Ghosts
Of
Hogwarts

VR MMORPExperience

Creative Deck

1.Introduction

01.Why is harry potter successful?

02.Why Harry potter in VR is what every one is waiting for?

2.What is Ghosts Of Hogwarts?

01.VR work made as student (first one i’ve made)

02.7k of download on Oculus Share, exposed on the frontpage

03.Support from everywhere (emails, youtube, forums...)

04.All of this with 0 advertising

3.Concepts

01.Relive the movie in VR

02.Online experience

03.Massively Multiplayer Online Role Play Experience

04.Combine

4.Who is going to play?

01.The fans are everywhere

02.The fans are big enough to buy and play VR now

03.

5.Why now?

01.VR is expanding big and fast and is getting stable.

Companies desperatly need content.

02.JK Rowling is writting on the universe again (cooperate?)

03.The new movies can get adapted to the experience

04.The first game of this kind (adapt it to any franchise?)

6.Conclusion

01.Let’s make profit

Introduction

01.Why is harry potter successful?

02.Why Harry potter in VR is what every one is waiting for?

What is Ghosts Of Hogwarts?

Ghosts Of Hogwarts is a VR experience
done by myself as a demonstration of work skills

It is the world I have always wanted the most to visit,
and the first one I have made in VR

What is Ghosts Of Hogwarts?

It let's you wander the world of Harry Potter
and trigger quotes from the movies
depending on the rooms you visit

What is Ghosts Of Hogwarts?

It has been made with
the Unity 5 game engine

And you can play it with the Oculus

What is Ghosts Of Hogwarts?

I have had it pass all the Oculus submission tests
and published it on their platform oculus.share.com,

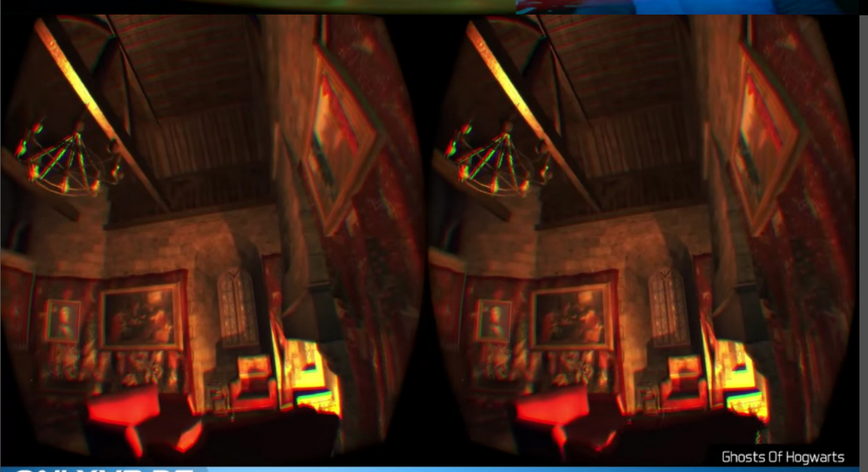
it quickly got more than 6.000 downloads
and got displayed on the homepage oculus.share







