



Ode aan Ede GDD

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Disclaimer: The final product has been altered significantly based on user testing and development feedback.

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Glossary of Terms

- **Cinematic/ Cutscene:** A scene that develops the storyline and is often shown on completion of a certain level, player action, or when a player character “dies”.
- **Environmental Puzzle:** A type of puzzle used in games that is incorporated into the terrain, objects in the level, or is based on the landscape of a level itself.
- **Gameplay:** The features of a video game such as its plot and the way it is played. They are distinct from the graphics and sound effects of the game.
- **Heads Up Display/ HUD:** The method by which information is visually communicated to the player as part of a game's user interface.
- **HUB:** The effective centre of an activity, region, or network. The central level of a game whereby all other levels are accessible from.
- **Immersion:** Deep mental involvement. To become completely involved in something.
- **Level/ Scene:** A section or part of a game.
- **Linear:** Progressing from one stage to another in a single series of steps or actions. A sequential progression.
- **Locomotion:** Movement or the ability to move from one place to another.
- **Narrated Audio/ Voice Over Narration:** A game mechanic where the user or player hears a voice (sometimes that of the main character) narrating the events that are being presented to the user in the game.
- **Nonlinear:** Progressing from one stage to another through unconnected steps or actions. A non-sequential or straightforward progression.
- **Photorealistic/ Photorealism:** A style of art, sculpture, and digital media characterised by the highly detailed depiction of ordinary life with the impersonality of a photograph.
- **Physics Interactions:** A kind of action that occurs as two or more objects have an effect upon one another, to produce a two-way effect.
- **Replayable/ Replayability:** The quality or fact of being suitable for or worth playing more than once.
- **UI/ User Interface:** The means by which the user and a computer system interact and communicate, in particular the use of input devices and software.

Concept

Overview

Ode aan Ede features a virtual reality nonlinear exploratory experience where a player can step into the world of Ede Staal and explore his memories, surrounding world, and life achievements through windows found within his house. Ede's house acts as a central hub point in the experience that users are always able to return to, and contains all of the paintings and portraits that lead to other levels in the experience.

