

Omega Team



Escape or Die

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Version #2.0

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Version History

Version 1.0 - Initial creation. Outline the immediate plan for development of Escape or Die.

Version 2.0 - First Sprint Completed. Added screenshots and github link to document showing progress. Movement is possible using headset.

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I. Game Overview

The core concept behind “Escape or Die” is using the tools at your disposal and your acquired items to escape from the deathtrap you find yourself locked in.

EoD is a puzzle game built in VR, as such, the Player will have to use their own wits and timing through the controls provided to interact with their environment. The Player will have a limited time to solve all of the puzzles and reach the end of the game.

The Player will win when they successfully complete the puzzles in the rooms to find and leave through the exit.

II. Game Play Mechanics

Object Interactivity - Being able to manipulate various elements in the Player’s surrounding objects

Puzzle Gameplay - The Player will have to solve various puzzles

Timer System - Constant countdown during play to stress speedy problem solving

Inventory System - Some puzzles require items from previous puzzles

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III. Camera

First person camera, for full immersion in the gameplay.

IV. Controls

Using the Google Daydream headset for looking around the Player's surroundings, with any bluetooth connected device equipped with a gyroscope and accelerometer to control the Player's virtual appendages.

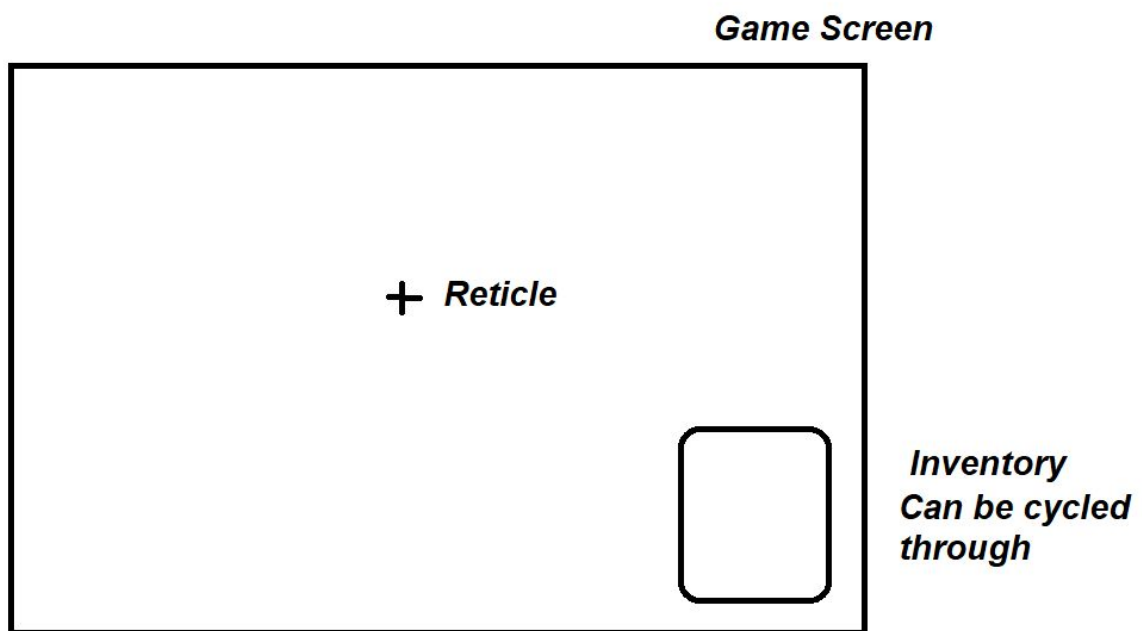
V. Saving and Loading

Our title does not support saving and loading at this juncture of planning. Based on the timer based urgency of the gameplay, the need for a save and load would defeat the purpose.

