

DREAM ARCHITECT: BLACK LUCID

VR Workshop — Immersive XR Project

Student: Haragobinda Sahoo

Course: VR Workshop

PART 1 — PROJECT PRESENTATION

Storyline

Enter the dreams of emotionally unstable patients as a Dream Architect who can physically reshape reality with their hands. Control gravity, rebuild shattered memories, and stabilize collapsing dream worlds before they consume the minds of their owners. The deeper you go in, the more your own reality starts to crack.

1. Context

Dream Architect: Black Lucid is a psychological VR experience set inside a near-future dream therapy company. The player takes the role of a trained Dream Architect, someone whose job is to enter the subconscious minds of emotionally unstable patients and repair their damaged inner worlds before patients become permanently trapped inside them.

Every dream is shaped by the patient's emotions. Fear warps gravity and twists architecture. Sadness floods spaces in silence and dim light. Rage burns everything down. Trauma splinters rooms into fragments of a childhood home. Using full VR hand tracking, the player physically interacts with these worlds as rebuilding structures, calming storms, restoring broken memories, and deciding whether to preserve or erase painful emotional fragments that define the patient's identity.

But strange things begin happening outside the dreams. The Architect's own office shifts and changes. Reflections behave oddly. People begin to forget who the player is. Slowly, the line between dream and reality disappears and in the final act, the player discovers a deeply unsettling truth: they are not only repairing the minds of others. They are the last patient.

2. Main Selling Points

A. Emotionally Reactive Dream Worlds

Every environment reacts dynamically to the emotional state of the patient. Fear reverses gravity and collapses ceilings. Sadness drowns rooms in water and silence.

Anger burns and detonates the world around the player. No two dream levels feel alike.

B. Full VR Hand-Based Interaction

Players use natural hand movements to interact directly with dream environments. Storms can be calmed. Gravity can be reversed. Broken memories can be physically picked up and restored. The experience is built around intuitive, hands-on VR interaction rather than button pressing.

C. Psychological Narrative with a Real Twist

The experience begins as a professional dream repair simulator but slowly transforms into something personal. As the player helps others, their own reality quietly falls apart building towards a final revelation that reframes everything.

D. Surreal, Ever-Changing Visuals

Each dream world has a completely unique visual identity. Impossible architecture, distorted physics, and environments that transform in real time draw inspiration from lucid dreaming, surrealist art, and cinematic science fiction.

PART 2 – GAMIFICATION & EXPERIENCE FLOW

1. WHY: The Goal

The primary goal of the experience is to save emotionally unstable patients by entering their subconscious minds and repairing their damaged dream worlds before complete psychological collapse. The player stabilizes each dream environment, makes critical decisions about painful memories, and exits safely, all while unknowingly working towards the discovery of their own fractured identity.

2. WHAT: The Actions

To achieve the main goal, the player must complete the following sub-objectives:

- Receive a patient briefing from EVA, the AI assistant
- Analyze the patient's emotional instability to determine which dream type to enter
- Enter the dream environment and locate corrupted memory fragments
- Use hand gestures to physically manipulate gravity, weather, sound, and architecture
- Repair emotional damage and interact with subconscious NPC characters

- Make a key decision: remove the painful memory (faster stabilization but increased reality corruption) or preserve it (slower stabilization, patient keeps their emotional memory)
- Stabilize the dream and exit safely before full collapse
- Return to the facility and investigate growing signs of reality corruption
- Repeat with additional patients, each time increasing instability outside the dreams
- Discover the hidden patient file in the final act and confront the full truth
- Make the final decision: accept reality and wake up, or remain trapped inside the subconscious forever

