.High level concept for a game idea.

The trap house

**Game pitch**

Things game is an escape room or puzzle solving game. In this game the player will be locked in a house. The aim of the game is to escape the house. To do this the player will have to solve puzzles to get items needed to open doors and progress through the level. Items will include: hammer (needed to break something), keys (to unlock draws or doors), screwdriver (to open something), ect. Each room the player passes through will have for puzzles or thing the player has to find to be able to progress to the next part of the house. And finally find all the things he needs to unlock the front door so that he can escape from the house. Players need to beware of the traps in the house that could kill the player.

**Back story.**

The players is a lawyer working on a case to put a crime boss behind bar. But just before the big court day the crime bosses goons have kidnapped you. They took kept you alive so the crime boss could get his revenge on you. They took you to a remote house in the woods. Lock you in a room in the house and left the house. You wake up in the house and all you can think of is escaping before they return. There are bars on the windows so they is not an option. The door is locked but there are things in the room that might help you get out. This is where game play will begin.

**Game play**

The game is a first person mystery puzzle solving escape room game. The player can only carry one item at a time. For example: Lets say one of the keys needed to open the front door is in a glass door cupboard. The player will need a hammer to break the glass. The player can pick up the hammer and use it to break the glass. Then the player will have to drop the hammer to pick up the key. Then take the key to the front door to unlock one of the locks. Another example will be the front door has a key code lock. The player will have to find documents that are encrypted that the player will have to decrypt in order to get the code for the lock. The game will be filled with small puzzles the just lead to items need to get to the next puzzle or door.

**Basic controls.**

They player will need a keyboard and mouse to control the character. 8 basic inputs.

W to move forwords.

S to move backwords.

D to move right.

A to move left.

Space bar to jump.

Right click to pick up an item.

Left click to use an item.

The mouse for camera control.

**Scene layout.**

A two story house. 3 bedrooms and a bathroom on the second. Downstairs will have a living room, a kitchen, staircase, bathroom and the front door with multiple looks. Each room will be filled with cupboards, boxes, puzzles, things written on the walls, documents, items, ect.

Outside the house is just the woods but once the player reaches this point the game will end.

**Inspiration and example of the game.**

The game is very similar to the game called Granny. In the game called Granny the granny is a monster in the house that will petrol the house looking for you and try to kill you if she finds you. Will have to try to escape the house without granny finding you by solving puzzles and keys needed to open the front door.

Targeted audience.

This game is targeted at players who enjoy solving puzzles and mysteries.

**Why should players choose to play this game.**

The game will include unique puzzles with a variety of difficulties. The game will have a thrill of suspense as the player is trying to beat the clock to escape the house before the kidnappers can return.

Examples of the scene and game play.



