

1 Design

The game being designed will be a puzzle horror game in which the player needs to escape from a room. Each time the player escapes something new is added to the map or mechanics. The player's goal will be to escape every time, but there will be rooms/items/areas which will try to entice the player through their curiosity in order to keep the player from escaping.

1.1 Goals

1.1.1 Player Curiosity

The game will try to entice the player to do other actions that are disadvantageous for the player. Some of these actions are asking the player if they are sure when using an item or highlighting doors that lead to enemies. To keep the player playing the game after they beat it the player must be kept curious about the stuff they missed or the extra elements added after they beat it.

1.1.2 Game over system

Each time the player beats the game they will have to play it over again, but this time something new is added. The Game over system will keep track of how many times the player completes the game and which mechanics / map objects will be added. This system allows the player to experience different endings to the game.

1.1.3 Enemy Ai

2 Design Process

Curiosity list

1. Open ended questions.
2. Highlighting an object.
3. Audio cues.
4. Notes pointing to something.
5. Don't give the player all the information.

3 Coding done

Added InputReader.(A scriptableobject that handles input) Added player movement.