



V.R. EXPERIENCE DESIGNED BY D.W. FRYDENDALL

V1.1

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INTRODUCTION

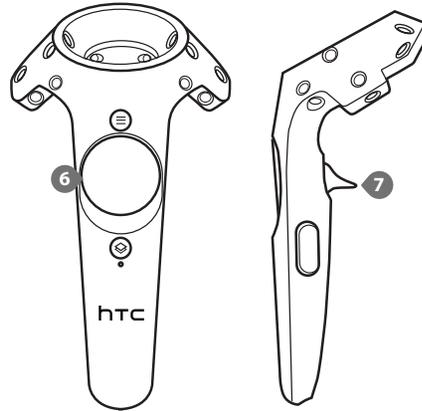
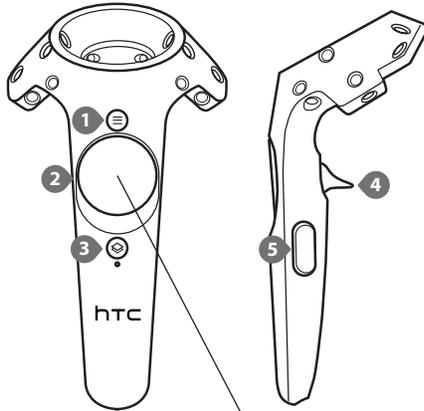
This HTC Vive VR experience allows the User to assume the persona of a cat. The User experiences the world from the vantage point of a cat, roughly about 15 to 20 inches from the ground. As a cat, the User explores their world and mark territory to expand their roaming area. There are other people and critter inhabiting the local surroundings. The will react accordingly with you based off of how you treat them. Are you happy, angry, scared, a hunter, or playful?



CONTROLS

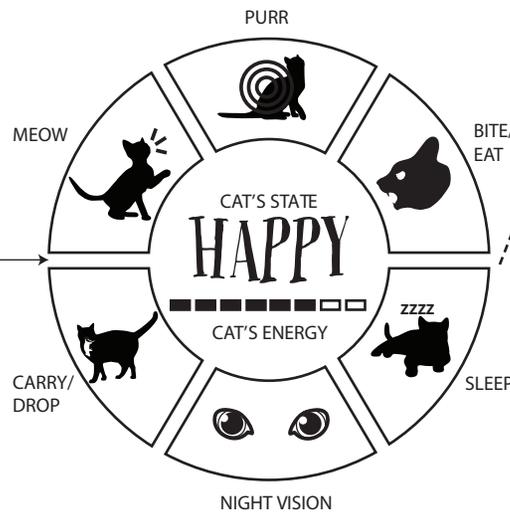
LEFT

RIGHT



Experience Functions Button Popup

- 1 - Menu Button
- 2 - Functions Button
- 3 - Systems Button
- 4 - Left Claws
- 5 - Mark
- 6 - Directional Movement
- 7 - Right Claws



Meow: This is how the cat communicates. When the cat has an object in their mouth the meow is muffled. When they are in "agitated mode" they growl.

Purr: When the cat is purring characters will react differently to them. Humans like it while some of the cats may be more friendly.

Bite/Eat: This is either an attack or it allows the cat to eat dead prey or food. This action replenishes the cat's energy.

Sleep: When the cat get's too tired and loses energy they can sleep much like real cats do.

Night Vision: This allows the cat see open their irises and see in the dark easier.

Carry/Drop: The cat can transport items in its mouth one at a time. They can be alive or dead.



CONTROLS CONT.

CAT'S STATE OF MIND

Cats don't really have a moral compass. They more or less are governed by whim. These are the states the cat can be in.

Happy: You purr a lot and the humans enjoy you being around. You don't attack with claws and bring gifts to other creatures. The humans may leave you food and water dishes if you're happy.

Angry: You attack everything. You bite and scratch unprovoked. Everyone stays away from you.

Scared: You recoil and run at the first hint of danger.

Hunter: You like to kill. You pounce on anything with claws and mouth ready. You rule the yards.

Playful: You like to hunt but only to play with your prey. You rarely kill.