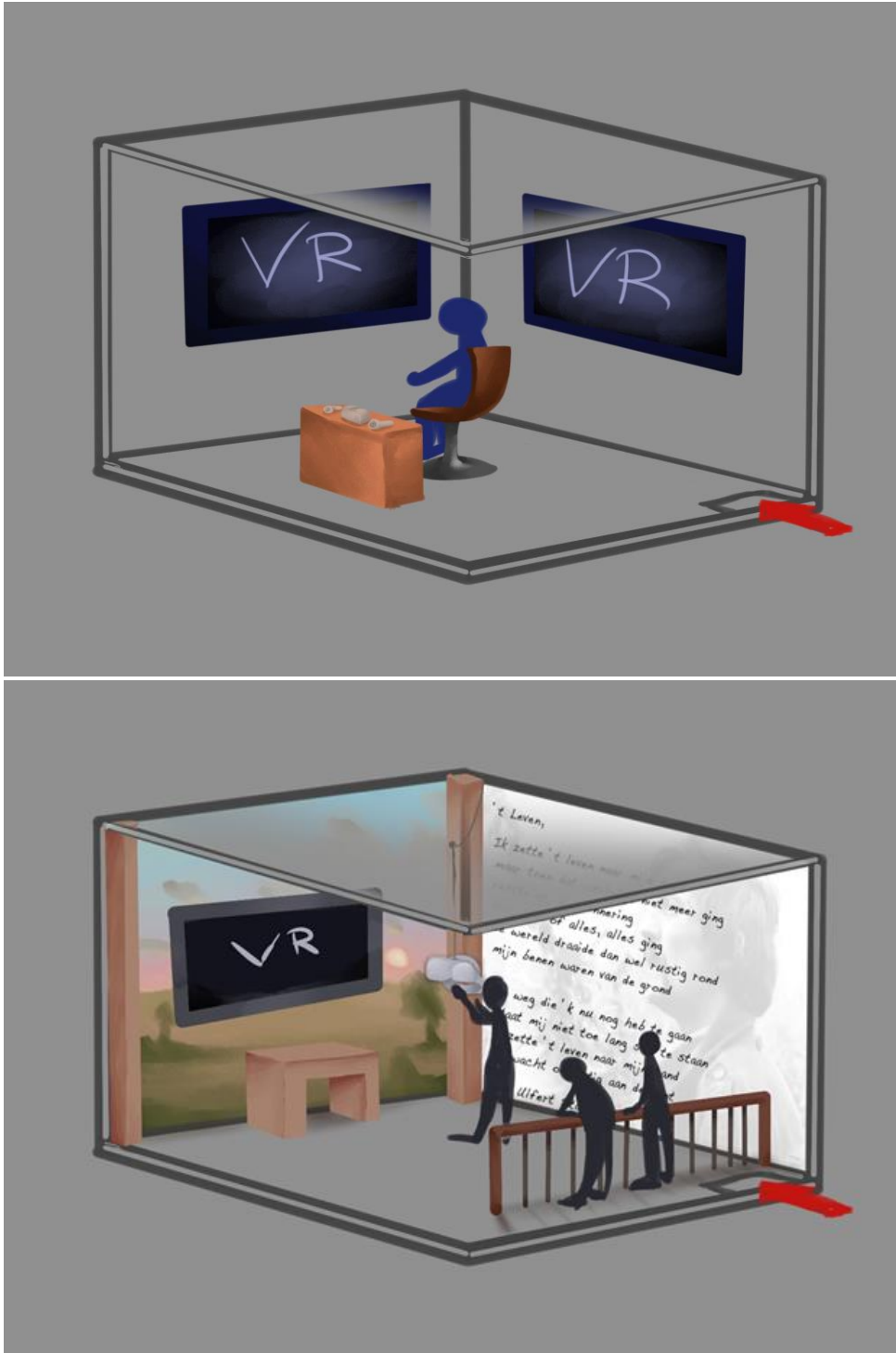
Each of the four levels in the experience has a deep connection to the topics of life, language, and landscape and how they relate to Ede Staal. The four levels in the experience are "Ede Staal's House" representing life, "Het Hogeland" representing landscape, "Mien Toentje" representing language and life, and "Nij Stoatenziel" representing landscape and life. The experience is played through a virtual reality headset while seated, while simultaneously projected onto a large screen in the exhibit room so that others may view what the user wearing the VR headset is seeing and doing.

Story

- The user starts the experience in "Ede Staals" house where they may explore the entirety of the interior of the house. By interacting with windows found throughout the home (touch, button prompt, object pickup, gaze view, etc) the user is transported to new levels/ scenes where they may freely explore that environment and learn about Ede Staal through various forms of gameplay (Environmental puzzle solving, collecting objects and returning them to a specified point, touching key objects to hear narrated audio passages, goal-investigation-movement puzzles, etc). Gameplay will scale in complexity and difficulty per scene so that some levels are much easier or faster to complete than others, while some can involve more engaging gameplay and mechanics or cinematic elements that focus on storytelling.
- Progression in the experience is tracked through a "Journal" that can be accessed at any time by the player. Objectives for the entire experience and per level are listed in the journal for the user to read through.
- In the central HUB level "Ede's House", a display will feature the current progress towards completion of each portrait level, users can reset the progress for each level individually or for the entire experience. As there is no way to predict where a user may begin or end the experience from, the entire experience is designed to be non-linear and easily re-playable or reset once any segment of it has been completed already.
- By completing all of the gameplay within a scene, the user will learn all of the content that the scene has to teach about Ede Staal and the topics of life, language, or landscape. Once a scene is completed the user will be informed of their progress within that level through audio-visual means and can return to the central HUB house level by interacting with another portrait to be transported back.
- Once the user has completed all scenes, they may return to the HUB where a new room will become available to enter after completing a small final puzzle, the user may enter this room and interact with a final object (Ede's piano, Ede himself, etc) to experience a small musical concert/ performance from Ede Staal, which will then conclude the experience.

Immersion

Immersion will be accomplished in the application primarily through the usage of virtual reality locomotion (movement or the ability to move from one place to another) and simple object physics interactions (pickup, touch, throw, drop, juggle, etc) in a near photorealistic environment.



Original Concept Art by Moniek Hoogenberg

Target Audiences

1. Current museum patrons - People living in The Netherlands aged 35+ interested in exhibits at the Borg Verhildersum or Ede Staal.
2. People living in The Netherlands aged 15-35 that are not current patrons of the Borg Verhildersum or are interested in Ede Staal.