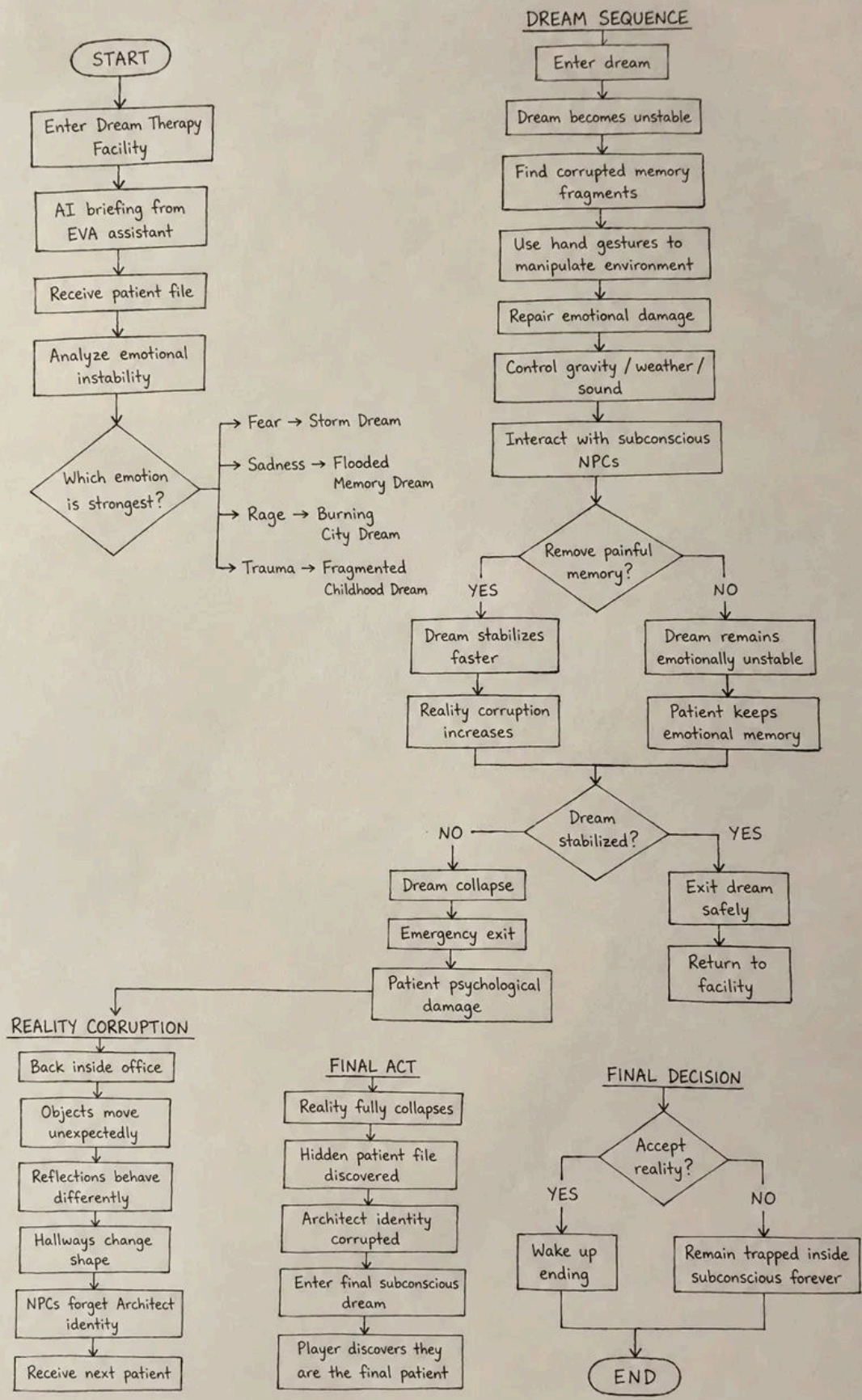
3. WHO: The Players

The experience is designed for the following audience:

- VR users who enjoy narrative-driven, story-first experiences
- Players interested in psychological mystery, emotional storytelling, and surreal Environments
- Fans of science fiction, lucid dreaming concepts, and immersive interactive narratives
- Creative audiences looking for meaningful VR experiences beyond traditional gaming

4. HOW: Flowchart / Decision Tree

The flowchart below maps the complete experience flow from entry into the Dream Therapy Facility through each dream sequence, the key decision points, the reality corruption loop, and the two possible final endings.



PART 3 – PRODUCTION BREAKDOWN

The experience is designed as a room-scale VR experience. Players stand and move within a physical space, using full body movement and natural hand gestures to interact with dream environments. Teleportation is used for larger navigation between areas, combined with limited free movement for close-range physical interactions.

1. Hardware

- **Primary Headset: Meta Quest 3** - standalone, no PC required for the base version
- **Secondary / PC VR: Valve Index** - for higher visual fidelity output
- **Controllers:** VR hand controllers with haptic feedback for physical interaction
- **Audio:** Spatial audio headphones - essential for the emotional sound design of each dream world

2. 3D Assets

A. Dream Environments:

- Dream Therapy Facility – clean, clinical, subtly wrong in small details
- Storm Dream World – an elevated urban environment with broken and reversed gravity
- Flooded Train Station – submerged, silent, cold water filling every corridor
- Burning Upside-Down City – a city physically collapsing and catching fire in real time
- Fragmented Childhood House – unstable geometry, rooms that shift and loop
- Final Subconscious Realm – the Architect's own broken and fractured mind

B. Objects and Visual Effects:

- Floating memory fragments – glowing geometric shards representing emotional moments
- Gravity distortion visual effects around unstable zones
- Dynamic weather systems – storm, flood, fire responding to player actions
- Reflection glitch effects and mirror anomalies in the facility
- Emotional energy particles and auras surrounding patients and memory objects
- Interactive portals and environmental control nodes
- Dream transition and layer shift sequences

3. Interactive Items

- Emotional energy spheres – picked up and placed to repair damaged dream areas
- Memory fragments – physically handled and restored using hand gestures
- Gravity control nodes – activated by touch to alter the physics of the environment
- Dream stabilization devices – used to lock and seal repaired dream zones
- Interactive doors and portals – open passages between dream layers and facility sections
- Light and sound manipulators – adjusted through physical movement to alter dream mood and tone
- Patient files – readable briefing documents for each new case

4. Characters

A. The Dream Architect (Player Character)

A professionally trained Dream Architect working for Black Lucid. Calm, intelligent, and precise under pressure but mentally fractured beneath the surface. The player's own identity becomes the central mystery of the entire experience.

B. EVA – AI Assistant

An artificial intelligence that briefs the player before each dream session and provides real-time support during repair sequences. Helpful and accurate at first, but her responses grow increasingly strange as the Architect's reality deteriorates.

C. Dream Clients (Patients)

A rotating group of emotionally unstable patients, each with a unique subconscious world built from their personal memories and dominant emotions. Each patient creates an entirely different dream environment and challenge.

D. The Reflection Entity

A distorted, corrupted version of the Architect appearing in mirrors and unstable dream zones throughout the experience. It represents suppressed memory and the growing truth the player has been unknowingly avoiding.