

The world of Ogma



development

Why AR

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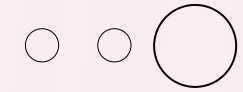
Using an augmented reality (AR) headset in an Escape Game adds a unique and innovative dimension to the gaming experience. Unlike traditional Escape Games, where players interact mainly with physical objects and clues in their environment, the AR headset overlays virtual elements onto the real world. This technology enhances the immersive experience by integrating digital clues, virtual characters, or interactive animations that would otherwise be impossible.

The uniqueness of an Escape Game using an AR headset lies in its ability to merge reality and virtuality, creating a hybrid experience where players must navigate and interact with both worlds. For example, players might encounter hidden doors, messages invisible to the naked eye, or even virtual creatures they need to avoid or capture. The AR headset can also introduce layers of interactive puzzles requiring specific gestures or movements to solve, fully utilizing the technology's motion recognition and spatial tracking capabilities.

In addition to adding a new layer of complexity and challenge, AR also refreshes the gaming experience by making each session potentially unique. Puzzles and clues can be digitally altered between sessions, providing increased replayability without physical changes to the game space. Furthermore, AR can enable more dynamic and adaptable storytelling, where players' actions directly influence the progression of the story, enhancing engagement and immersion.

In summary, using an AR headset in an Escape Game offers a more immersive, interactive, and adaptable experience, transforming how players perceive and interact with their environment. This technology enriches the gaming experience by combining physical and virtual elements, creating a dynamic and ever-evolving game space that challenges players to rethink their strategies and engage more deeply in the adventure.

How



One of the key awareness-raising methods employed in this game is the friendship bar, an indicator that rises or falls depending on the player's behavior toward nature. For example, if a player chooses to cut down trees or pollute a river to achieve a goal quickly, the friendship bar with nature decreases, indicating a deterioration in the relationship between the player and the environment. Conversely, if the player opts for respectful actions, such as planting trees, cleaning polluted areas, or collaborating with local creatures to find sustainable solutions, the friendship bar increases, illustrating growing harmony with nature.

This game mechanic has several advantages. First, it allows players to see the consequences of their actions in real time, encouraging them to reflect on their decisions and choose more sustainable solutions. Second, it creates an emotional connection with the virtual environment, prompting players to actively engage in environmentally friendly practices. By visualizing the positive effects of their actions on the friendship bar, players experience a sense of reward and satisfaction, reinforcing their desire to continue acting in harmony with nature.

Ultimately, a game that uses mechanics like the friendship bar to raise awareness about environmental preservation is not just an interactive entertainment; it becomes an educational and transformative tool. It encourages players to consider their impact on the real world, fostering ecological awareness and inspiring positive behaviors toward nature. This type of game can thus help shape a new generation of players who understand the importance of living in harmony with our environment, which is essential to ensuring a sustainable future for our planet.

Enhanced Gameplay Features and Replayability



The escape game offers two unique features that enhance the overall experience, making it more engaging and encouraging players to revisit the game to explore all its aspects.

1. Ancient Civilization Videos

Throughout the game, players can discover a series of videos related to the ancient civilization that once thrived on Ogma. These videos provide insights into different aspects of the civilization, including:

Experimental Machines: Footage of the ancient technologies and experiments.

Daily Reports: Observations on wildlife and environmental changes.

Planetary Evolution: Information on how the planet has developed over time.

Planetary Anecdotes: Interesting facts and stories about Ogma.

Arrival of New Characters/Guilds: Records of new settlers and their contributions.

Humorous or Horror Stories: Entertaining or intriguing anecdotes.

Machine Construction: Details on the creation of new technologies.

City Updates: News and messages from the civilization’s inhabitants.

2. Dual Missions

The game includes two key missions:

Map Search: Players need to find a map that shows the locations of specific plants required for a crucial machine.

Additional Tasks: Other narrative-driven tasks that involve solving puzzles and interacting with the environment.

These features not only enrich the gameplay but also encourage players to fully explore and engage with the game. By providing a dynamic, responsive environment and revealing the rich history of the ancient civilization, the game motivates players to return and experience all it has to offer.

