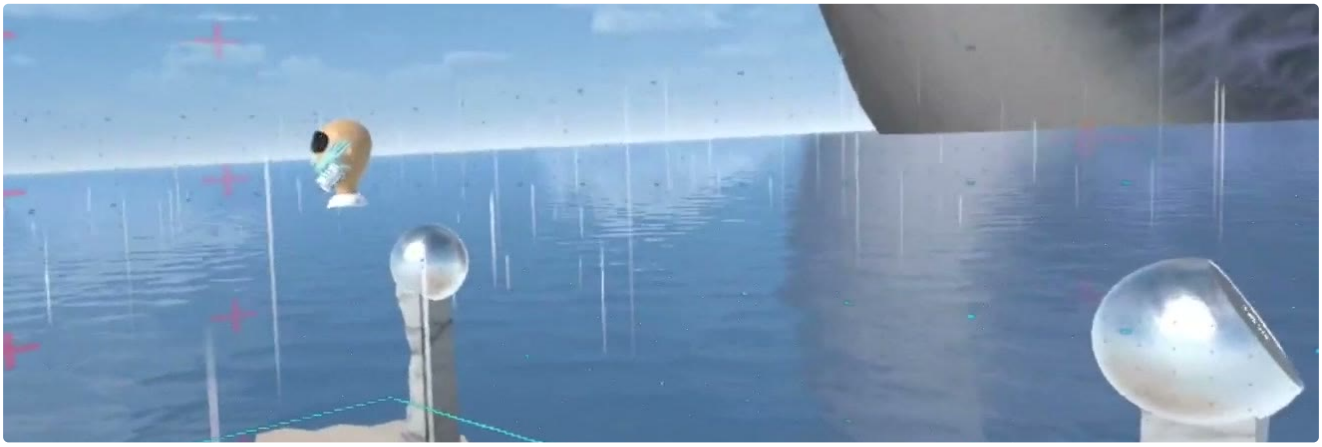
HIGH CONCEPT DOCUMENT

GRAPAT de BTC

A co-located VR escape room about what you give away when you hand over your biometric data.

Prepared by Ethan Navarro · Produktia | 2024 | v1.0



Act I: a liminal ocean watched by a giant eye. Stone totems rise from the water and ask for your biometrics.

LOGLINE

You wake up in an endless ocean. A friendly drone asks you to complete an ancient ritual at the totems: hand, eyes, face. With every step, BTC quietly lands in your wallet. The ritual was a scan, the price was your identity, and getting it back depends on trusting the people next to you.

THE HOOK

The game re-stages a real case teenagers have seen in the news: people having their **iris scanned in exchange for cryptocurrency**. Here the deal is disguised. The drone presents the scans as an ancient ritual and never mentions money, while a BTC counter on the wrist goes up with every step. The twist turns both into a loss, and the finale is a prisoner's dilemma: will the group protect each other's data or sell each other out?

EXPERIENCE IN THREE ACTS

- **The Ocean (lure).** A drone narrator presents ancient totems as a forgotten ritual the players must complete to move on. The totems scan their hand, eyes and face, and BTC quietly lands in each player's wallet.
- **The Data Room (escape).** The players' identities are absorbed into a futuristic data vault. They work together on chained physical puzzles (power, laser, sound) to decrypt their identities.
- **The Choice (dilemma).** Walls separate the players. Each one decides alone: betray or cooperate. A single traitor wins, but if more than one player betrays, everyone loses.

FACT SHEET

GENRE
Educational VR escape room / serious game

PLATFORM
Pico 4 (standalone VR)

PLAYERS
4, co-located local multiplayer

AUDIENCE
Upper-secondary students (Batxillerat), age 16–18

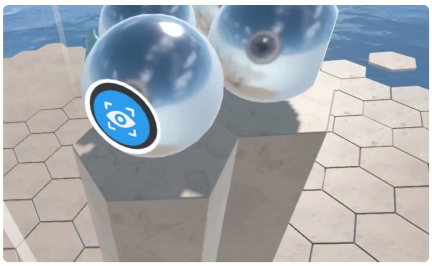
SESSION
≈10 minutes per group

LANGUAGE
Catalan

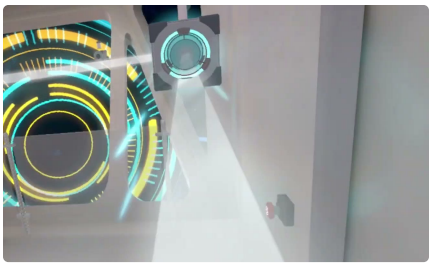
ENGINE
Unity · C# · Netcode for GameObjects

AI
AI Game Master: ChatGPT API + ElevenLabs TTS

PERFORMANCE TARGET
Stable 90 FPS on Pico 4



Iris scan totem



Laser and mirror puzzle in the data room



Final choice, "Tria sàviament" (choose wisely)

FLOW AT A GLANCE

ACT I · THE OCEAN

Lure · ≈2 min

- Wake up in a liminal ocean
- A drone greets you: "no humans in centuries"
- **Totem 1 · "ritual" hand scan**
- **Totem 2 · "ritual" eye scan**
- **Totem 3 · "ritual" face scan**
- **Identity absorbed into the network**

BTC quietly lands in the wrist wallet with every scan; the drone never mentions it.

ACT II · THE DATA ROOM

Co-operative escape room · ≈6 min

- **Reveal: "you have been robbed"**
- Fuse box: restore the lights
- Plug the cable: power the laser
- Mirror boxes: steer the beam
- Beam pulls core piece → into the PC
- Match sounds to shapes on the board
- **PC decrypts the identities**

ACT III · THE CHOICE

Social dilemma · 3:00 countdown

- Walls rise between the players
- **Each player alone with two buttons**
  TRAIR (betray) · COOPERAR (cooperate)
- "Tria sàviament" · 3:00 countdown
- 0 betray → everyone recovers
- 1 betrays → only the traitor recovers
- 2+ betray → everyone loses

Target timings.

DESIGN PILLARS

1. Feel the trade, don't read about it

Players are never told that biometrics are dangerous, or even that they are being scanned. They complete the "ritual" themselves, watch the money arrive, and only find out afterwards what it cost them.

2. Your body is the controller

Scanning means putting your own hand and face up to the totem. In the data room, players physically pull levers, plug in cables and carry pieces, so the identity they lose feels like their own.

3. Trust is the final puzzle

Every puzzle up to the end rewards cooperation. The last one makes cooperation risky and gives the students something to talk about after the session.

LEARNING GOAL

Get 16–18-year-olds to think about why **biometric data cannot be "reset"** like a password, how data collection can be disguised as something harmless, why a small reward is not a fair price for it, and how one person's choices about data affect everyone else.

WHY IT STANDS OUT

- Built on a real, recent case that teenagers already recognise
- Shared physical space: four students in one room, side by side in VR
- A drone narrator powered by AI that talks to the group
- A moral ending instead of a fixed one; the result depends on the group
- Built for classroom use: short session, guided flow, runs on standalone headsets

SCOPE

- One continuous VR experience in three acts
- 5 minigames: biometric totems, fuse box, laser and mirrors, sound and shape board, final choice
- 4 Pico 4 headsets in one shared physical space
- AI narrator (drone) with synthesised voice in Catalan
- Target of a stable 90 FPS on standalone hardware