Gameplay Details

Ede's House Level Puzzle

“Explore Ede's World” - Interact with portraits found throughout the home to learn about Ede Staal.

Part A: Level Progression

- Complete “The RTV Noord Office” Level

Part B: Level Progression

- Complete “Ede's English Classroom” Level

Part C: Level Progression

- Complete “The Grasslands” Level

Part D: HUB Progression

- Complete parts A, B, and C to progress
- Complete the final puzzle to unlock the door to Ede's Study
- Interact with the object

The RTV Noord Office Level Puzzle

“Repairing Ede’s Studio” - The studio needs to be prepared for a fresh recording of “Het het nog nooit zo donker west”, help fix the recording equipment to prepare the scene!

Part A: Recording Equipment

- Connect all five loose coloured wires to the corresponding ports on the recording equipment by dragging and dropping the wires to the ports.
- Turn the equipment on by pressing/ touching the power switch.
- *Adjust the frequency settings by dragging the knob clockwise to the correct position.*

Part B: Microphones

- Find the two missing microphones in the studio and place them on the microphone stands.
- Connect the coloured wires to the microphones.
- Turn the microphones on by pressing/ touching the microphone power switch on the sound mixing equipment.
- Raise the fader up to the right amount

Part C: Musical Instruments

- Find the three missing musical instruments (guitar, recorder, cowbell) and return them to the instrument stands.
- Find the missing sheet music and return it to the instrument stands.
- Tune the instruments by pressing/ touching the instruments.

Part D: Cutscene

- Complete parts A, B, and C.
- Interact with the “record” button on the sound mixing equipment through a press/ touch action to begin a scripted cutscene.

Ede's English Classroom Level Puzzle

"Tidying Up the Classroom" - The classroom is in a state of disarray, help bring it back to life!

Part A: Bookshelf

- Find the five missing books in the classroom and return them to the specified points on the bookshelf.
- Interact with the three book piles on the ground to clean them up.
- Slide the bookshelf ladder back into place.

Part B: Teachers Desk

- Find and return the teacher's apple to the desk.
- Sharpen and organise the three teachers' pencils on the desk.
- Organise the five student desks into place throughout the classroom.