Ogma

A decorative header consisting of two horizontal lines. Between the lines, on the left, are four circles of varying sizes (small, medium, large, and a thin outline). On the right, there are three thin-outlined circles of increasing size.

Ogma is a planet with a mystical core that radiates powerful energy flows, creating intricate connections between all living beings and natural elements on its surface. The planet is both a deity and a living entity, embodying a divine presence that maintains the natural order. Through its profound wisdom, Ogma ensures that every living organism and element coexists in a stable and balanced state, fostering a harmonious environment where life can thrive.

The arrival of the colonists presented a significant challenge to Ogma, threatening to disrupt this delicate balance. Initially, Ogma felt its equilibrium falter as these newcomers began to interact with its ecosystems. However, the colonists, aware of the planet's sacred nature, approached it with great respect. They sought to understand Ogma's unique flora and fauna, studying its intricate ecosystems to integrate themselves harmoniously with the natural order. Recognizing their reverence and desire to coexist peacefully, Ogma rewarded the colonists by drawing them into its energy cycle, making them an integral part of the planet's living network, just like all other beings.

To help maintain the delicate balance of its ecosystems, Ogma is supported by guardians. These guardians, who are either animals or plants, are entrusted with a portion of Ogma's energy. They act as vital conduits and catalysts, helping to distribute energy throughout the planet and sustain the ecosystems they protect. By channeling Ogma's energy, these guardians maintain harmony and stability, ensuring that each part of the planet continues to function as a cohesive whole.

In this way, Ogma, with the help of its guardians, continues to preserve the balance of life. The planet's energy flows seamlessly through every living thing, binding the colonists, the flora, and the fauna together in a unified cycle of existence. Ogma's unique nature as both a planet and a deity underscores its role as the protector and nurturer of all life within its domain.

New Civilization

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The new civilization on Ogma is a marvel of both design and harmony, reflecting a deep connection with the planet's natural beauty. The central hub of this civilization is known as the **"Mother Village"**. This hub is constructed with an orbital logic, featuring a central base and guild at its core, surrounded by various auxiliary structures that orbit at varying distances. The layout emphasizes both functionality and integration with the surrounding environment.

The architectural design of the Mother Village is inspired by the natural forms found on Ogma. The buildings are reminiscent of the planet's trees, with organic shapes and flowing lines that mimic the natural growth patterns of the local flora. These structures are interspersed with bioluminescent elements, creating a glowing, ethereal ambiance that enhances the village's connection to the planet. The use of luminescent lights not only illuminates the area but also adds a mystical quality to the environment, reflecting the harmonious relationship between the settlers and Ogma.

The design of the Mother Village reflects the settlers' respect for Ogma's environment. By drawing inspiration from the planet's own forms and incorporating luminescent features, the civilization not only enhances its own functionality but also celebrates the natural wonder of its new home. This approach ensures that the new society on Ogma exists in harmony with its surroundings, creating a sustainable and visually stunning habitat.

Ancient Civilization



This civilization consisted of humanoid explorers who, like the human colony, originated from another planet. They were highly advanced in technology and established numerous settlements across Ogma, constructing bases where they continued to expand their scientific and technological knowledge. Their architecture was characterized by a more angular, metallic style (similar to the human structures seen in *Avatar*). While they were not hostile to the planet's flora and fauna and did not cause significant harm, they were not particularly concerned with living in harmony with nature or integrating seamlessly into the environment.

Five hundred years ago, during the previous passing of planet XXX, this civilization dedicated all its efforts to understanding the celestial event and finding a solution to protect Ogma. They succeeded in preserving the pillars, also known as the guardians, and built a machine designed to shield Ogma until the planet had passed.

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Eventually, the planet passed, and Ogma's energy flows returned, gradually restoring the atmosphere and the guardians. However, this ancient civilization did not re-emerge, as they were not originally born from Ogma's energy, unlike the atmosphere and the guardians.

Guilds

When the colonists first arrived on the planet, they were struck by the unique characteristics of its flora and fauna. They quickly made it their mission to document every form of life and understand the planet's systems to live in perfect harmony with it, building a new civilization founded on deep knowledge and respect for Ogma.