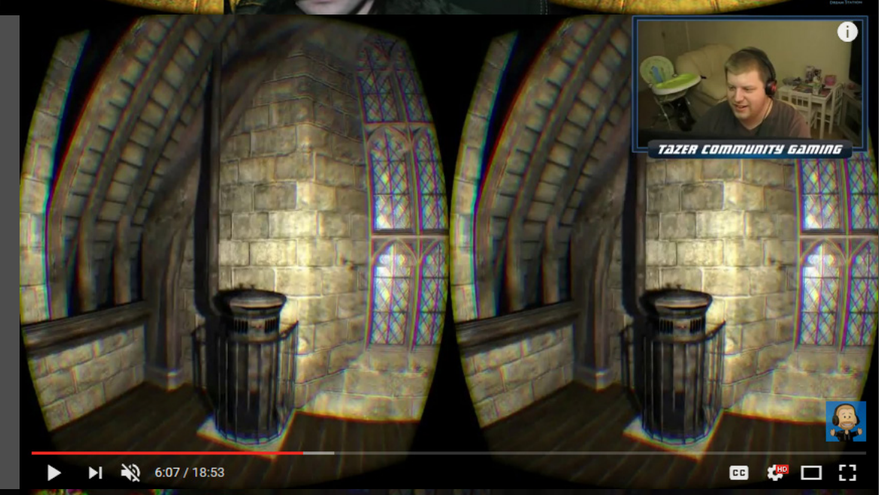




It received a

lot of positive feedbacks

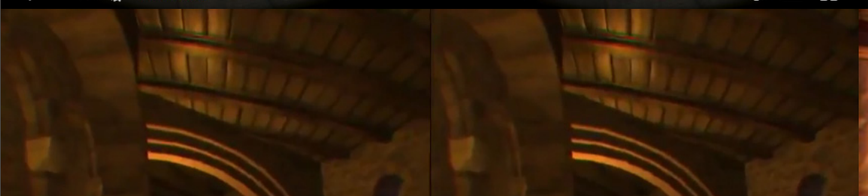
and got the immediate attention of
the VR and the Harry Potter community









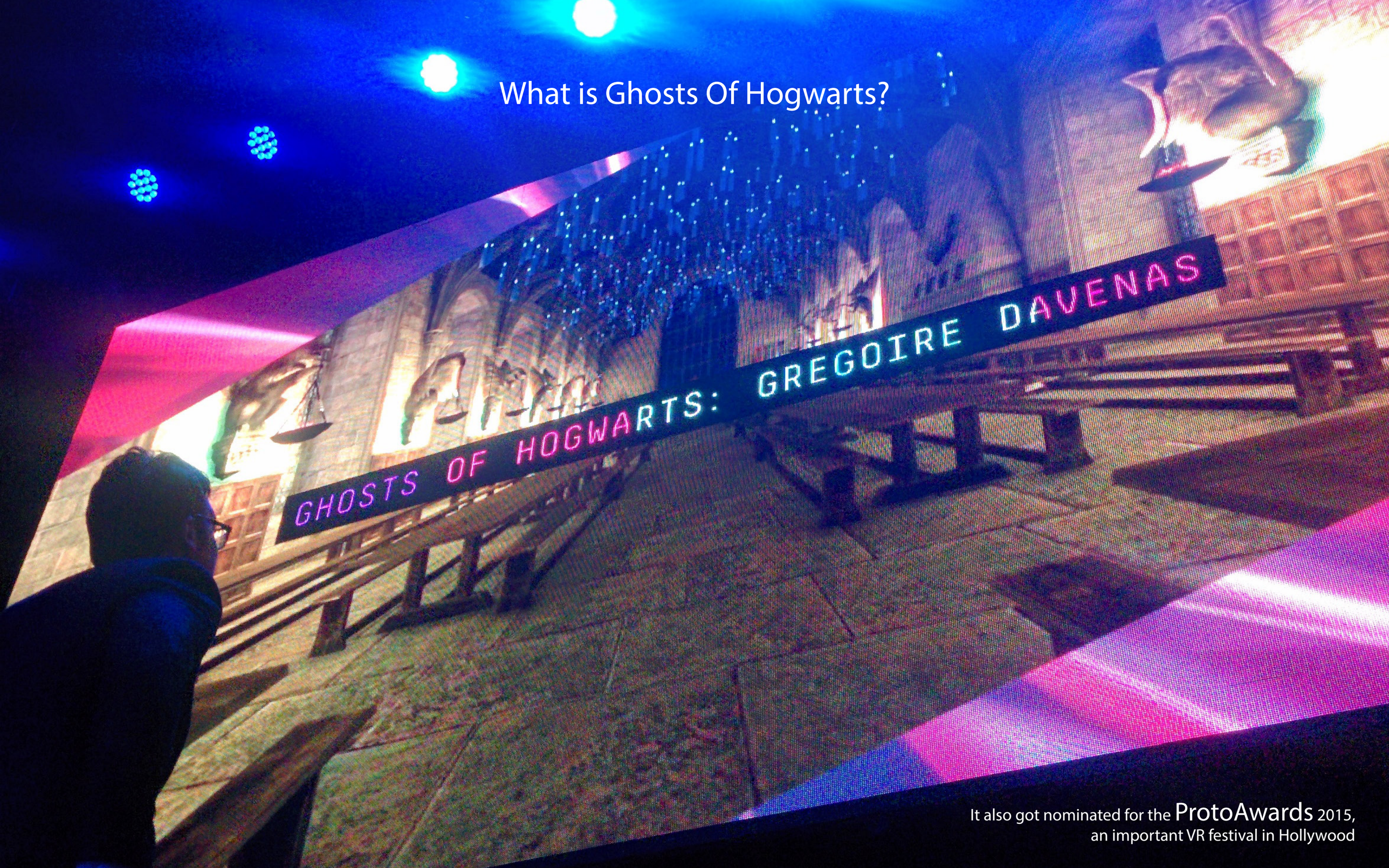






Like this? Why not subscribe?

