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Death Escape

Storyline

Jake is on a long lone road trip to visit his parents, but his car breaks down by the side of the road. With no cellphone signal and no one nearby, he wanders into the forest looking for some help and comes by a lone mansion in the forest. It looks super spooky but he walks in anyway in hopes of any help, where he immediately gets swarmed by zombies. Panicked, he runs into the attic. After the noise fades away, Jake begins to make his way out, utilizing weapons and items to open and escape rooms whilst killing zombies.

Summary

The main requirement is to grab the key from the basement to escape through the foyer. The player starts by putting the batteries in the fusebox to get out of the attic. He is then required to get the flashlight from the kitchen which is required to access the basement(since the basement doesn't get power). There are various items throughout the house to help the player.

GOAL

To get out of the house. Obstacles encountered involve zombie NPCs and escape room mechanics. Zombies can block paths to the exits of rooms, requiring the player to kill them.

Amount of zombies in each room varies.

Epilogue to be displayed after the player escapes and finishes the game: Once he escapes, he finally sees real people who help him. He eventually makes it to his parent's home.

Characters

Jake, a 25-year-old who wants to go visit his parents some winter day. Jake has 200 Health points.

NPCs are zombies which have 35 health points. Zombies can deal randomized damage between 15-40 hit points. There are some friendly zombies in some rooms which can't do any damage to Jake.

There is random info/lore scattered around the house about the people who used to live there.

Obstacles:

Jake encounters different amounts of zombies throughout the mission. Some are docile and some are a bit moody. If the main character doesn't manage the zombies well nor find the items required they will be unable to escape and complete the game.

Jake needs to be as quick and strategic as possible, he will have an X amount of turns to escape, or else he will die.

The zombies will progressively get more aggressive. If it reaches X amount of turns, Jake will die.

Items:

1. Front door Key (Basement): Unlocks the front door for escape. Is found in the basement, which is accessible only with the flashlight. (should be a bit more difficult to find the key in basement, like in a chest or something)
2. Flashlight (Kitchen): Required to navigate the dark basement. It is the only source of light that allows entry into the basement. Within a cupboard in the kitchen (not the same cupboard as the small journal).
3. Pistol (Bedroom): Jake's primary defense against zombies. It starts with limited ammunition, so usage must be strategic. Does 35 damage
4. Axe (Attic): A melee weapon that deals less damage than the pistol but is silent and has unlimited use. It is useful for close combat and breaking through obstacles. Does between 20-35 damage.
5. Riddle (Hallway): A piece of paper that contains a short rhyme that gives clues to where a key can be found.

"I'm not a lock, but a tool that turns,

In the bathroom, where cleanliness yearns.

Near the basin or tub, where water flows free,

Search for me there, and the key you shall see."

6. Gun Safe Passcode Paper (Office Room): Contains the combination to a gun safe, possibly located in the master bedroom, which holds additional ammo or weapons

11.(Hinted by the riddle) Key for stairs between Office Room and Living Room (Bathroom).

