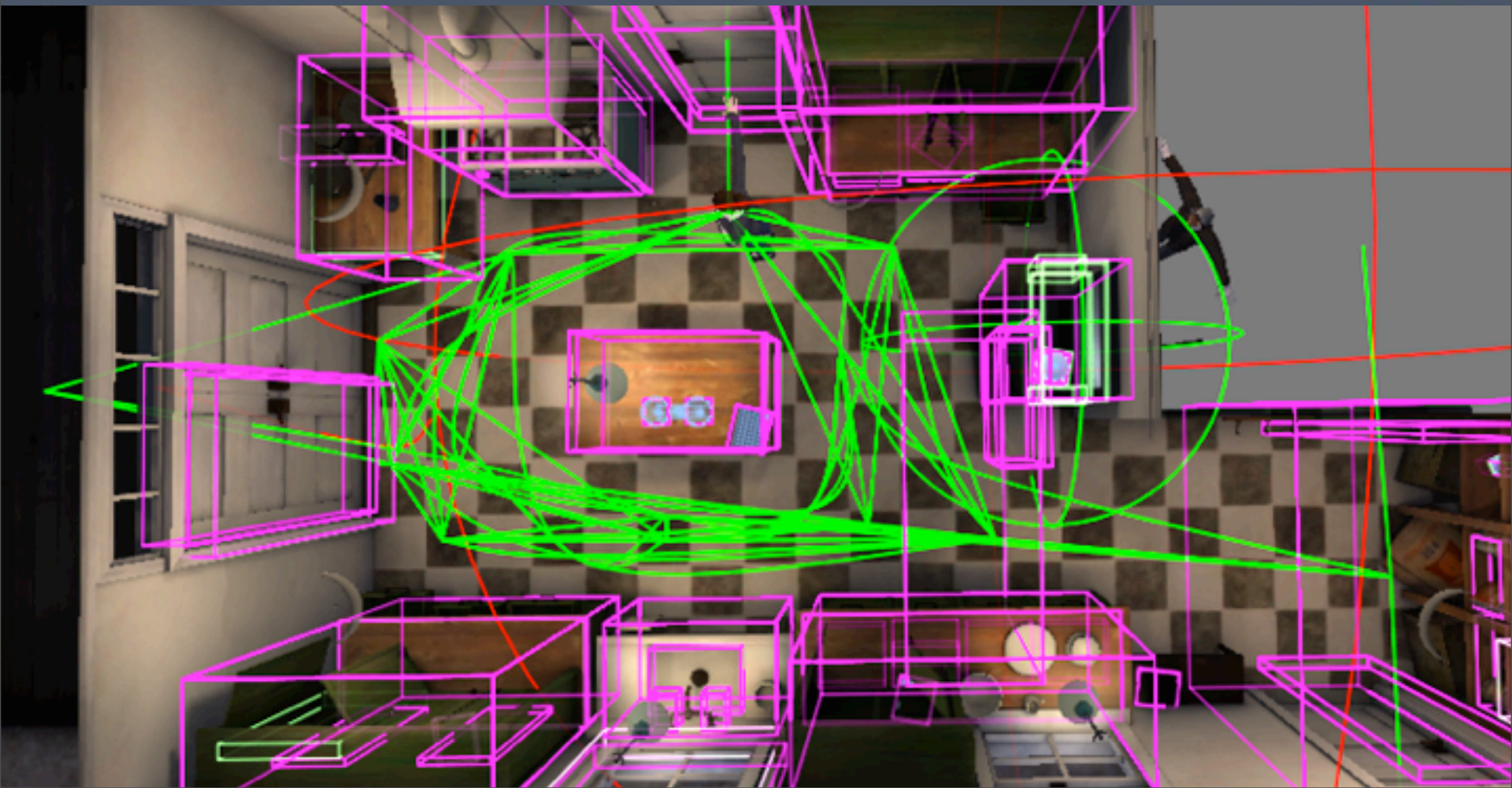
I've seen this symbol somewhere
before...