CAT'S ENERGY

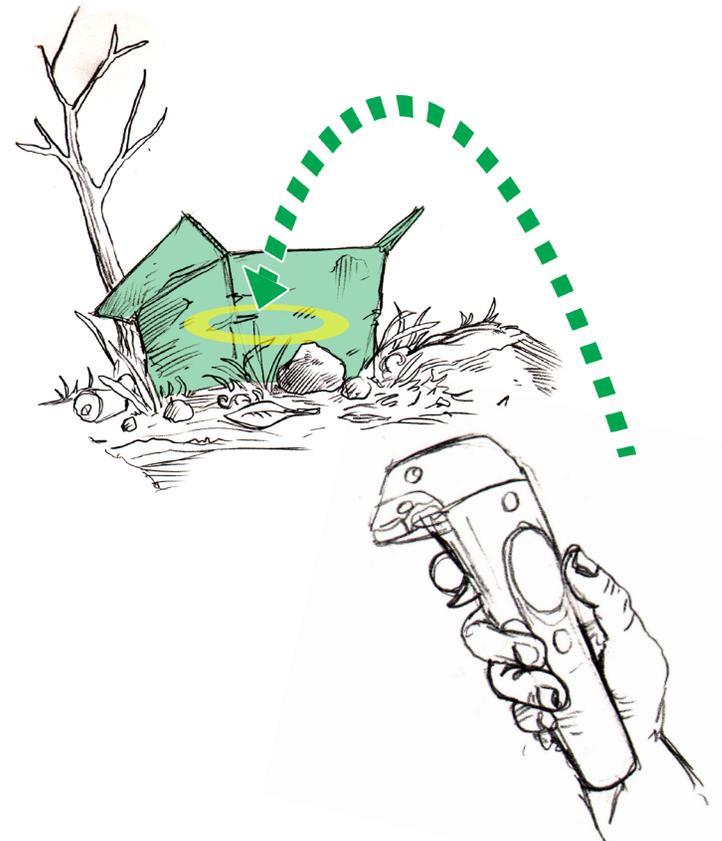
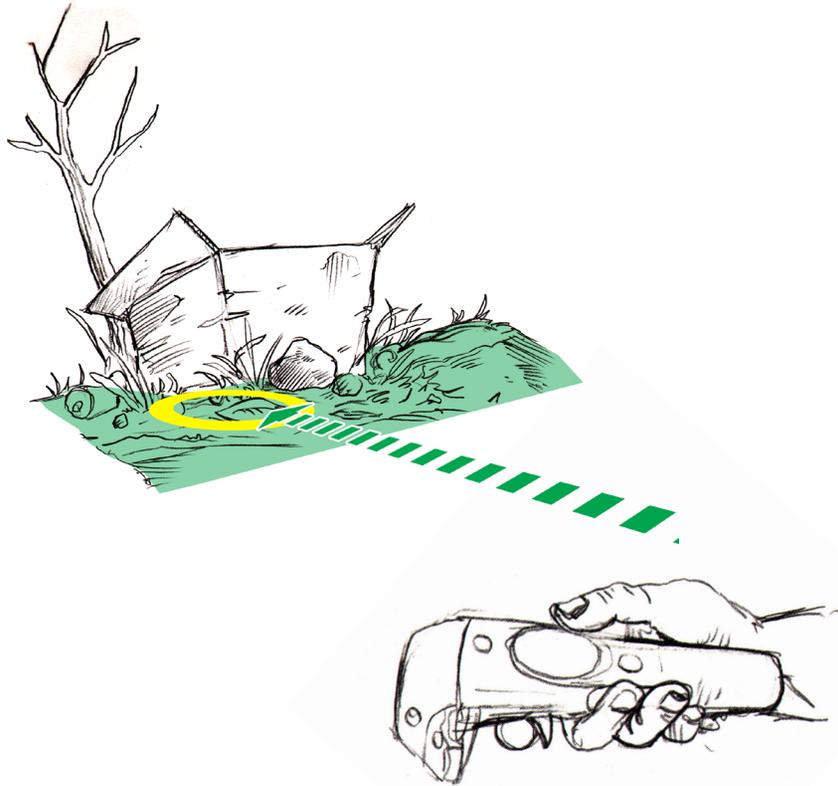
Cats take a lot of naps during the course of their existence. As they race around and get into trouble, their energy starts to deplete. The cat can replenish their energy by either:

Sleeping: The User selects SLEEP on the left control disc. The cat will sleep for a couple of seconds as time moves by.