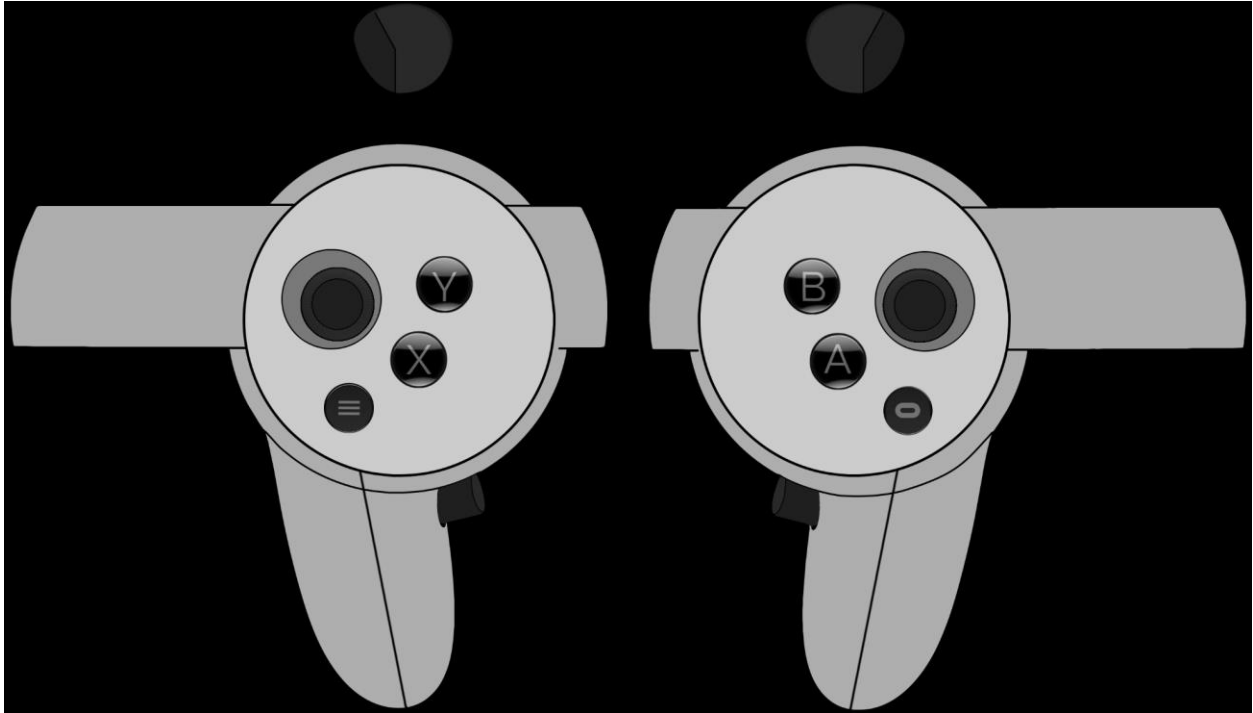
Part C: Chalkboard

- Find the two erasers and box of chalk and return them to the board.
- Clean off the chalkboard, clap out the chalk from the erasers as they fill up.
- Add today's lesson plan to the board.

Technical Details

- Project will be made in Unreal Engine 4.27.2
- Source control software used will be GitHub
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Controls Scheme



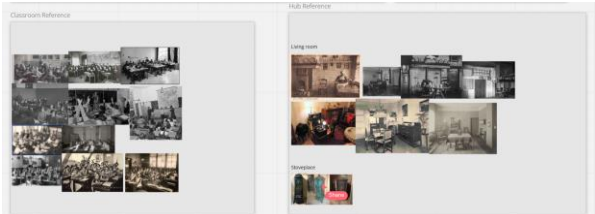
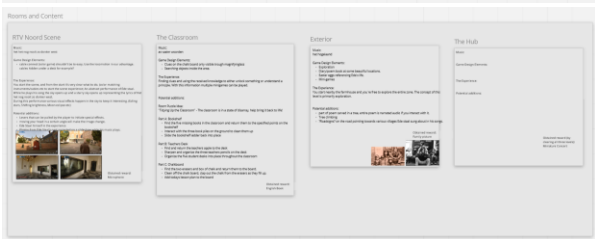
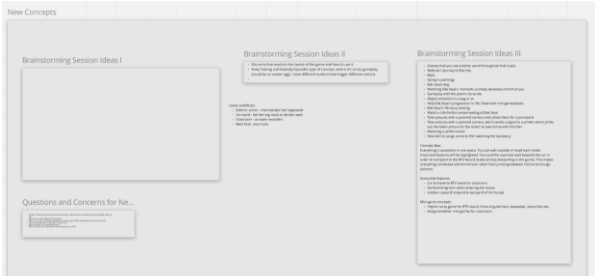
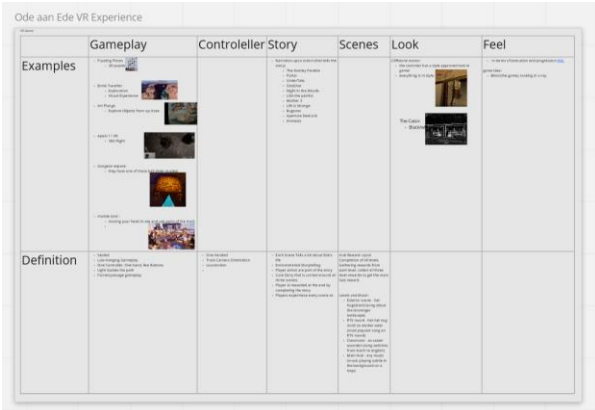
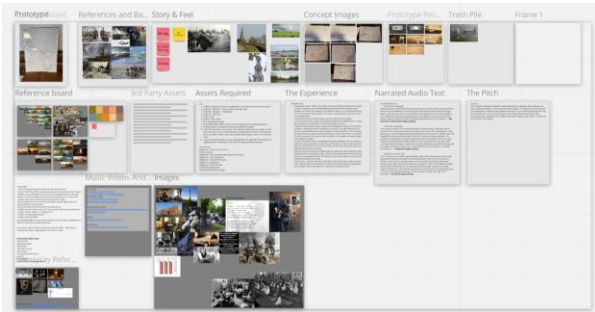
Control scheme based on Oculus Quest 2 controllers.

