

*fulfilling our ultimate dream of flying like a bird*



# Bird VR

A GAME BY  
BULLET HEAD GAMES

## *More than just a bird*

Have you ever dreamed of flying like a bird? Virtual reality (VR) can deliver an experience like never before... take you to the sky, arms outstretched, with the power and innate grace of the avian masters.

BirdVR is a first-person, simulation game, which tasks players to assume control of a bird. Unlike a common flight simulator that requires using a joystick or numerous buttons, BirdVR players control the flight instinctively with arms and hands – movements correlated to the flapping of wings and manipulations primary by feathers for speed, altitude, and navigation.

The main design philosophy behind the game is that it had to be comfortable, intuitive, and accessible. If you have never played video games before and aren't good with controllers, you don't even need to know how to hold it, just move your hands like wings and you're good to go. Very immersive and fun!



## Planning and Task Management:

1. Picking an exact realistic Launch Date Q2 2020
2. Develop effective marketing scheme:
  - Create a Pre-Launch Site
  - Organize a social media company with contest/giveaway
  - Connect with Industry Influencers
3. Proper Product and User Testing
4. Add after release content
  - Free flight mode in the city
  - Competitions with online leaderboards

## THE GAME:

The players explore the island. On each part of the island, there are challenges, that hone the player's pilot skills, like plunge-dive to catch fish, ring parkour, speed cave flying, etc.

Each challenge takes 5-6 min to complete and 2-3 min to fly through the island to the start point. Challenges help players to quickly learn innovative and intuitive arms and hands controls to perform impressive aerial maneuvers.

A full playthrough of BIRD VR takes about three to four hours.

We plan to charge 14.99 for the game when it ships.

## EXPERIENCE:

Bullet Head Games have a history in ArchVis VR. We use Unreal engine to craft VR experiences for design companies.

We look forward to creating immersive, good looking games.

## INVESTMENT:

**Programming — 1.0 FTE for 4 mo**

1 Lead Engineer

**Art + Content Creation — 2.0 FTE for 6 mo.**

1 3D/Environment Artist

1 Level designer

**Managing and Production — 1.0 FTE for 4 mo.**

1 Creative Lead / Game Designer / Producer

**Music + Sound — 1.0 FTE for 4 wks**

1 Sound Designer

1 FTE = 160 man month hours

Approx. Team Size: 4.5 - 5.5 FTEs

## TEAM:

**Mordanov Artem** — Game designer,  
Producer, Developer

**Evgeny Chernyshov** — Developer

**Pavel Kartashov** — Designer, Marketing

**Egorov Roman** — Developer

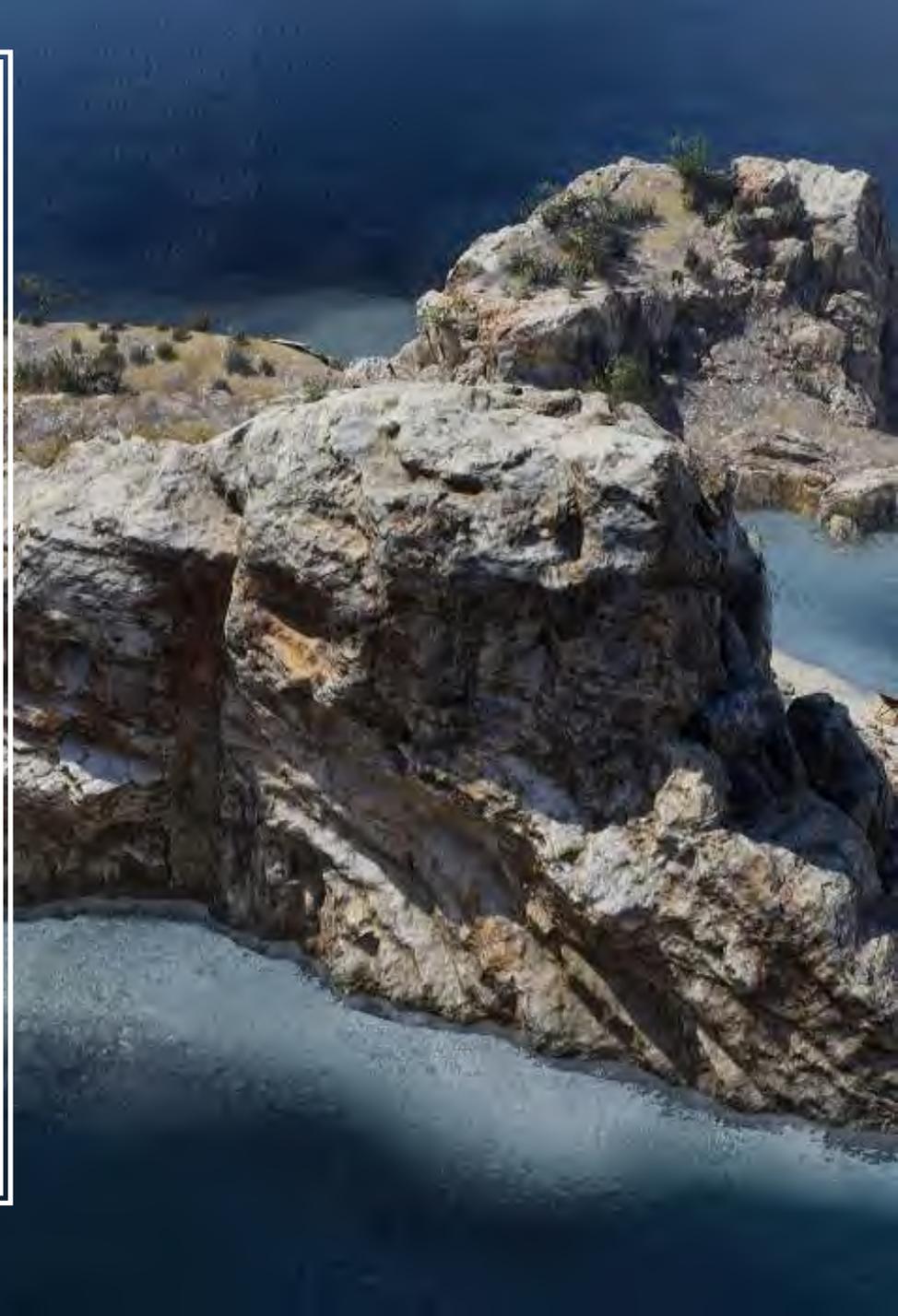
**Julia Kruk** — Manager

**Evgenia Gordeeva** — Ornithologist

Bird VR already has a working prototype, applied to Oculus Start program.

We invited an ornithologist into the team and we're constantly improving flight mechanics and Bird VR really gets you moving.

Development is progressing well.





*fulfilling our ultimate dream of flying  
like a bird*

It was morning, and the new sun sparkled gold across the ripples of a gentle sea. A mile from shore a fishing boat chummed the water. and the word for Breakfast Flock flashed through the air, till a crowd of a thousand seagulls came to dodge and fight for bits of food. It was another busy day beginning.

But way off alone, out by himself beyond boat and shore, Jonathan Livingston Seagull was practicing. A hundred feet in the sky he lowered his webbed feet, lifted his beak, and strained to hold a painful hard twisting curve through his wings. The curve meant that he would fly slowly, and now he slowed until the wind was a whisper in his face, until the ocean stood still beneath him. He narrowed his eyes in fierce concentration, held his breath, forced one... single... more... inch...of...curve.



Bullet Head Games  
2019

[www.bulletheadgames.com](http://www.bulletheadgames.com)