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[https://docs.google.com/presentation/d/1aVAhhQTrl1mxjNi\\_zJx8mzThNcIXe74597fMH0Ot58M/edit?usp=sharing](https://docs.google.com/presentation/d/1aVAhhQTrl1mxjNi_zJx8mzThNcIXe74597fMH0Ot58M/edit?usp=sharing)

## **Game Plan**

**1. What is this game about/background, and why are you choosing it? What is the motivation?**

- This game is about escape rooms. Each escape room will be a level. There will be an overarching storyline to the rooms, with the mystery being solved at the end of the game if all the clues are discovered.
- We chose this idea because we all like escape rooms and there aren't many games already covering this topic.

**2. Who are the target users?**

- Teenagers and anyone who would be interested in puzzle/problem solving games.

**3. What is the context/game world?**

- The game world consists of the different rooms (levels) in a 2D overhead view
- We could have a lobby area where the player can choose from different levels and review the storyline
  - (Player could have a notepad to keep notes about what they have discovered)

**4. What are the game rules?**

- Player looks around to find possible clues they could use to escape the room (level) that they are trapped in. Player must escape the current room before moving on to the next.

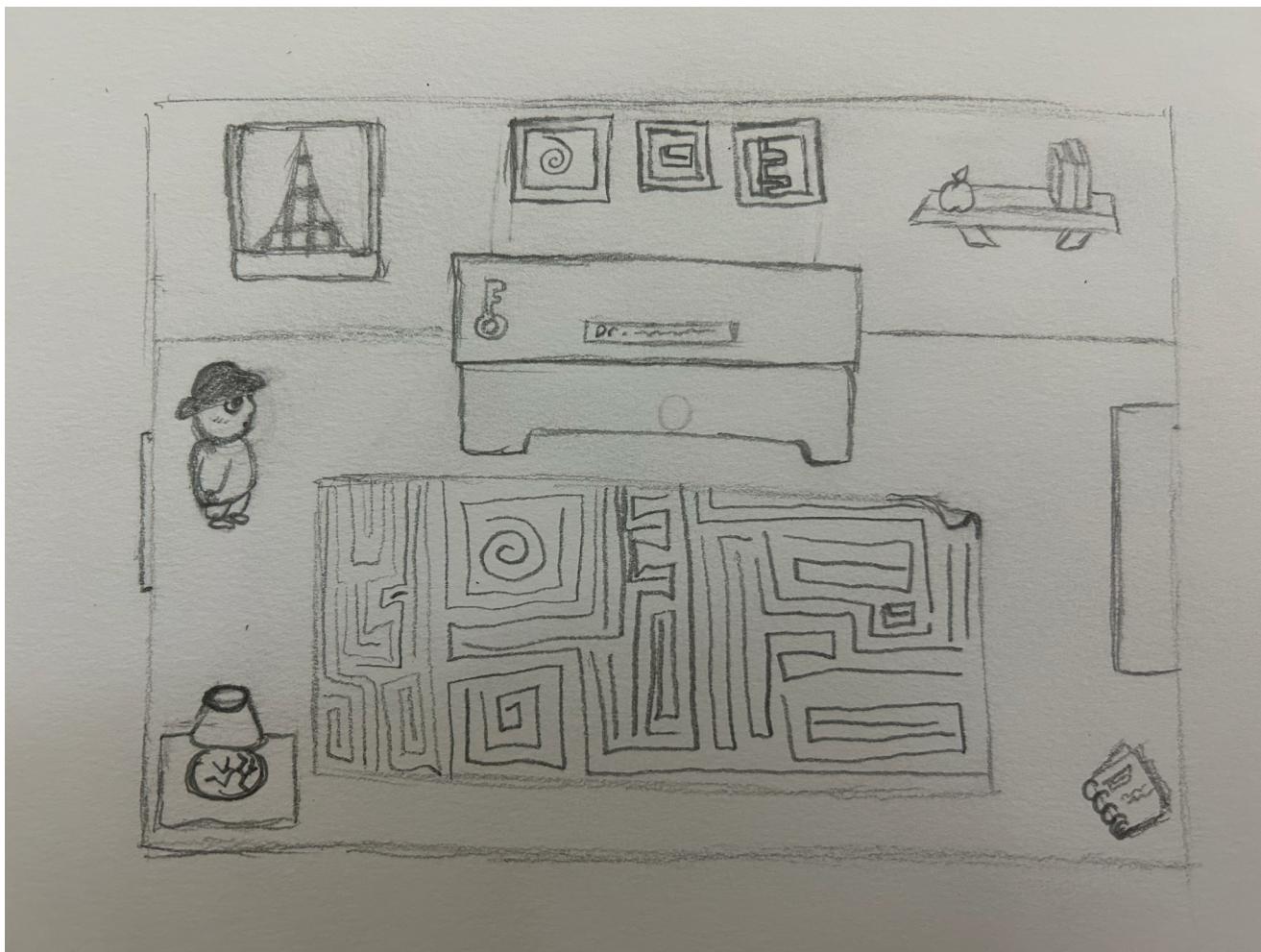
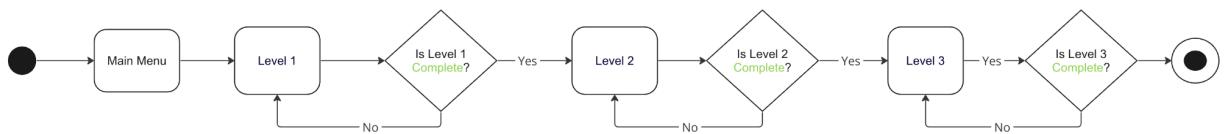
**5. What are the controls(keyboard, mouse, joy stick, etc)?**

- WASD for movement

- Different keyboard keys for different tasks
  - For example, we could have an “investigate” button
- As of now, we don’t plan to use the mouse

## 6. Provide a rough sketch plan if you have any.

- Here is a rough idea of how the flow of gameplay will work
- Below is a rough sketch of a level concept



**7. What would be the task distribution among teammates?**

- Sophie - team lead, artist, story
- Aakriti - programmer, story
- James - programmer, story