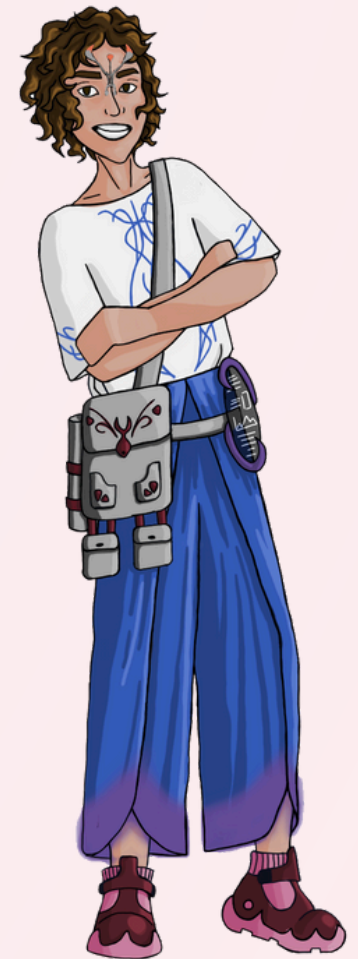
The colonists organized themselves into guilds based on their preferred fields of study. Each guild dedicated itself to a specific aspect of the planet's life and environment. In recognition of their dedication and reverence, Ogma granted special gifts to the guild members, enabling them to excel in their missions and complete their research more effectively.

There are two primary guild groups:

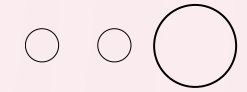
- The Whisperers: This guild specializes in connecting with the planet's flora and fauna. They have the unique ability to communicate with these life forms, understanding their needs and ensuring a balanced coexistence between nature and the settlers.

- The Archos: This guild is made up of scholars and archaeologists who focus on uncovering the secrets of Ogma's ancient civilizations. They study ancient texts, explore ruins, and unlock forgotten technologies, providing invaluable insights into the planet's past.

Together, these guilds work towards the shared goal of establishing a sustainable civilization that coexists in harmony with Ogma, using their special gifts to deepen their understanding and stewardship of the planet.



Not just one...



This experience is designed to make the future of AR-based escape rooms fully customizable, providing users with a sense of control and ownership over their adventure. By equipping them with all the necessary tools and information, players will feel fully engaged and immersed in the experience. When users feel confident and understood, they are more likely to enjoy the adventure to its fullest.

A key aspect of customization involves choosing the level of difficulty:

Why offer different difficulty levels?

It provides both a challenge and ensures accessibility. For example, a 10-year-old child who might be cautious about the unknown and wary of wildlife may not seek the same intense experience as a 35-year-old adult looking for adrenaline and heightened tension.

The difficulty level will affect several elements:

- EASY: A standard experience with no additional challenges.
- MEDIUM: Offers access to an optional annex room that is not required to complete the main objectives.
- HARD: Involves exploring an optional room, as well as an additional room that is necessary to unlock both higher and lower levels.

This project offers an immersive experience across multiple environments, allowing players to interact with Ogma in all its depth and significantly influence it, whether by healing or altering it. Additionally, the project paves the way for innovation beyond augmented reality, enabling the exploration and development of new technological and creative dimensions.

VR – Scenario



The scenario is divided into 5 stages :

Stage 1 : Introduction

Stage 2 : Exploration of the
Mullagharee floating mountains

Stage 3 : Exploration of the
old research station

Stage 4 : Search for the plant

Stage 5 : Healing of the spring

VR – Scenario

Stage 1 : Introduction

Departure from the air base in the Eduen town. The players are in their flying machines, as are Vana and Maec. They introduce themselves and give their names, their jobs, and what use each of them has for the mission. The group takes off and flies over the village and the surrounding forest. This is a tutorial and acclimatisation phase for piloting the flying machines.

Explanation of the mission:

- Vana explains: We're heading for the floating mountains of Mullaghare. At the very top is a spring that flows into the valley and feeds a huge lake, creating a unique ecosystem. But over the last few months, the spring has dried up, putting the whole ecosystem at risk. We need to find out why.
- Maec explains: According to reports, the ancient civilisation that lived there hundreds of years ago may have an ancient research base in the mountains. If we can find it, we might be able to get some answers to our questions.

