Game Title: Lab Escape

Goal: The goal of the game is to escape the lab.. Players can move in any direction but can’t jump due to the lack of gravity.

Brief Story of Game: A scientist traps you in a lab with potions and dangerous objects all over the place. Your goal is to escape the lab.

PC: Player - person that has to escape

NPC: Scientist - trapped the player, created the potions

Appearance: The game’s appearance will look like a laboratory ( since player is stuck in laboratory ). Visible potions and deadly squares will be scattered all around the place.

Engagement: To make my game engaging, I will add game complexity. The game will get harder, the further you progress. I will also add graphics to make the game look more realistic.