What is Ghosts Of Hogwarts?



It also got nominated for the ProtoAwards 2015,
an important VR festival in Hollywood

What is Ghosts Of Hogwarts?

All of this with

1 VR designer

and

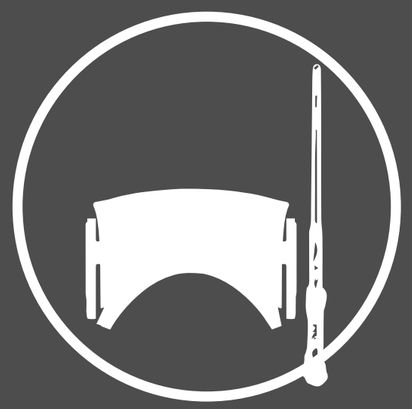
0 advertising

Concepts

We want more

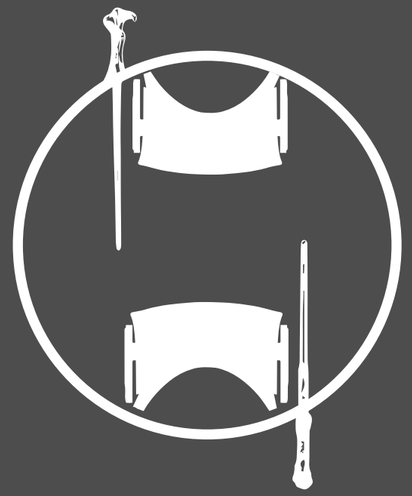
Concepts

A scalable project



Concept 1

Exploration Game



Concept 2

Online Battle Plateform



Concept 3

MMORPG

Concepts

Timeline



Concepts



Concept 1

Exploration Game

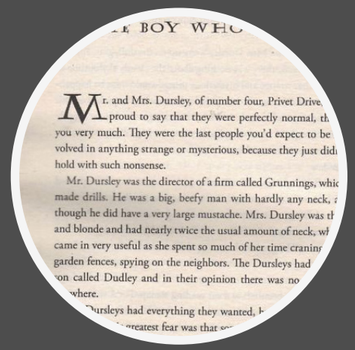
Concepts

Concept 1: Exploration Game



Walk through Hogwarts and trigger scenes
from the past as you walk through the rooms.

Features



Scripted story
aiming to unlock
memories



3D animations
from the movies



NPCs with AI



Time and weather mode
(day/night, seasons, years)

Concepts

Concept 1: Exploration Game



Walk through Hogwarts and trigger scenes
from the past as you walk through the rooms.

Required



Story scripting



Re-modeling
and re-texturing



Rendering



Acting and
Motion-capture



Animation



Visual Effects



AI
development

Concepts

Concept 1: Exploration Game



Walk through Hogwarts and trigger scenes
from the past as you walk through the rooms.

Estimated time of production

8 months

Concepts

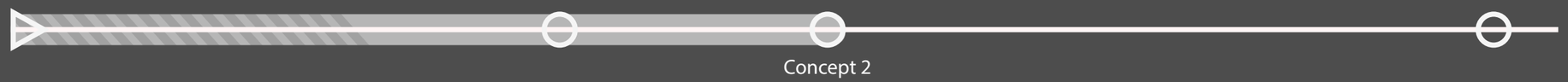


Concept 2

Online Battle Plateform

Concepts

Concept 2: Online Battle Platform



Chat, learn spells and fight with other players or NPCs
in any locations from the Harry Potter world

Features



Social plateform,
chat with anyone



Controller Wand



Learn Spells



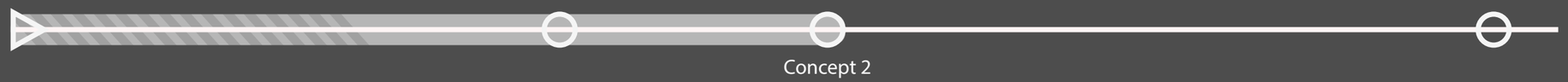
House distribution



Fight anyone

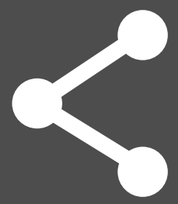
Concepts

Concept 2: Online Battle Platform



Chat, learn spells and fight with other players or NPCs
in any locations from the Harry Potter world

