IMD 3901 - MILESTONE 1

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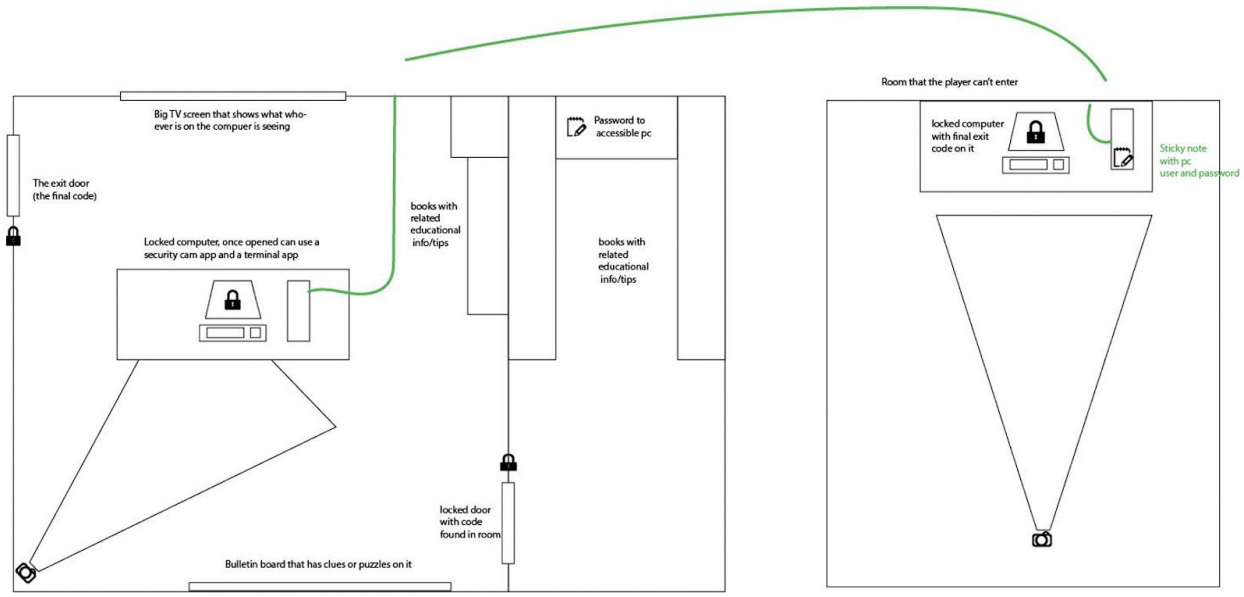
Chris Clarke

The project Idea, level design, and puzzle goal:

My biggest contribution to the project so far was helping formulate the idea. I should first note that the idea is still very much subject to change as it was designed to be flexible to a degree. After the group decided we would like to do an escape room, the basis for the idea was actually suggested by one of my good friends who had just graduated from a cyber security program at La Cite. His initial suggestion was to have a small room with one pc in it. In that room he imagined a lightbulb hanging over the pc and a locked door. His suggestion had the pc have around 10 windows popped up. In each window he suggested having a puzzle relating to internet security. Behind all the windows would have been a button to unlock the door. He also suggested ways in which we could incorporate the idea of a library for a dictionary hack, and using steganography to hide a password in a picture.

I took his idea and reimagined it as something a bit more basic. With this I came up with a basic level design and layout, and a basic puzzle structure for the overall puzzle of escaping the room.



In my new version the player(s) spawn into a room inspired by what my friend had suggested. In the middle of the room there is a single computer. On the wall in front of the computer there is a large television monitor which displays the contents of the computer to any of the players who are not currently using it. This is an important feature that is designed to allow for cooperation and coordination when solving the puzzles. On the wall behind the computer is space for a

bulletin board or other forms of puzzle related information. In the corner of the room to the left of the computer is the locked exit door which requires a password to be punched into the keypad. In the opposite corner of the room is a locked closet door. Should the player attempt to use the computer immediately upon starting the game the player would find that they need a password to log into the PC. In this new idea the first step is to find a password or key to the locked closet. In the closet, there is a puzzle that rewards the player with the password to the computer. There is room to incorporate several extra puzzles into this by using my friend's pop-up idea where the only way to close a window is by solving a puzzle, but upon gaining access to the computer the player would then have access to a terminal and a security camera application. Should the player open the security application they would be able to see another computer in another room. The username of the computer displayed on the screen while the password of it on a sticky note. Using a secure shell connection to the other pc with the terminal application the player would be able to find a text file with the password to the door.

Github Repository

Prior to the first milestone I also set up a Github repository and invited all of the group members as well as the teacher. I did not have any issues setting up the github as I had done it before a few times.

