

# Project Escape

## Design Brief

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## **Abstract**

In this adventure game, the player finds themselves having to follow in the footsteps of their renown mother and brother. They must progress through the trials in order to brace themselves for the adventure of a life time.

## **Genre**

Retro 2D Adventure

## **Platform**

Online (including Mobile Web) and GameBoy handheld (or emulator)

## **Time Intervals**

Real-time

## **Player Modes**

Single-player

## **ESRB Rating**

E for Everyone

## **Target Audience**

Spider Slayer is a 2D retro game that piques the interest of those who enjoy the classic 2D retro game, thrilling-adventure, action sequences, and JRPGs. The game is fairly short, so the player won't have to worry about

investing a vast amount of time into completing this game, so if you enjoy short, interactive games, this might also interest you. With an ESRB Rating of E, this game is suitable for players of all ages.

## **Primary Gameplay**

In Spider Slayer, you will progress by facing spiders and overcoming trials. Your journey begins with the main character preparing to go to sleep (this is how the players learn the controls) and as you start to fade into slumber, you wake up pumped to go on your daily patrol. You pick up your sword and proceed outside the house. The townsfolk will guide you to where your journey truly begins.

Will you be able to overcome the trials that your family has faced and follow in their footsteps?

The mechanics of the game on the web includes Z, X, Enter (Start), Shift (Select), WASD (movement) and on GameBoy, A, B, Start, Select, D-Pad (movement). The player can interact with objects throughout each level, but they cannot keep something obtained on one level and take it to the next. You must find and interact with items in order to defend yourself from the phobias.

## **Maps**