VR – Scenario

Stage 2 : Exploration of the Mullaghareei floating mountains

Players must explore the mountains in search of the research base. At several points, they can choose between several paths. Each path allows them to discover a marvel of flora or fauna.

- For example, at one point in the sequence, Vana and Maec are wondering whether it would be better to continue along the rock face of the same mountain or whether it would be better to head for a new mountain to explore. They look to the players to decide. They hear animal noises rising along the cliff they are following. When they look towards the nearest mountain, they see a mysterious pink light emanating. If they choose to continue on their cliff, they will discover an exceptional species of this planet, with two youngsters playing against the cliff. If they choose the mountain, they will discover a luminescent plant that they can use for lighting.
- At the end, the players come across a nest with several young flying animals. The guy, curious, gets too close. The girl cries out not to get any closer, but it's too late. A furious parent appears. The girl throws a plant at him, which bursts on impact and gives off an odour that disturbs the parent enough for it to stop for a few seconds. This allows the players to start to flee before the parent jumps at them.
- A chase to get away from the parent begins. Just as they are about to be caught, the players dive into a narrow cave to find shelter. It turns out that they have just found the entrance to the research base.
- The quicker the players find the right path, the higher their score



VR – Scenario

Stage 3 : Exploration of the old research station

Players have to make their way through 4 rooms. To open the door to the next room, they have to search the rooms for clues, just like in an escape game. Meanwhile, Vana and Maec are also searching, chatting and bickering. If the players get stuck, they can give them clues. In the last room, they find a diagram that Maec deciphers: at the top of the highest mountain, at the spring, there is a guardian whose powers feed the spring. He also realises that the spring's drying up is part of a bigger problem that needs to be investigated.

They have to find a plant by the lake below the mountains that can restore the guardian's powers, but it is not explained how. It simply says that the ancient civilisation created a machine capable of containing the powers thanks to the plant. Maec thinks that this is the safest way to save the ecosystem. Vana, on the other hand, thinks that it would create an imbalance, and that the plant should be handed over to the guardian so that he can restore it himself. They can't agree, except that the plant must be found. Maec takes the machine with him anyway.

The quicker the players find the final diagram, the higher their score.

VR – Scenario



Stage 4 : Search for the plant

They fly down to the lake and fly over the water along the banks in search of the plant. Vana warns them: there are large aquatic animals that can spring up from the water to try and swallow them. She shows them the waves that form on the surface when one of these animals is about to jump out, so that the players can avoid their attacks.

If a player is hit too many times by these animals, they have to repair their damaged flying machine and lose points on their score. When the players find the plant at the end of the course, Vana carefully collects it without killing it.

The less the players get hit by the aquatic animals, the higher their score.



VR – Scenario

Stage 5 : Healing of the spring

The players fly to the top of the highest mountain in the mullagarei range and discover the spring and the guardian. The guardian looks weak, and the spring is about to dry up. The players get to vote: give the plant to the guardian or to the machine.

Option 1: The players give the plant to the guardian. A beautiful cinematic plays, the guardian regains his strength, and fresh water pours out of the spring. The players found the best ending and win a bonus equipment for their next adventure.

Option 2: The players give the plant to the machine. The power created from the association of the plant with the machine is too strong and a torrent begins to flow, flooding the area below and damaging the mountain and the lake. With the help of the players, Maec manages to stop the machine and the guardiankeeper recovers the plant. The normal flow of the spring is restored, but there has been damage, and the players do not earn the bonus.

In both cases, the players have resolved the situation and Vana and Maec remind them that they will have to continue their adventure and keep exploring what great forces are threatening Ogma.