Required



Networking
system



Controller Wand
system



Interaction/Fight
system



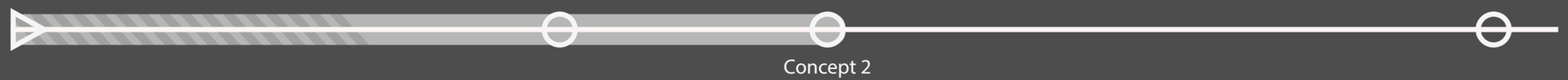
Life/Death
system



Scoring
system

Concepts

Concept 2: Online Battle Platform



Chat, learn spells and fight with other players or NPCs
in any locations from the Harry Potter world

Estimated time of production

1 year

Concepts



Concept 3

MMORPG

Concepts

Concept 3: MMORPG



Get sorted into houses, fight against other players, attend classes to learn new spells, win points and level up yourself or your house, up-rank your position to prefect or teacher and get responsabilities, explore the castle and outside, sneak in locked areas without getting caught, fight NPCs creatures, use potions or items (love potion, invisible cloth), play quidditch, experience one-time events (quidditch world cup, goblet of fire, dementor or voldemort attack...), develop relationships with other characters, fight against other houses and other schools on events, choose your side, kill Voldemort, kill Harry...

Concepts

Massively Multiplayer Online Role Play Experience

Get sorted into houses, fight against other players, attend classes to learn new spells, win points and level up yourself or your house, up-rank your position to prefect or teacher and get responsabilities, explore the castle and outside, sneak in locked areas without getting caught, fight NPCs creatures, use potions or items (love potion, invisible cloth), play quidditch, experience one-time events (quidditch world cup, goblet of fire, dementor or voldemort attack...), develop relationships with other characters, fight against other houses and other schools on events, choose your side, kill Voldemort, kill Harry...