Eating: Eating food or small creatures replenishes energy as well.



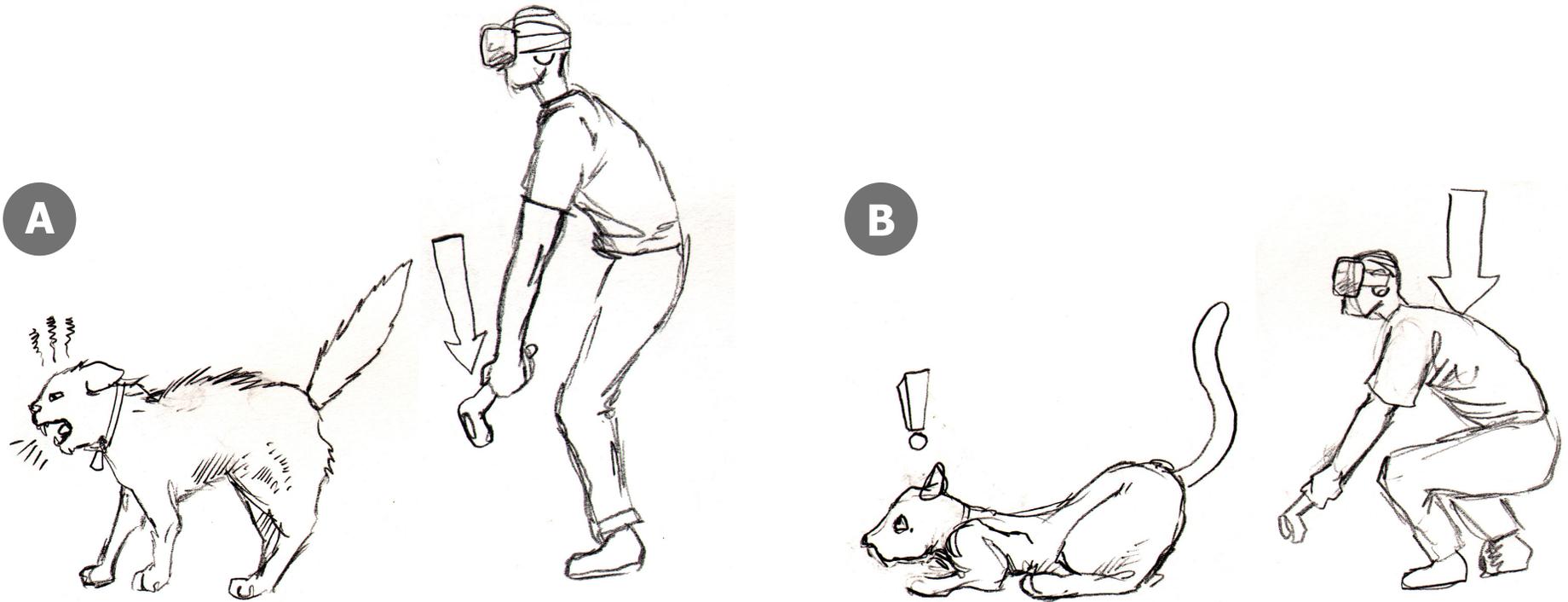
MOVEMENT



When the User points directly at an area they “move” there. But if they angle the controller upward in an arc the User can pounce into that area. Pouncing into an area with a prey creature in it will stun them allowing the cat to attack or play. If there’s a box or a tree the cat jumps into the box or moves into the tree. The User can survey the area better from a high vantage point.



