**Game Concept**

The player wakes up in an unknown room filled with mysterious puzzles. Player must unlock new puzzles by completing old ones, and gain information necessary to escape the room.

**Game Mechanics**

* Player will be controlled through the arrow keys.
* Player will be able to interact with the environment through clicking on objects.
  + Only if the player is near enough to the object.
* Player will be able to complete puzzles and riddles.
* Basic inventory, holding items needed to complete puzzles.
* Sound system.
* UI System.
* Main Menu
  + Options
  + Play
  + Load Save Game
  + Quit
* Options Menu
  + Difficulty
  + Sound toggle
  + Select language
* Difficulty Menu
  + Choose between 3 difficulties.

**Assets**

* Player skin
* Main background
* Room skin
* Object sprites
* Puzzle UI