Rules

Rules/ Actions	Can	Can't	Player Reaction	Env. Reaction
Left Joystick	Move the joystick forward, left, back, and right to move the player.	Move the joystick to move the player in any other direction.	The player will move in a direction based on the input from the controller joystick (Forward to move forward, left to strafe left, right to strafe right, back to move back)	None
Right Joystick	Move the joystick in any direction to rotate snap the camera angle in that direction.	Freely rotate the camera with the joystick or move in any increment other than 30° with joystick rotation	The camera will snap rotate in 30° increments.	None
Interact Button	Press the button once to execute an interaction when in proximity to an object and a visible button prompt is present.	Press the button to execute any other action. Hold the button to execute any other action. Interact with an object when there is no prompt present or when not in proximity.		A button prompt will appear in the environment indicating the button can be pressed when in proximity (~1.5m) to the interactable object. Pressing the button once will execute the interaction.
Journal Button	Press the button once to open the journal user interface.	Press the button to execute any other action. Hold the button to execute any other action.	The Journal UI will appear on screen	
Grab Button	Press the button once to grab an object when hovering a VR hand controller	Press the button to execute any other action. Hold the button to execute any		

	in proximity to the object. Press the button again with a held object in hand to drop the object.	other action. Hold the button to hold an object.		
Player Camera	Move the camera around based on the users head position and orientation. Automatically adjust in height to the users actual head height.	Detach the camera from the player model. Move the camera in any way that is not based on the players head position and orientation.	The player camera will move in the same direction and orientation as the physical users head.	Highlight an interactable object when the center of the player camera is hovering over the object and the player is within proximity (~2.5m) of the object.

Methodologies



Ode aan Ede Reference Boards and Mood Boards via Miro

Asset List

Apple	Generic Fruits	Generic Vegetables
Theory books	Barrels	Firewood
Decoration books	Dirty plastic drum	Tree debris
Generic wildflowers	Farmland Grass	Yard grass
Wild Grass	Wooden Bollard	Metal Milk Churn
Rusty metal tub	Old Horse saddle	Old pitchfork
Clay pitcher	Old wooden bench	Wooden Wheel
Old coins	Old broken bricks	Old bricks
Small clay jar	Old railroad tie	Railway track
Rusty chains	Old shovel	Rusty anvil
Wooden chopping block	Tree stumps	Small rusty axe
Old bowl	Old water pump	Wooden log fences
Old wooden buckets	Wooden sledge hammer	Old scythe
Wooden wheelbarrow	Old horseshoe	Mossy stones
Old stone tiles	Old wooden beams	bread
Branches	Rotten leaves	Chopped wood pile
pumpkins	haybale	Mossy logs
Forest mushrooms	Antique tea set	Old wooden stool
Antique vase/pottery	Magnifying glass	Lantern chandelier
Wooden chairs	Floor planks	Ceramic tiles
Vintage wallpaper texture	80's recording microphone	Microphone cables
Microphone stand	Generic instruments	Vintage picture frames
Pile of vintage plates	Old teapot	

Goals

Gameplay Goals

1. Complete each level to learn as much as possible about Ede Staal in a nonlinear progression.
2. Solve goal, investigation, and movement-based puzzles throughout the portrait levels in virtual reality.
3. Interact with objects to hear narrated audio that conveys the story of Ede Staal.
4. Clearly visualised interactable objects and puzzle elements through coloured object highlighting that is consistent across all puzzles and levels.

Internal Goals

1. Fun and engaging virtual reality experience for a majority of museum patrons that makes virtual reality technology more accessible.
2. Museum patrons learn more about Ede Staal than they would normally through traditional museum exhibits and are motivated to continue learning.

External Goals

1. Further develop and improve skills as Unreal Engine artists, designers, and developers to a more professional level.
2. Promote Indietopia as a creative company and create excellent portfolio work to showcase to future clients.

Thematic Guidelines

Theme and Mood

The idea of this project is to make 4 (3 levels and 1 HUB) rooms. Each room will have its own theme and mood.

The HUB room will be a slightly gloomy or cosy, darker area to contrast the others. It will allow us to lighten up the usable and important items in this area. The room itself will be inspired by the inside of a traditional Dutch farm workers house or living room.