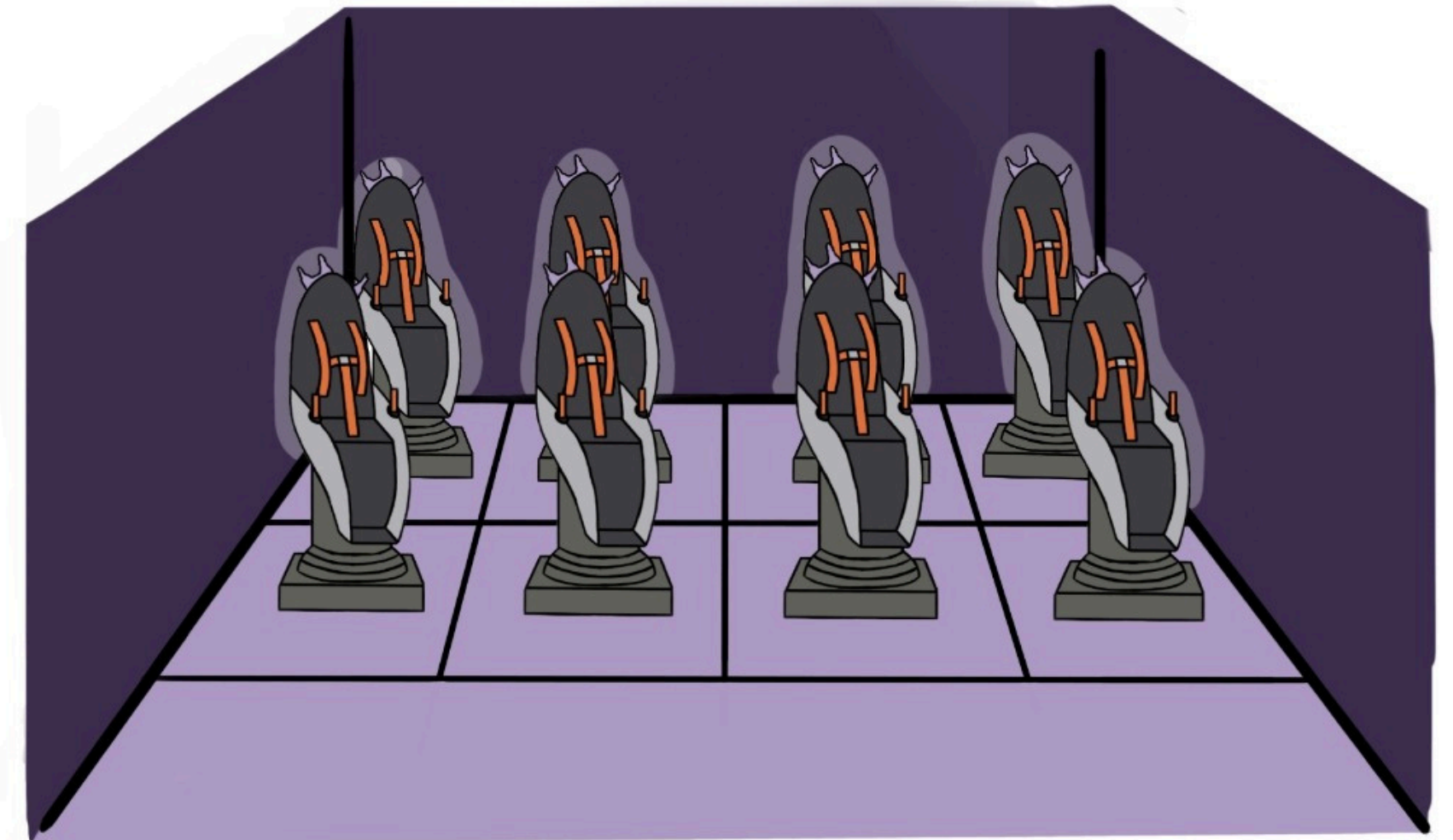


Virtual reality area

The equipment room



The equipment room has a small reception area where a member of staff hands out the **virtual reality headsets** to the guests. The guests then sit down on a bench to watch a **video of Vana and Maec** explaining **how to operate their flying machine**.



The simulation room is equipped with the **simulators** where the VR experience takes place. The default number of simulators is 8, but this can be **adjusted according to the capacity of the venues**. The simulators correspond to the **flying machines**, and are decorated to take on the **same appearance as in the game**. The simulators are equipped with **joysticks for steering**. An employee is responsible for installing the guests in the simulators and checking that their safety **harnesses are properly fastened**.