A-frame project

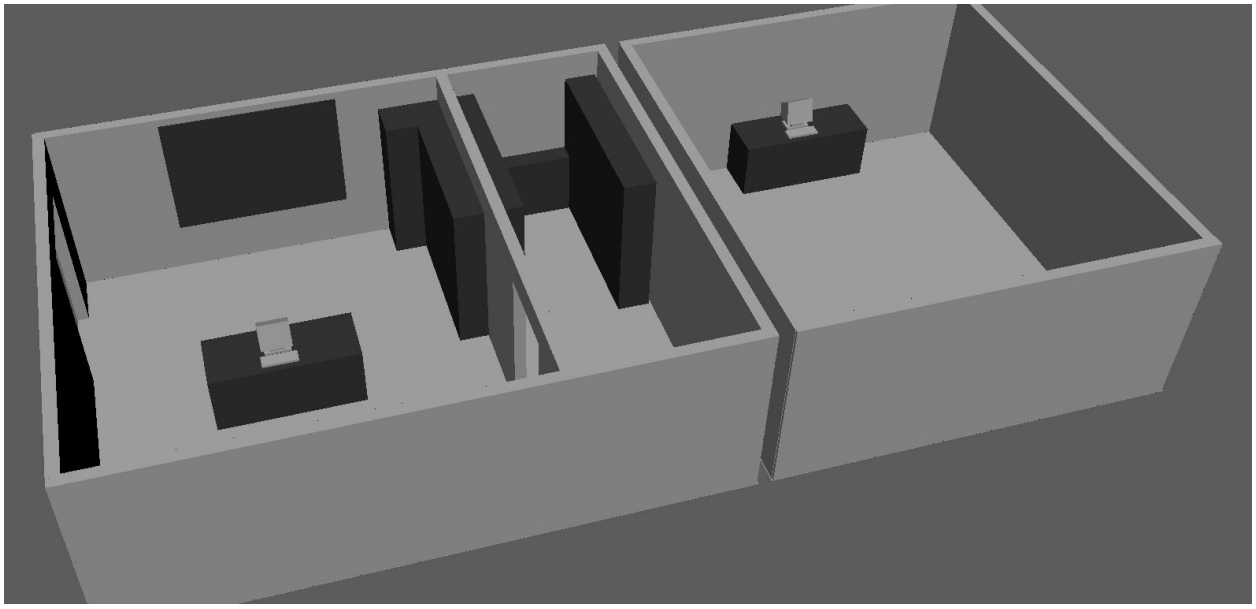
The last thing I did for milestone 1 was to set up an a-frame project to act as the start of the project itself. In setting it up I initially had a bit of an issue getting some temporary objects to load in, but this issue was resolved quickly as it was a matter of properly typing out the file path for the assets. Another issue I took note of but made no effort to address yet was that the scale of my temporary assets were way off from what I had made in blender. I do not foresee this being a very large problem as it is just a matter of ensuring we have the right values in the future.

Shirin Ali

3D Room:

My contributions to this project for the first milestone include building the 3D setting in Maya. I created the room to scale to view and organize all the objects based on the room plan. I'm more familiar working with Maya and I'm excited to develop the room elements into shaped objects such as the keyboard, computer, and bookshelves. In the future I'll be texturing this room and adding cameras in the respective spots.

An obstacle I think I will face is creating solid objects where the user won't be able to clip into them.



Mohan Pan

Brief Overview

I spent around 4 hrs on this project for week one. We first cut our topic area into escape room specific, then, everyone came up with escape room related ideas. We are a team of four people and only Chris is more comfortable with programming. In this case, we decided to do a simple mechanics or interaction game with well-designed models. If we still have time, then we might add more mechanics.

Challenges and Successes

Group members are all into the horror escape room, so I researched about this series. I had several ideas, but most of them are hard to achieve.

1. An escape room of a on fired building seems a bit hard to display the fire, because you need to render the fire floating all the time in all prospective.
2. Internet violence theme escape rooms got us no idea to begin the story line.
3. There are some good horror escape rooms when I search for horror games on mobile but most of them are having way too long storylines to imitate.

Then, I drew a storyboard of how the game started so that no matter what the storyline will be like, we can still use this. And all the group members liked it.

After three group call meetings, we finished adding some tasks into the project selection of GitHub. And before the meeting with the professor, I updated them to the right spot.

Storyboard:

Below is a storyboard for the start of our first-person game.

S1S1 is the home page, we can have other names and you can press anything to start the game.

S2S1 is the game instructions. And there will be a “skip next time” button.

S3S1 is a 1st person view that is blinking then users realize they got trapped in a room.