The second room is a representation of the studio that Ede typically recorded in. At the start of the level, the room will be a bit smoky representing the fact that most people would smoke in that era. Later, when the roof opens it will be replaced with a beautiful star filled sky. This will amplify the idea of freedom from going from a cramped and smoky room to a big open area.

Room 3 will be Ede's English classroom. In the last rays of sunshine, you're cleaning up the room before you go home. The last light of the day is shining through the curtains and the fresh dust of the chalk is still in the air.

Lastly, the open landscape of Het Hogeland. Early in the morning you see the sun rising and the dew is still on the land. A little bit of mist is to be seen on the landscape around you. In the distance you can see some of the little towns where Ede used to live.

Form

Ede Staal's House:

- A cosy living room with a view on other rooms in the house (kitchen, stairs up, study)
- Darker area, light coming from a fireplace.
- A glow effect on the important items in the room (pictures to get to the other levels, the place you have to get the items to).
- Furniture in a older style

The RTV Noord Office:

- The old record room Ede was in.
- It's a bit misty.
- Lots of instruments
- When the sky opens up: a starry universe like sky. Lots of colours and shapes.

Ede's English Classroom:

- An older classroom
- Around 16 to 20 places for students
- A large desk at the front of the room for teacher Ede.
- A chalkboard behind the big desk.
- One side of the room is filled with bookshelves, the other has big windows looking out.

The Grasslands:

- Green garden, mostly grass
- A fence, trees and water surrounding it
- In the distance you see the silhouettes of small towns
- On the fields surrounding the area small tree lines, like the true Dutch landscape
- Here and there some dikes for cars or bikes

Style

All the areas will be in a realistic style, with atmosphere being the most important aspect. With light and special effects (smoke, particle or light blockers) the team will create these effects.

The most important and interactive objects will be highlighted with a glow to make them more visible for the player.

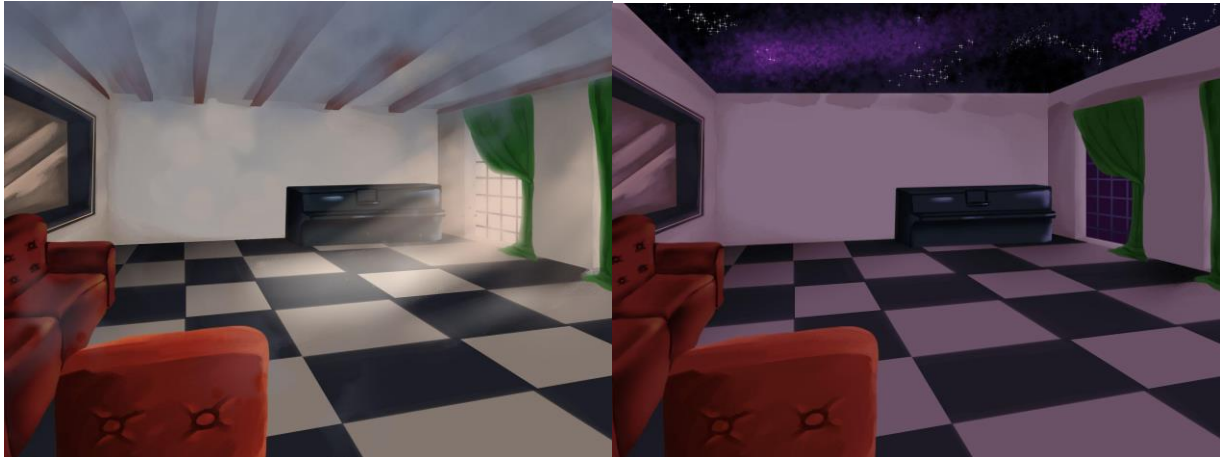
Setting

The HUB:



Original Concept Art by Moniek Hoogenberg

RTV Noord:



Original Concept Art by Moniek Hoogenberg

Ede's English Classroom:



Original Concept Art by Moniek Hoogenberg

The Grasslands:



Original Concept Art by Moniek Hoogenberg

Pacing

Everything is walking speed. The only thing the player needs is a capability to do simple puzzle solving. During the puzzles the player will learn about Ede Staal and his life.

