**Idea: Cave Escape**

Overview:

It’s a **two player versus game** where you have to set down **traps** in a level to prevent the other player from escaping. You both take turns to modify a level and have the other player try to escape it. You win when the other player fails to escape a level.

It is kinda like Ultimate Chicken Horse.

Gameplay Structure:

Phase 1: A player will be chosen at random to begin by setting up a level with traps (whilst the other player is not watching). The level provided to them will have a **procedurally generated layout**, they are only able to choose where to place the traps or obstacles. The other player then plays the level and has a set amount of time to try and escape it.

Phase 2: Each player swaps roles and it will be the job of the other player to design the level. The key thing is that **whatever traps were placed before will remain**. This means the level should become harder and harder the more it is played. While the layout of the level will remain the same, the player’s start and exit location will be at a different point each time (so they get disorientated).

Phase 3: They keep swapping turns until one of them fails to escape in time.

Theme

Any theme would work really. I was thinking about it **taking place in a cave and your goal is to find the ladder to the surface.** They will have a limited field of view and require a flashlight.

The traps could include **trapdoors, cobwebs, rolling boulders…**

They could also be able to place obstacles to block pathways.

