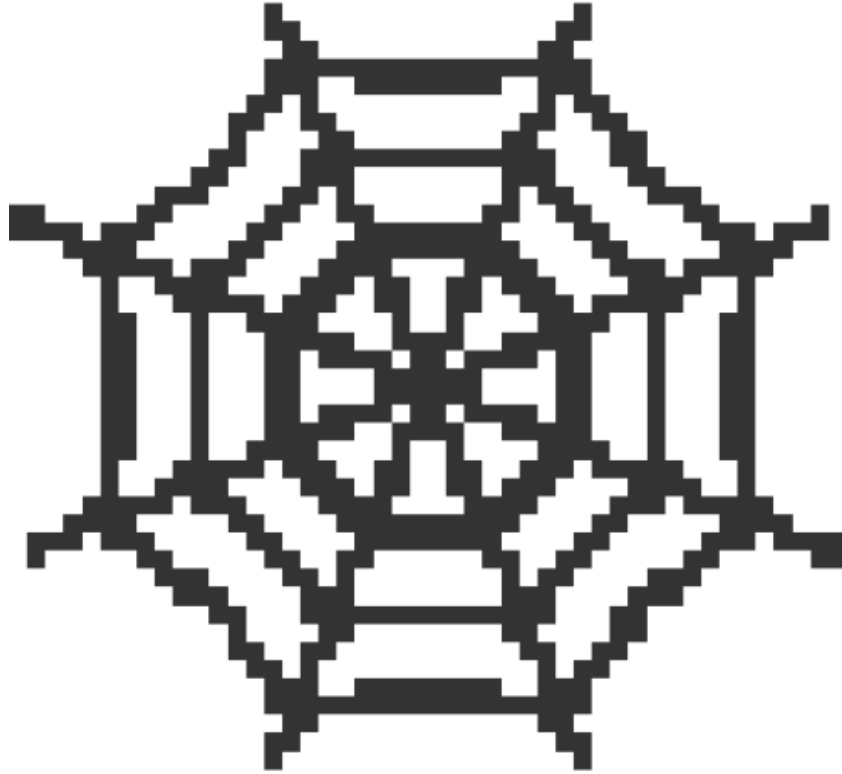


Flee the Mansion



Concept Document
Version 2.0.0

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Game 115
Samoff
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Design Brief

Flee the mansion is an adventure game subgenre is escape rooms. Player mode single player, with the goal being to entertain as they find keys that are hidden throughout various rooms to escape. The objectives are to explore, solve riddles, and problem solve. The player must get out by finding all the keys or they are stuck in that mansion with the ghosts. The target audience is anyone, it has a very low level of entry. Each room progresses with difficulty as the player learns of new tricks and tools.

Core Mechanics

The core mechanics are the exploration of the house. Collecting keys to open doors. Riddle-solving to find where keys might be hidden or who has them. Navigating through mazes as they go through staircases to find the keys. As well as using hints they get from different objects and ghosts throughout the game. The game as well as an inventory system so the player can keep track of the keys they have.

Look and Feel

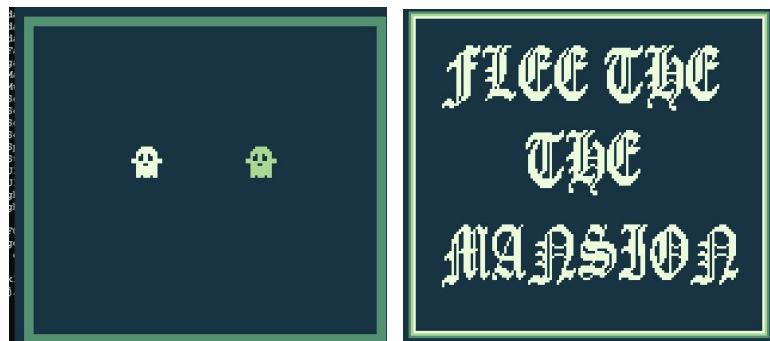
The environment in this game is a creepy old vibe. The house, for the most part, will look abandon in a good but now amazing condition.