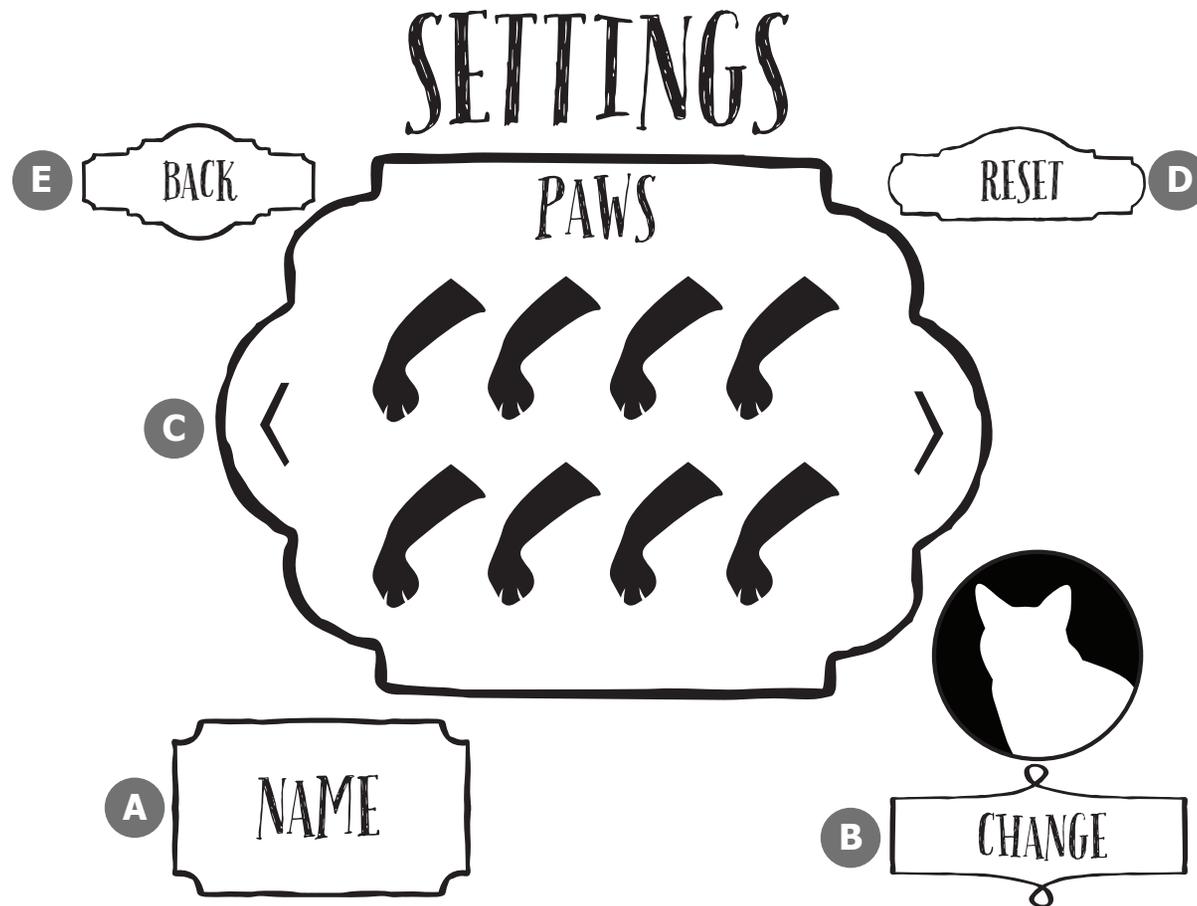
GESTURES



The User can react to different characters or creatures utilizing gestures in experience. When the User lowers their arms the cat gets into offensive mode (showing dominance) (A). When they crouch the cat gets into defensive mode (showing submission) (B).



SETTINGS SCREEN



When the User accesses the Setting Screen, They can change the name of the cat (A), add a photo (from a file browser)(B), select the color of paws that corresponds with their cat (C), reset the screen to default (D), and go back to the main screen (E).



CUSTOMIZED EXPERIENCE

ORIGINAL LOGO



CUSTOMIZED INFO



The opening logo for the experience changes once the User sets their cat's information in the settings window.