Locomotion Complexity vs Environment Detail Density

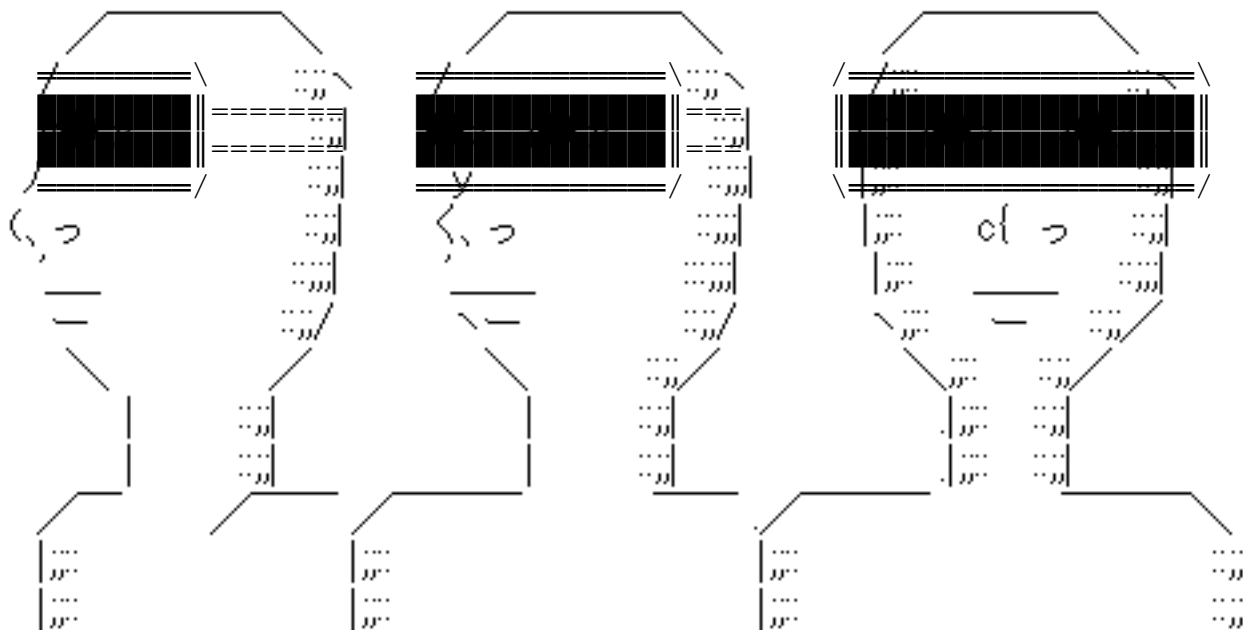








no wires!





```
b.  
88b  
888b.  
88888b  
888888b.  
8888P"  
P" `8.  
    `8.  
        `8
```







```
+=====+
|
| +-----+
| |               |
| | ~DOCUMENT COLLECTED~ |
| |               |
| | . . . . . |
| | .      DIPLOMACY      . |
| | .                      . |
| | .      by              . |
| | .    Henry Kissinger  . |
| |               |
| +-----+
|
+=====+
```

0



It's a small key.

