Escape the Evil Maze

Base idea - Horror game, escape from an area, being chased by some type of horror character

The game will be simple. You will be in a maze (or some type of semi-complicated area, the theme is not yet chosen) where you will need to escape while evading an evil creature/person/whatever who is trying to hunt you down and kill you. You will need to complete some sort of tasks, find items, etc before you can escape.

The game's genre would be best described as "horror". The game will attempt to create an unsettling atmosphere while the player evades some sort of creature trying to kill them. This will create tension for the player and put them on edge. The game will also feature collectibles the player must find and/or puzzles they must solve while escaping the creature. The tension that will be created from trying to accomplish these tasks while escaping something trying to hunt you down will likely be a fun experience.

The means of escaping/evading the creature will likely be hiding in hiding spots to escape a chase and to throw them off. Distractions may be used to get them to check an area you are not at while you do tasks required to escape. After completing all tasks/finding all of the collectibles, the player will be required to go to the exit before they are caught to finally escape. This is the general idea for the game.

Below is a rough outline of the timeline of development, as well as who will do what. Timeline and delegation of responsibilities are subject to change. Since we are new to game development, some aspects may take us longer than we initially thought.

Timeline:

Concepts and storyboarding completed: February 25th

Early prototyping (functional map and enemy pathfinding): March 4th

Texture and model development: March 11th

Alpha version of game: March 25th

Presentable/satisfactory version of game & presentation: April 1st

Delegation of responsibilities:

Isaac - Enemy pathfinding and game logic

This includes things like making sure the enemy can follow you when you are spotted, is unable to see you when it isn't supposed to, and the code works properly to allow the player to interact with the game world. Things like recognizing how many collectibles have been found, puzzles have been solved, etc. The player must be able to interact with the game world, and the game must respond appropriately.

This also means designing the navigation mesh for the creature to allow them to move in believable and expected ways so that the player can plan around it.

Oladimeji - 3d modeling and puzzle design

This includes creating the designs for what the player character will look like (if needed), the design for the monster, and designing the items that will be placed around the map. It will also include designing the puzzles and their solution(s) and/or deciding how collectibles will be spread out for the player to find. This will be important for determining how well the player will be able to identify what they are looking for and that the puzzles have a reasonable degree of difficulty without being overwhelming.

Nick - Level design

This includes designing the layout of the map the player will be trying to escape, as well as the modeling for the textures for the map surfaces. This must be designed so that the player has multiple ways of traversing an area to avoid the creature, as well as sufficient room for collectibles and puzzles so that things can be spaced out well enough for the player to be engaged. Level lighting is also included in this, as the lighting must be appropriate for a horror game. This may change in the middle of the game to make things more tricky, or may be constant throughout. This is something we will likely determine during development.