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CSC520 – Capstone Presentation

November 2020

Escape House Problem Specification

The purpose of this document is to outline and evaluate the aspects of the “Escape House” game. We will examine the proposed functionality with hopes of establishing concrete reasoning for each function and its importance in the overall product. Additionally, evaluation of functions will provide the opportunity to weight their purpose in appealing to end users which is the ultimate goal of any game.

Level design plays an important role in generating player appeal for “Escape House”. Generally, the size of the playable environment (a house) will be relatively small, so to accommodate for this the layout as well as placement of tasks and objects will be randomized to a degree. The purpose for doing so is to create new experiences on subsequent play throughs and preventing gameplay from getting stale after completion. Additionally, given the size of the arena, time to complete games is relatively short so randomization of the environment provides the opportunity for players to attempt to beat their previous score without necessarily knowing the solution to every task immediately.

Player abilities are a necessary component of games design as they are the key factor in differentiating games from other art mediums. Because of this, much of the development life cycle consists of implementing and testing these abilities because of its importance in creating a unique product.

In “Escape House” a player will take control of a human character who possesses a variety of abilities which will aid them in completing tasks and avoiding the AI character. Interacting with ones surrounding environment is a key mechanic in many games, albeit in varying degrees. The goal of “Escape House” is to give players full autonomy over their surroundings, allowing them to interact with anything and everything as they see fit. Environmental objects will behave differently and create varying experiences for players depending on how they choose to interact with them. The overall goal of giving players multiple options for solving problems is to highlight player choice as a mechanic which can appeal to a variety of players and play styles.

In addition to manipulating environmental objects, players will possess the ability to interact with inventory objects and gameplay will revolve around managing and utilizing these objects to complete tasks. Given the nature of the player character, inventory space is small, consisting only of what they can hold in two hands or in their pockets. By limiting inventory space we can ensure that players have to strategize before attempting tasks, presenting the opportunity them to evaluate what they have at their disposal, and how they might use what is available on a given run. When objects are used, they break and are removed from a player’s inventory for the rest of the game. Additionally, some objects may have multiple different uses, and some may be better suited for solving task then others. Again, the purpose of doing so is to give players as many options as possible as inventory objects will have different behaviors and outcomes when utilized.