Budget and time

- 3 years with unlimited updates

Features

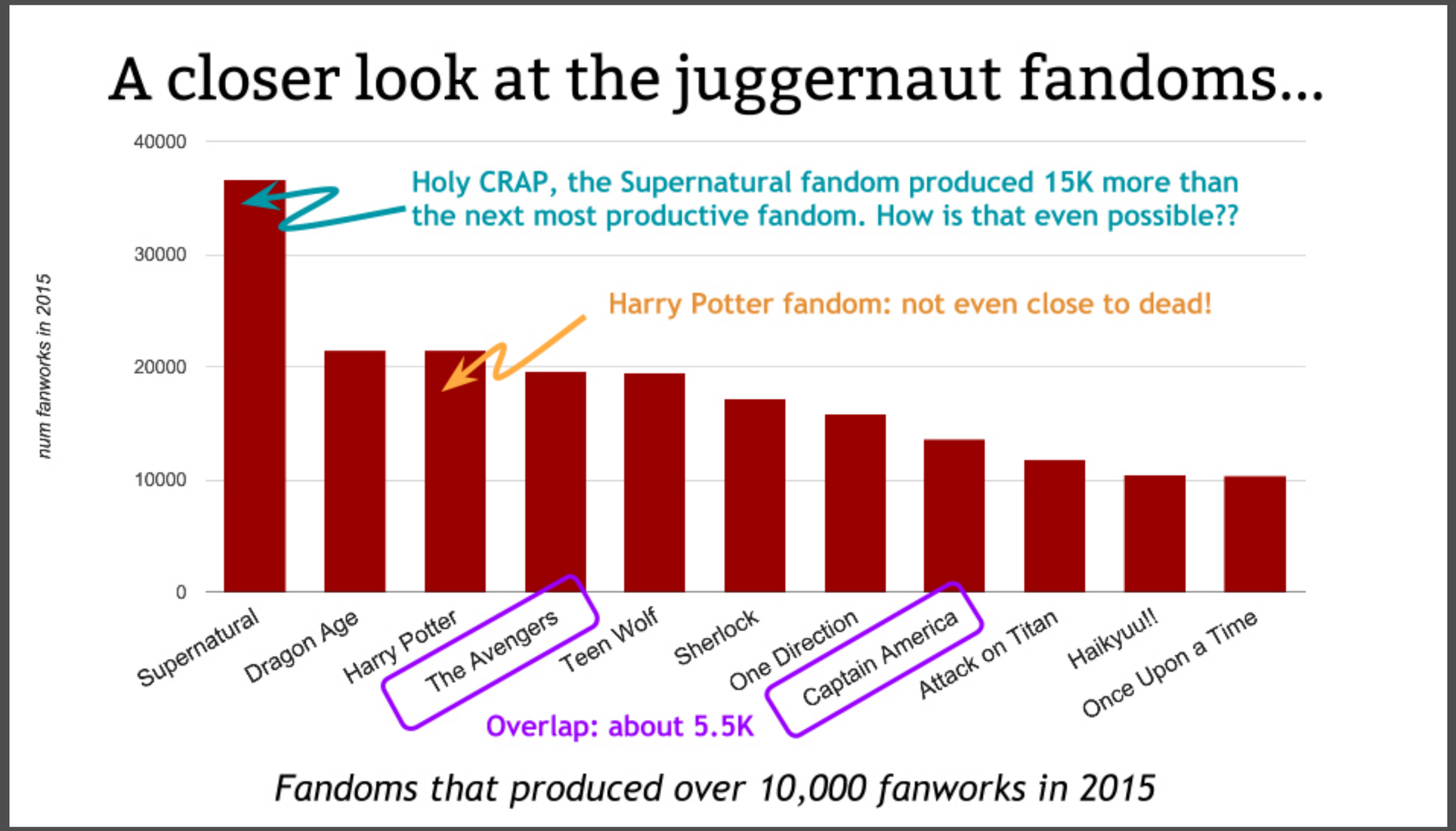
- Time passing mode (day/night, seasons, years)
- NPCs with AI
- 3D animations from the movies
- Scripted story aiming to unlock memories
- Social plateform, chat with anyone
- Controller wand
- Learn spells
- House distribution
- Fight anyone
- Extended Map
- Class and lessons schedule
- Complex AI (affinity system)
- Win points and trophies
- Level-up
- Hierarchy system and responsabilities
- Special Items (potions, objects...)
- Exclusive Event (school competitions, attacks...)
- Quidditch
- Server/School selection

Required

- 3D re-modelling
- Re-texturing
- Rendering
- Motion capture, acting
- Animation
- Visual Effects
- Story scripting
- Networking system
- Controller wand system
- Interaction/fight system
- Life/Death system
- Scoring system
- Leveling system
- House points system
- Extended story scripting for classes & lessons
- AI affinity system
- Extra Items
- Events
- Quidditch flight system
- Server/School system

Who is going to play?

The fans are everywhere



Sources: The Daily Dot

Who is going to play?

The fans are everywhere



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Who is going to play?

The fans are everywhere



Sources: The Daily Dot

Who is going to play?

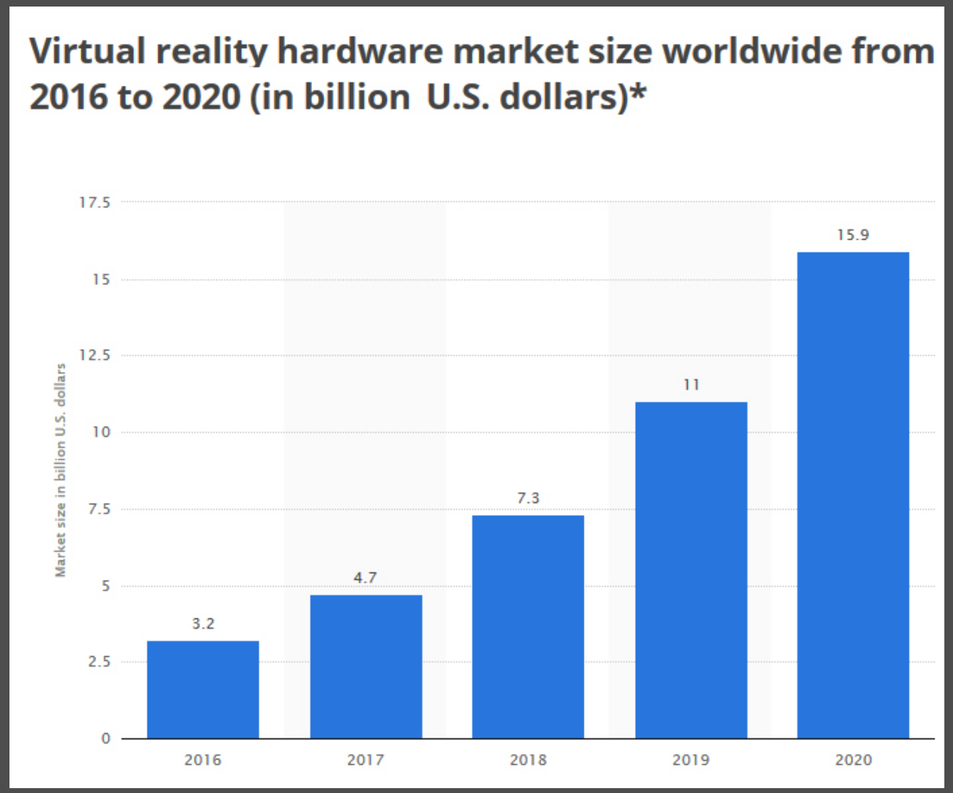
The fans are big enough to buy and play VR now

