Final Project Scope and Plan



Watch the week 12 class lecture before filling this out for a walkthrough and explanation of expectations.

Introduction

Student name: Daniel Kareken

Project name: Super Escape Room

Option 1 (extend Midterm game) or Option 2 (different than Midterm game): Option 2

GitHub repository link (not commit hash, but the actual URL to repo):

https://github.com/CSCI-C292/final-project-DanielKareken.git

Project executive statement  
*In no more than the length of a tweet (280 characters), describe your game.  
NOTE: you may simply copy and paste what you put for your quick pitch here, supposing it correctly describes your game*

“Super Escape Room locks the player in an environment where they must search for clues, such as finding keys or lock combinations, to find a way out of various settings before time runs out.”

Project graphical mode (2D or 3D):

Game genres, types, and perspective  
*E.g. point-and-click, first-person, WASD, platformer, side-scroller, beat-em up, etc.*

Game description

Use the space below to expand on your quick description above to more thoroughly explain the systems and theme of your game. You may use text, diagrams, or other images to more clearly describe the way your game is supposed to look and feel. You may also use links to games and videos as reference points for mechanics and themes.

Parallel the intensity and intrigue of an escape room with realistic graphics, as well as some puzzles that are not typical for escape rooms.

(OPTIONAL) List of graphical and sound assets required for your game  
*It is best to figure out your assets for your game sooner rather than later, but it is not required for this scope and plan document.*

will likely get many assets from unity asset store

Project scope

Describe your MVP or **threshold goals** for the complete final project *Watch the week 12 class lecture for an explanation on what to write for threshold, target, and stretch goals if you chose option 1 versus option 2 in your final project quick pitch.*

at least one level

movement system (standard for first person)

playable environment with win condition (escape) and lose condition (tim expires)

timer system

Describe your **target goals** for the complete final project

1. 3 complete levels
2. realistic sound fx (i.e. footsteps, button sound, environment)
3. secrets (i love secrets (also no i'm not spoiling details))
4. special effects (particle effects)

Describe your **stretch goals** for the complete final project

1. music
2. 5 playable levels (with a mechanic change for each one like low gravity)
3. anything else i decide to add (very likely)

Project goal-setting

Describe which mechanics, features, and systems from your goals above you intend to have finished by each of the following checkpoints.  
*Remember to focus on your threshold goals from above before moving onto your target and stretch goals. Fill out the milestone plans below underestimating your expected ability. “Under promise, over deliver.” If after you fill out the goal-setting below, you think you’ve scoped too ambitiously for a three week project, then revise your scope above.*

Milestone 1 (due Wednesday, November 18)  
*This should fully reflect what you expect to complete for this milestone*

1. at least one level mapped out (grey box)
2. movement system (standard for first person)
3. timer system
4. prototypes of “puzzles” to put in levels (various puzzles/clues can be categorized as types: an example would be finding a key for a lock, or pushing a hidden button

Milestone 2 (due Wednesday, December 2)  
*This is a rough plan, subject to revision after milestone 1 is complete*

1. 3 levels complete (working puzzles, graphics, colliders, etc)
2. realistic sound fx

Milestone 3 (due Wednesday, December 9)  
*This is a rough plan, subject to revision after milestone 1 and 2 are complete*  
***Plan for your project to be done by this point***

1. 2 additional levels completed (free DLC???)
2. music
3. unique level mechanics added
4. easter egg implemented (it is likely either this or the 2 extra levels, we will see how fast I can finish this)
5. any other polishing

Final project submission (due Sunday, December 13)  
*No need to write anything for this, since you should target having the final project complete by Milestone 3, a few days earlier.*