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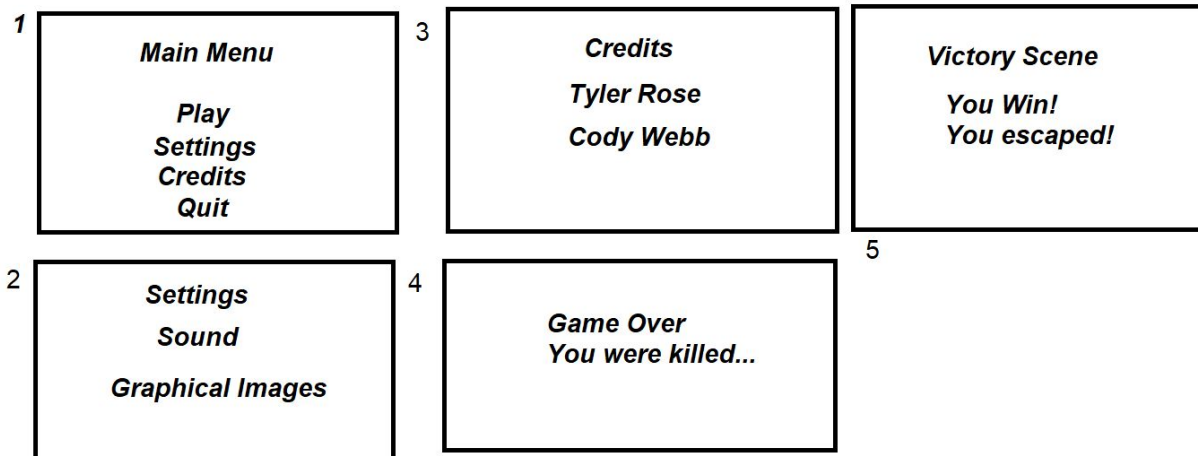
VI. Interface Sketch

The interface for this game is rather simple, as the focus is on giving the Player as much viewing space as possible, however things like their Inventory need to be seen at all times.



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VII. Menu and Screen Descriptions



1. *The Main Menu - used to get into the game or access the settings panel*
2. *The Settings Menu - Used to remove any possible gore and adjust volume*
3. *Credits - Where the creators are given their just rewards*
4. *The Game Over screen - The screen given if the Player fails at the game's time limit*
5. *The Victory screen - The screen given if the*

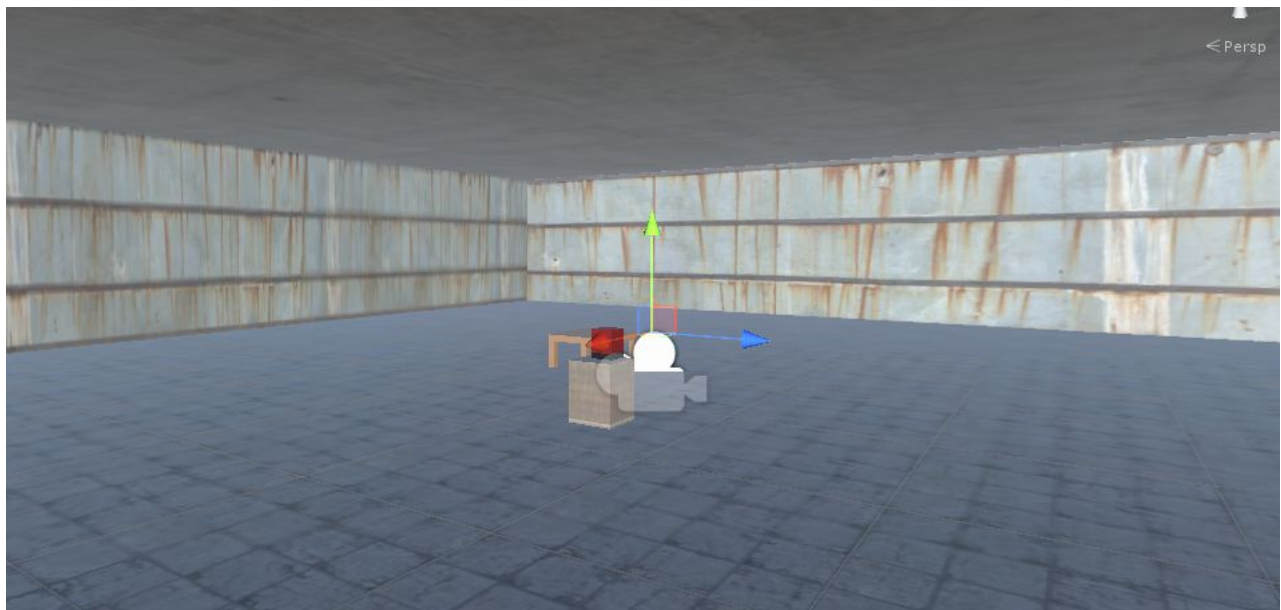
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VIII. Game World

Dark, ominous world confined to a few select rooms. The game world, as it were, is limited to the few rooms. The world outside is meant to be unknown to the Player.