Flowcharts



Final Gameplay Scenes



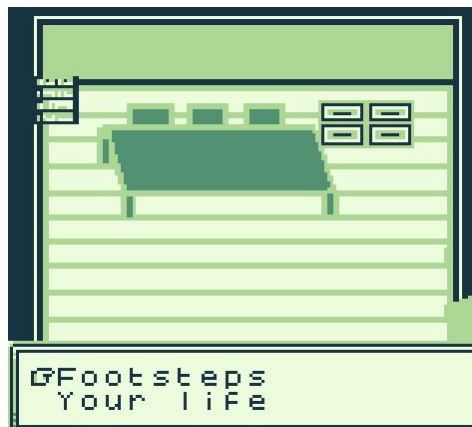
Start screens



The first scene of the mansion



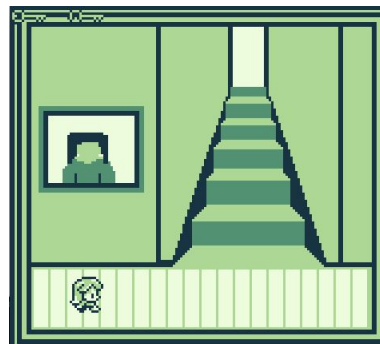
Living room with all locked doors



Dining room



Kitchen



Hallway with staircase one



Bedroom one



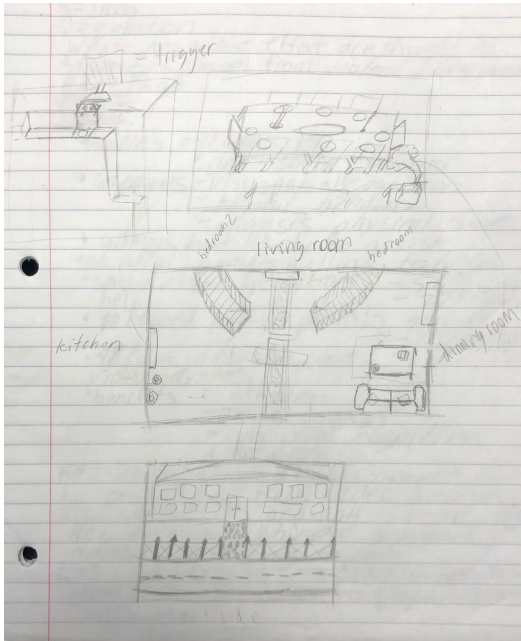
Bedroom two

Post Mortem

I had a difficult time pushing to GitHub because I had made a new project. I also made my maps the wrong size and did not fix them till the last week. It was giving my game bugs because of the wrong sized maps. Next time it will be better to fix my maps as soon as I realize there was a problem. Next time I will make my puzzles beforehand on paper because it is much more difficult to start from nothing in-game.

Design Notes

I wanted to include inputs from the player but GB studio does not support it. I also wanted to include a time interval but I was unable to figure out how to keep track of time in this program. I wanted more puzzles but all the ones I was thinking of needed user inputs. I settled for them choosing between options for a riddle in order to get the key.



Playtesting feedback:

FLEE THE MANSION TIM SAMOFF tsamoff@ps.edu 10/18/19

CLARITY = 4

- SAME LOOKING CHARACTERS ARE CONFUSING
- SIGNS ARE CABINETS?
- MANSION OWNER COMES BACK.
- ROADWAYS ARE SOMETIMES HARD TO SEE

Flow = 7

BALANCE = 6 (PRETTY EASY)

DURATION = 5

- INTERPOLATION = 3 - NEED FINAL GRAPHICS
- KEYS? ~~WHAT ARE THE ICE CUBES IN THE LEFT CORNER~~
 - SCALE OF OBJECTS IN SCENES ARE INCONSISTENT.

$$F_{UN} = 4$$

INTERACTION = 7

BEST: STAIRCASE GRAPHICS

INCAR: NO REAL STRATEGY NEEDED.

CHANGE: NOTICE DOORWAYS OBVIOUS.

[illegible]

GAME	DATE	PLAYING LEVEL	CLASSIFY	NAME	CONTACT	DATE			
Game Description: Consider the components that make the game play fun and enjoyable. In (1) the worst, 1 to 10 best. Write additional notes on the right-hand side relating your scores or about the game in general. At the bottom of the sheet is a space to write about what you like about the strongest element of the game, the weakest element of the game, and one thing you would change if you could.	10/18/16					Notes			
Clarity	1	2	3	4	5	6	7	8	clarity
Very confused on how to design. Difficult on what is going on in the game. Rules are unclear and difficult to understand.									the rules are not very clear
Somehow clear and easy to understand.									very clear
Flow	1	2	3	4	5	6	7	8	flow
Lack of interesting procedures. There is too much repetition to make conference. assumptions too rules.									the game is not interesting
Several conference procedures and a lot to pay attention to. There may be confusion in the rules.									the game is not interesting
Very interesting. There might be a lot too much happening. Few exceptions to the rules. Fairly well structured.									the game is not interesting
Very interesting. The player can easily see what is going on in all kinds of ways. Rules are very clear and straightforward.									the game is not interesting
Balance	1	2	3	4	5	6	7	8	balance
Very unbalanced or completely broken. Feels unfair, far too much luck, or too many random components.									the game is not interesting
More balanced than thought. There are many strategic, heuristic, complex components, or components that are either too simple or too complex. Few luck elements are involved.									the game is not interesting
Very balanced and fair for all players. There are many strategic, heuristic, and luck in appropriate in it. The components are well balanced.									the game is not interesting
Duration	1	2	3	4	5	6	7	8	duration
The game lasts for too long or not long enough. The game might last for a completely unreasonable amount of time.									the game is not interesting
The game does not last a satisfying length for what it is. The game might be too long or too short.									the game is not interesting
The game lasts for a satisfying length of time. The game might be too long or too short.									the game is not interesting
The game lasts exactly as long as it should. The game might be too long or too short.									the game is not interesting
Integration	1	2	3	4	5	6	7	8	integration
Seemingly not an extremely successful. The components do not complement each other or all.									the game is not interesting
The components are not well matched. The components do not complement each other or all.									the game is not interesting
The components are well matched. The components do not complement each other or all.									the game is not interesting
The components are well matched. The components do not complement each other or all.									the game is not interesting
Fun	1	2	3	4	5	6	7	8	fun
Complete lack of interest. Components are boring. Nothing is happening. There is a lot of downtime.									the game is not interesting
Lack of interest. Components are boring. Nothing is happening. There is a lot of downtime.									the game is not interesting
There is a lot of interest. Components are interesting. There is a lot of downtime.									the game is not interesting
There is a lot of interest. Components are interesting. There is a lot of downtime.									the game is not interesting
There is a lot of interest. Components are interesting. There is a lot of downtime.									the game is not interesting
Interaction	1	2	3	4	5	6	7	8	interaction
Player interaction is a poor quality. Player interaction is a poor quality.									the game is not interesting
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Player interaction is a poor quality. Player interaction is a poor quality.									the game is not interesting
Strategic Point	The strategies are really cool! I love the strategy part.								
Weakest Point	The game is a little boring.								
One Change	Add a new rule.								