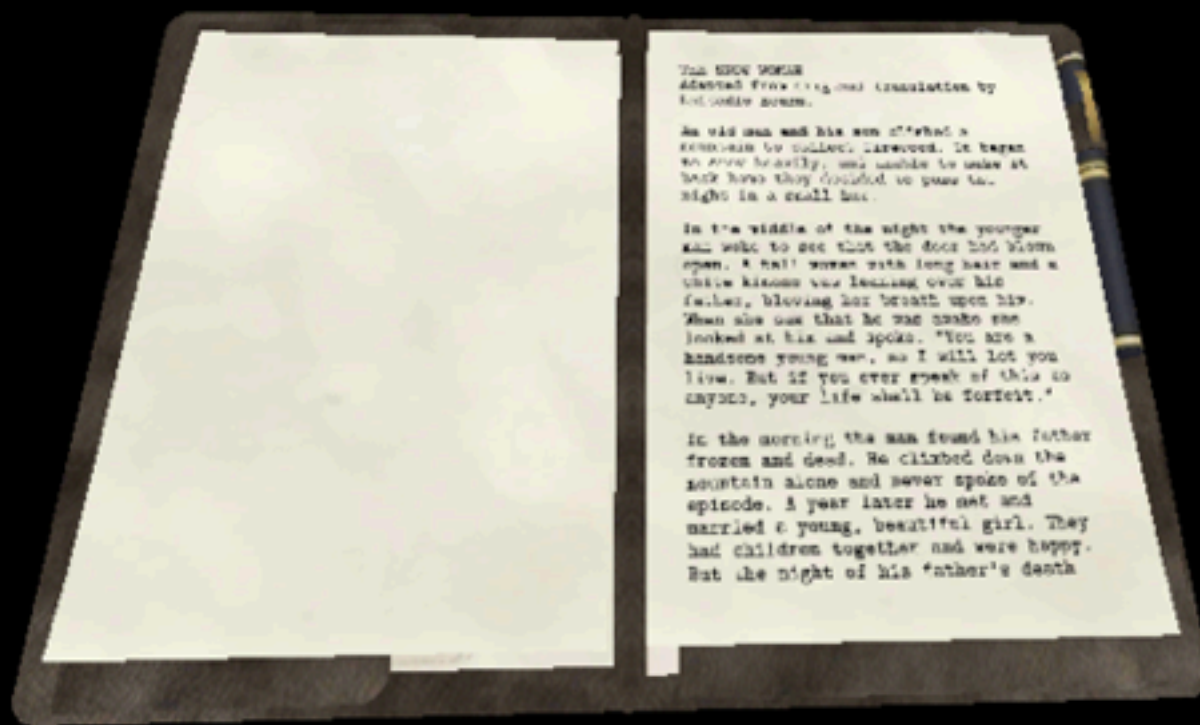


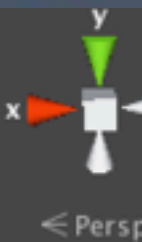


DEAD SECRET



Tuesday, March 3, 15







August

Word Count: 15,274

September

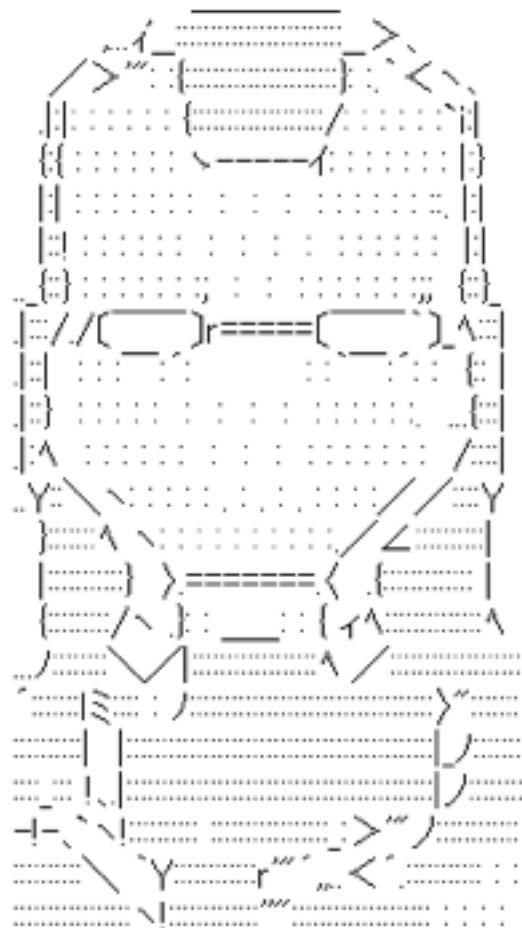
Word Count: 12,177

October

Word Count: 9,253

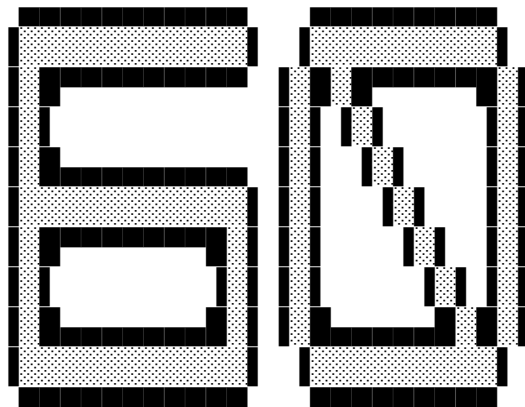
November

Word Count: 7,022





SYSTEMS LAMENT







DEAD SECRET



Statistics

Graphics: 134.4 FPS (7.4ms)

Main Thread: 7.4ms Renderer: 1.3ms

Draw Calls: 89 Saved by batching: 6

Tris: 89.0k Verts: 117.2k

Used Textures: 64 - 284.2 MB

Render Textures: 0 - 0 B switches: 0

Screen: 853x393 - 3.8 MB

VRAM usage: 3.8 MB to 344.0 MB (of 1.00 GB)

VBO Total: 517 - 56.0 MB

Shadow Casters: 0

Visible Skinned Meshes: 1

Animations: 10

Network: (no players connected)







Tablet Game -> Mobile VR

- Reduced input options
 - > Simplified interactions, new puzzles, better game!
- No wires
 - > 360-degree simplified movement system
 - > Higher environment complexity
 - > "Recursive Unlocking" map design
- Stereoscopic rendering
 - > In-world text system
 - > Reduced word count
 - > Story changes
- Performance
 - > Improved Comfort





@c_pruett

deadsecret.com