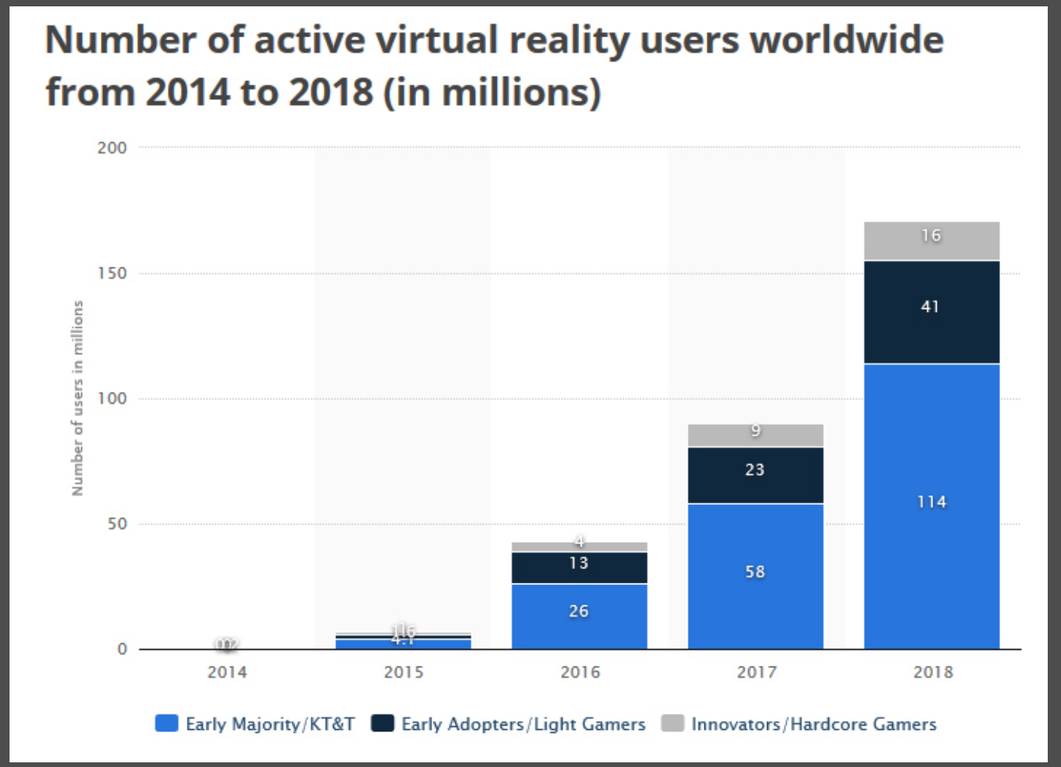


Why now?

VR is expanding big and fast and is getting stable

Companies desperatly need content.





statista

Why now?

JK Rowling is writting on the universe again

Sources: Harry Potter and the Cursed Child Cover

Why now?

The experience can get adapted to the new movies
to reach the new audience

Sources: wall.alphacoders.com

Why now?

It would be the first VR game if this kind.

It could set the reference for VR RPG for decades

Conclusion