ENVIRONMENT

When the User enters the experience, the main menu is displayed. The user can edit their cat or begin the experience.



GAME ELEMENTS

Mice and rats inhabit the bushes and property. When eaten they will give you more energy. They also make great gifts to other creatures.

Bugs are like mice and rats but smaller... and faster.

Birds are fast and land in tress. The User needs to navigate up the tree to catch one usually.

Squirrels inhabit tress and are noisy and bothersome.

Possoms inhabit the areas around the yard after dark. They just move along and really don't bother anything.

Sometime in their wanderings the User will find catnip growing wild. When catnip is eaten, the cat powers up and has more damage on attacks.

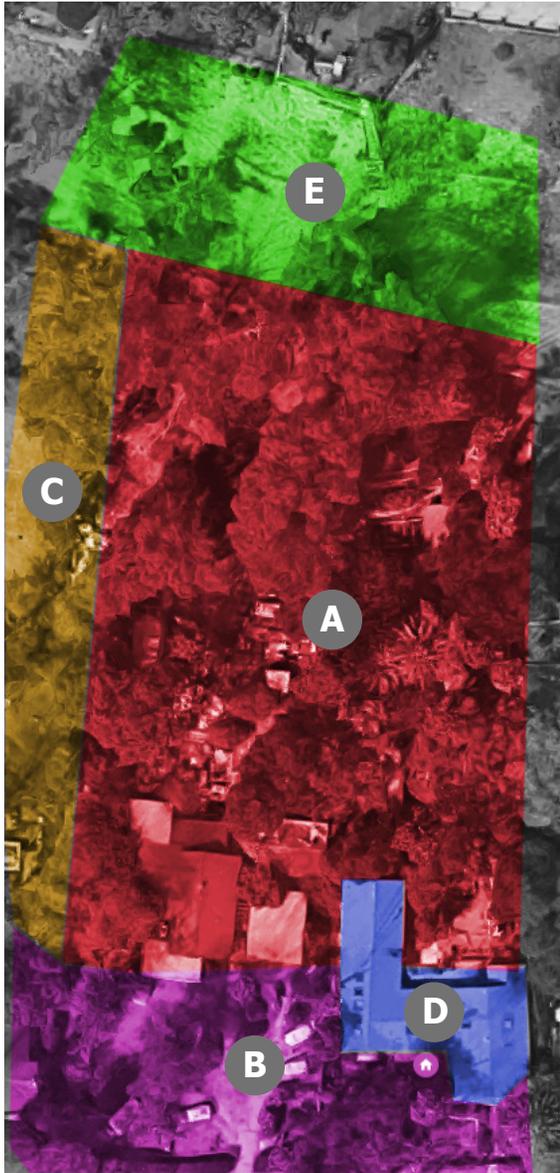
Other cats inhabit the yard. Finn is the even tempered cat while Finn is rather angry and territorial. Boo is a playful kitten.

There's also a dog in the neighbor's yard by the name of Turbo. He's a jack russell terrier who likes to chase cats.

There are also creatures that are hazards. Coyotes, stray dogs and hawks may happen into the yard from time to time.



TERRITORY



When the user moves around the yard they can mark their territory by marking the area. The more area they mark the farther out their territory extends. The base discoverable area is the backyard (A). As the User expands their territory new locations can be developed to further explore. Such as:

B) Front yard: The side gate opens and the User can see what's up front.

C) Neighbors yard: The User can explore the unkempt yard complete with tons of places to hide like boxes, a dog house and old junked cars.

D) House interior: The house owners open their house to the cat. The User can be a good house-guest and be mellow, or they can knock things off of shelves or wake them up at dawn to be let out.

E) Back Hillside: The User can navigate up into the woodland area behind the house. More dangerous animals lurk up there.



DAY AND NIGHT

Time passes in this experience at a faster rate than usual.

Daytime is explore time while night is time to hunt.

Other things are hunting in the dark as well that the User needs to keep a weary eye out for. Possums, Coyotes and stray dogs come into the yard exploring.

During this time its advised that the User activates Night Vision to see better.