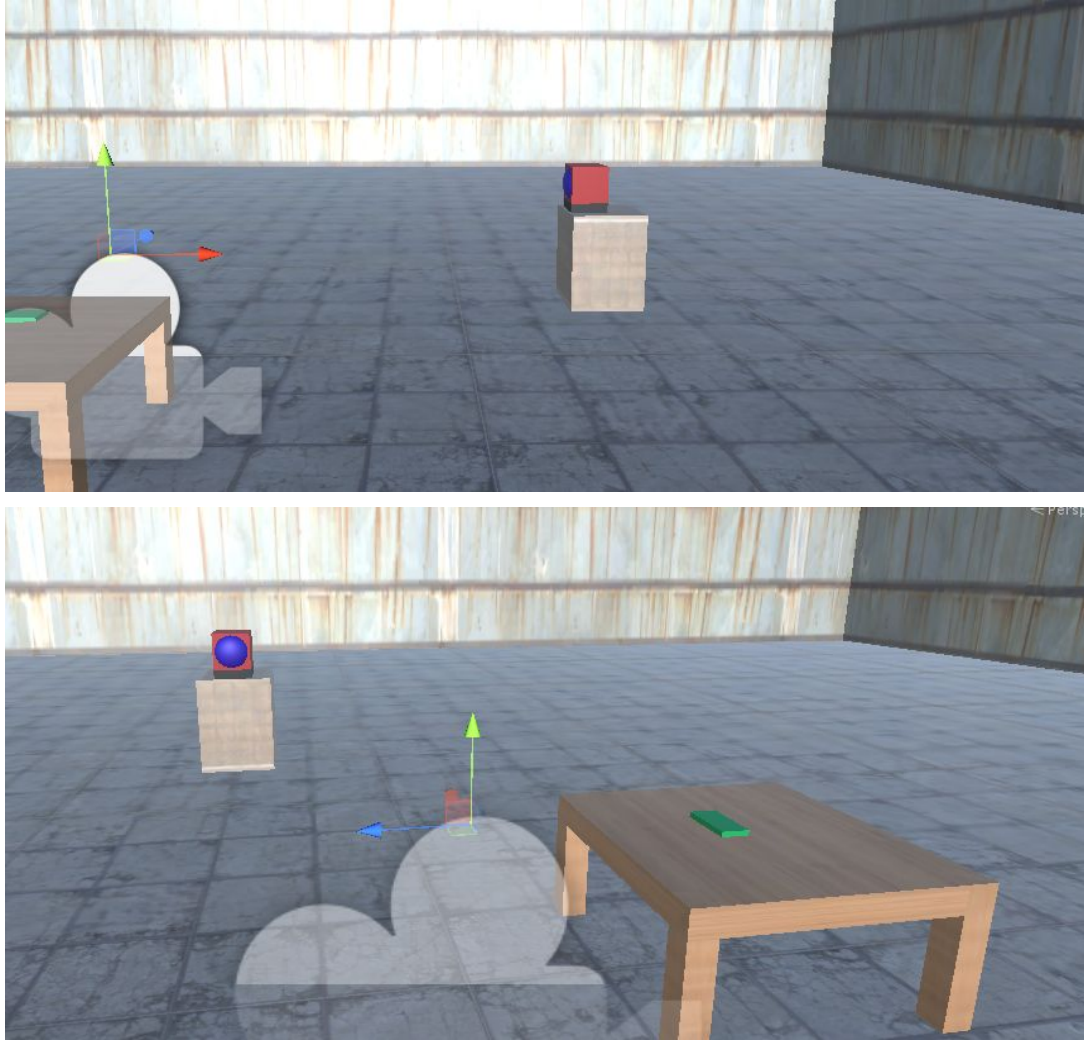
IX. Levels

While not traditional levels, per say, the game world is broken up into several rooms for the Player to interact with.



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X. Game Progression

By completing puzzles, the Player will be allowed to progress through the rooms until they find themselves in the exit room.

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XI. Items

1. *Key - used to unlock the door to the exit in the final room*
2. *Metal Ball - used to unlock a tumbler system for one of the puzzles*
3. *Iron Rod - used to complete a puzzle*
4. *Paper People Train - used to complete a shadow based puzzle*

XII. Scoring

The Player will be scored based on the time it takes them to solve all of the puzzles and finish the game. The Player will have 20 minutes from the beginning to solve the puzzles, with a score based on the time remaining, 10 minutes remaining gives a score of 50 for example.

XIII. Puzzles/Mini-games

This list is to be expanded on and completed as new concepts are added and removed based on complexity.

1. Shadow based puzzle
2. Combination lock puzzle
3. Physics based puzzle
4. Wall Built puzzle

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XIV. Sound Index

1. *To be completed as added.*

XV. Art / Multimedia Index

1. *To be completed as added*

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