Hunted Puzzles: The School

Revision: 0.0.1

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# Overview

## Theme / Setting / Genre

* + Horror
  + Puzzles
  + Abandoned Building

## Core Gameplay Mechanics Brief

* + Grab things
  + Push things
  + Interact with things

## Targeted platforms

* + OCULUS

## Monetization model (Brief/Document)

* + Free to play
  + Donations

## Project Scope

* + <Game Time Scale>
    - Free
    - 4 months
  + <Team Size>
    - <Core Team>
      * Sixto Eduardo Amador
        + Programmer
        + Intern, $0
      * Daniel Gibran Mireles Mora
        + Programmer
        + Intern, $0
      * Alexis de Jesús Torres López
        + Programmer
        + Intern, $0
      * Guillermo Martinez Contreras
        + Programmer
        + Intern, $0
      * Jesus Angel Noriega Valenzuela
        + Programmer
        + Intern, $0
      * Javier Esteban 8A Raygoza
        + Programmer
        + Intern, $0
      * Lalo
        + Boss
    - <Marketing Team>
      * <Team Member Name>
        + /What does he/she do?/
        + <Cost to employ them full time or part time>
        + <etc.>
      * /List as many marketing team members as you need to/
  + <Licenses / Hardware / Other Costs>
    - Unity VR, Oculus Quest 3. Aside from that, each has their own PC and will be using the Wi-Fi from the university separated for the VR Center
  + <Total Costs with breakdown>

## Influences (Brief)

* + PHASMOPHOBIA
    - VIDEO GAME
    - Phasmophobia has been influential due to its innovative approach to cooperative horror gameplay. The game's focus on teamwork and real-time communication in a haunted environment heightens tension and fear, creating a uniquely immersive experience. Its use of randomized ghost behaviors and the need for players to use various tools to identify supernatural entities has set a new standard for dynamic and interactive horror games.
  + Devour
    - Videogame
    - Devour stands out for its intense blend of horror and cooperative gameplay, where players must work together to survive against increasingly difficult supernatural threats. The game's emphasis on coordination and strategy, as players manage both their own survival and that of their team, has influenced the way cooperative horror experiences are designed, emphasizing teamwork under pressure and the constant threat of escalating danger.
  + Lethal company
    - Video Game
    - Lethal Company has made an impact with its innovative blend of survival horror and cooperative mechanics. The game's unique combination of stealth and teamwork, where players must evade hostile entities while completing objectives, has inspired similar designs in horror games. Its focus on communication and strategic movement adds a layer of tension and excitement, showcasing the effectiveness of cooperative play in creating a thrilling horror experience.
  + Layers of fear
    - Video Game
    - Layers of Fear is notable for its psychological horror and immersive storytelling. The game's use of a constantly shifting environment and psychological manipulation to build suspense and unravel the narrative has influenced many other horror games. Its emphasis on exploring a protagonist's descent into madness through environment and story-driven elements has set a precedent for creating deeply unsettling and engaging horror experiences.

## The Elevator Pitch

<A one sentence pitch for your game>

/Pretend that you are pitching your game to an executive in an elevator. You have less than 60 seconds./

## 

## Project Description (Brief)

<Two-Three paragraph description>

## Project Description (Detailed)

<Four-Six paragraph project description>

# What sets this project apart?

* + The complexity of the puzzles may vary, making the game enjoyable but at the same time easier to play since the puzzles' difficulty goes from low to high.
  + The game has a story that while not complicated and extensive, is very simple for the player to understand and enjoy through the completion of puzzles.
  + It’s free.
  + It offers a VR version of the game for an even more immersive and terrifying experience.

## Core Gameplay Mechanics (Detailed)

* + <Core Game Mechanic #1>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/
  + <Core Game Mechanic #2>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/
  + <Core Game Mechanic #3>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/
  + <Core Game Mechanic #4>
    - <Details> /Describe in 2 Paragraphs or less/
    - <How it works> /Describe in 2 Paragraphs or less/

# Story and Gameplay

## Story (Brief)

Karla, an urban explorer, ventured into a deserted school she stumbled upon. As soon as she entered, the door slammed shut behind her, trapping her inside. The school was filled with traps and intricate puzzles she needed to solve to escape. As she navigated through dusty classrooms and hallways, the feeling of being alone felt less and less certain.

## Story (Detailed)

Karla was an urban exploration enthusiast, always on the lookout for new abandoned places to investigate. One afternoon, he ventured into a deserted school he found on the edge of the city. The building seemed promising, with its walls covered in graffiti and broken windows letting in the afternoon light. However, as she entered the building, the main door slammed shut, trapping her inside.

She soon realized she was not alone. The school was filled with traps and complex puzzles, each room presenting a riddle that she needed to solve to progress. As she explored the dusty hallways and classrooms, a strange, shadowy monster began to chase her, its footsteps were loud and Karla faced puzzles that included encrypted locks and hidden clues in old textbooks. Each time she solved one, a new door would open, but the monster would get closer, its growls becoming more intense. Fear gripped him, but his determination to escape kept him moving. Finally, after an exhausting race against time, Karla solved the last puzzle, opening a door that led to the exit. She emerged, gasping and trembling, looking back only to see the school crumble into the twilight. Despite the fear and danger, Karla felt relieved to have survived, knowing this experience had taught him an unforgettable lesson about the risks and thrill of his urban explorations.

## Gameplay (Brief)

* + The player must learn how to interact with the environment presented and act accordingly to solve the puzzle all at the sam time the monster keeps following from behind, thi way, the player must learn, think fast and look for ways to evade the monster while also looking for the exit

## Gameplay (Detailed)

* + /Go into as much detail as needs be/
  + /Spare no detail/
  + /Combine this with the game mechanics section above/

# Schedule

## <Object #1>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

## <Object #2>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

## <Object #3>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.

## <Object #4>

* + Time Scale
    - Milestone 1
    - Milestone 2
    - Etc.