



BATTLE CHESS in VIRTUAL REALITY



KEY ELEMENTS OF THE EXPERIENCE

Simple chess mechanics but making it a strategic, tense medieval battleground.

Player is placed from the viewpoint of the king, placing them as the target of checkmate.

Every piece that is 'taken' is destroyed violently by the piece that takes it in a cold-blooded, explosive manner.

The game is not viewed by the player from the typical chess third-party perspective. Rather, the player is the king piece, in the action & being consistently targeted.

THE ROOM

A medieval dungeon interior, cobbled walls and mounted torches. Minimal light in the surrounding room with a sort of spotlight highlighting the main board.



THE BOARD

The board you play on is a dirty marble substance in the classic checkerboard style. Each square alternating between an off-white and a deep green.



THE PIECES

Each piece is a medieval stone statue with black or white tints, depending on the team. All pieces are heavily armoured and hold unique weapons. Their covered faces reinforce the inhuman and unforgiving nature of each piece. There are no walking animations. Pieces grate into place and only move to destroy another piece.



KNIGHT

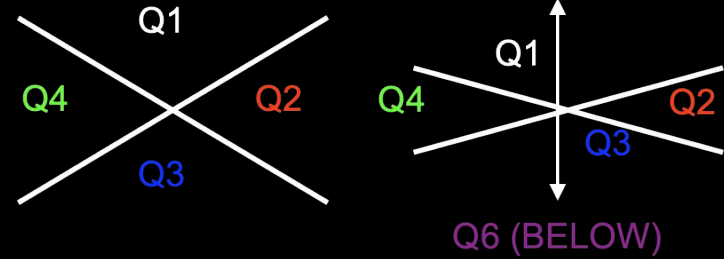


QUEEN



PAWN

360° OPENING PLAYING WHITE



FADE IN to a dark, cold medieval room. The silhouettes of human-sized chess pieces can be made out in front of a cobbled wall backdrop. The player finds themselves in a row of dimly lit, just visible pieces facing Q1 on both sides of them. The player is the king. Still in mild darkness, the player is standing on a dark green marble square, noticeably part of the large green and white marble chess board. The walls fade into a black void above.

Medieval wall torches spontaneously light on all four walls. More details can be seen in the amber ambiance. All the surrounding walls have medieval scenery: hanging flags, a chest, shields on the wall, a table with a candle, open book and quill on top, a beer keg.

A white blaze of light floods the board, giving a detailed view of the life sized statues on the board. The opponents are dark green, highly detailed and dangerously armed stone statues. The player's pieces are identical - the queen directly on the left and facing forward, a knight on the right doing the same.

A shrieking red font reading 'BEGIN' appears floating above the board's centre with a sword sound and blood splatter animation. Simultaneously, a deep male voice declares:

Begin!

A small birds eye view of the board appears in the top right of the screen

White moves first. The game begins...

SAMPLE OPENING TEXT

BEGIN!

CREATING ATMOSPHERE and TENSION

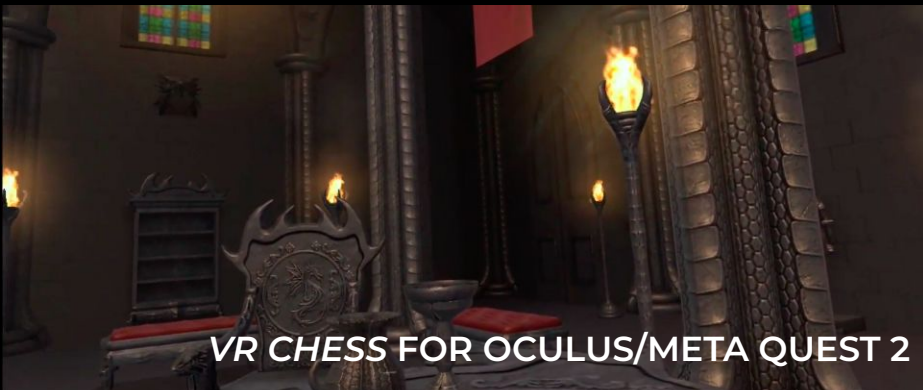
As chess is incredibly open ended so a defined narrative structure is not applicable to the experience. Instead, creating visual and audio effects that are triggered by how good or bad a players game is going will carve an atmosphere.

For example, if a player finds themselves (the king) as the only remaining piece from their team, a red haze falls over the screen accompanied by music with heightened intensity and a heartbeat sound to build tension.



COMPARABLES

*HARRY POTTER AND THE PHILOSOPHER'S
STONE*



VR CHESS FOR OCULUS/META QUEST 2

INSCRIPTION



Catan VR

THANKS FOR READING.

This project is very exciting and is an incredibly unique take on the VR tabletop game experience.
I would love to work on this and fill the gap in the market.

- Nathan