Gameplay: The game is split up in (currently) 4 different levels. Throughout the levels there is a slightly different pacing in puzzle solving and exploration gameplay.

The HUB: Some simple free exploring, the player will easily be able to see where to go by the glow of the windows so it will their choice what to do.

RTV Noord: A simple 3-piece puzzle that won't take longer than 2-3 minutes. Later on, it will transition into a cinematic. This cinematic will be a representation of the song: 'Het het nog nooit zo donker west' and should be around the same length (4.30/4.40 minutes). In total the level is around 5-6 minutes.

Ede's English Classroom: in the classroom there will be 3 different puzzles. A 5-3-1 puzzle, an 1-3-5 puzzle and cleaning up the erasers. Overall, the level should be around 5 minutes long.

Het Hogeland: Exploration is the main gameplay in this level, there are no major challenges or obstacles presented to the player. This level should take around 5 minutes to complete.

Difficulty: The HUB will be the simplest level in terms of gameplay. In order of difficulty, it is the landscape level, the RTV Noord level, and finally the Classroom level. All levels will be simple enough for someone with no gaming experience to be playable.

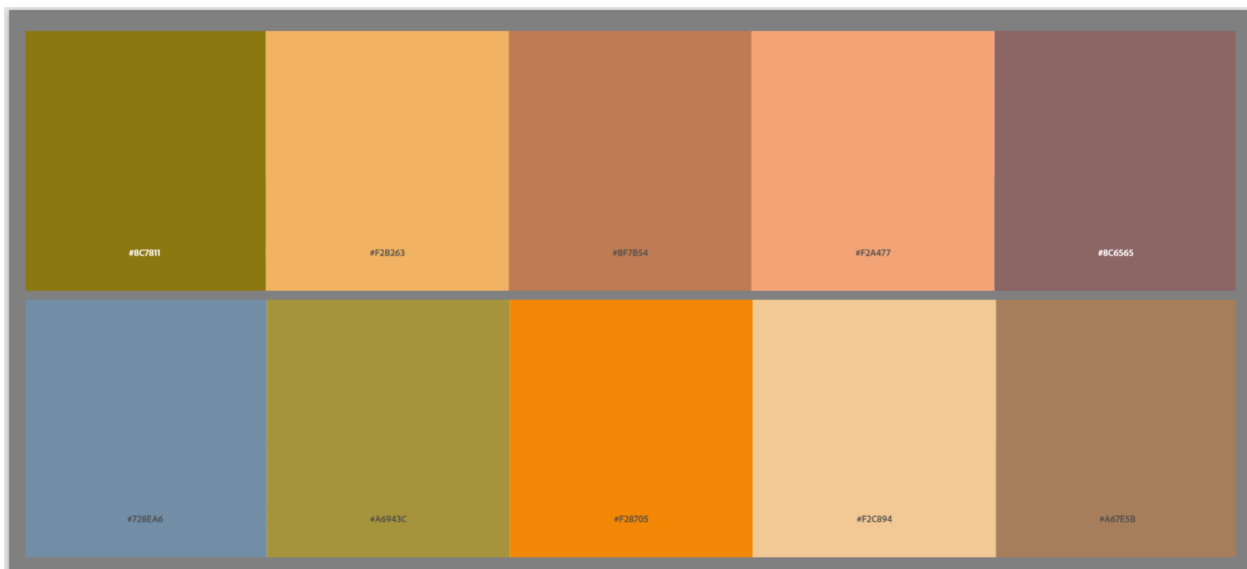
Visual Experience

The project will be made in a realistic style to give the player a real experience and to make them feel as if they are really there. The atmosphere and mood will be created with the usage of light and other similar effects.

Usable and interactive objects will be highlighted with a glow to contrast the darker surroundings.

For the colours, they will be mostly: brown (wood and mud), white (paint), green (nature and plants), grey-tones (extra's) and gold/silver for the collectables. The choice to make the collectables a shiny material is because the shimmer of it will attract the eye, especially in darker levels.

The project will be made in a photorealistic style to give the player the most immersive experience possible, focusing on highly detailed models and textures. The atmosphere and mood will be established through photorealistic dramatic lighting and particle effects and will be maintained through the usage of in-engine cinematics and cutscenes.



Product Colour Palette