6NINERS PRESENTS

ESCAPE69

A CSCI_217 PROJECT

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Game Description

Escape69 is basically an escape room of numerous levels with varying difficulties.

You have different ways of interaction with your surroundings such as grabbing, attacking and triggering events.

The game features a multiplayer mode as well as two solo modes, Soul Cave and Knap Sack, the former is developed by **6Niners** while the latter was developed by **TheKnapSack** team as a collaborative expansion for **Escape69**.

Main Menu

The Main Menu features both Host and Join options which -obviously- allow you to host or join a multiplayer game, the multiplayer game mode map gives the player a decent tricky puzzle which requires collaboration on behalf of both players to solve.

Soul Cave

Soul Cave is a professionally created, designed and developed level featuring highly challenging puzzles that must be solved using various interaction methods throughout the map.

Knap Sack

Knap Sack is a cool expansion for **Escape69** developed by **TheKnapSack** team to bring their project to the world of **Escape69**.

Knap Sack is by far the most challenging level of the game based on the infamous KnapSack algorithm, it is not just hard to pass but also hard to develop and implement.

Controls

WASD: Movement

LMB: Hold to grab, release to… release!

RMB: Attack

M: Access in-game menu

Space: Jump

Hardware Requirements

Recommended: No idea but you must get a decent build

Minimum: No minimum requirements, it is not a game for peasants.