

DESIGN DOCUMENT TEMPLATE

Game Designer(s):

Game Name:

Topic/Theme:

Narrative—background context that will tell the back story.

Research/Content—what information is the player expected to learn from the experience?

Citations—provide citations for the research information utilized.

Visual theme/setting—description of the overall island/escape room theme.

Level design/challenges—description of the different areas/challenges players will encounter as they move through the experience.

- The levels/challenges should be accompanied by a sketch/storyboard depicting the progression through the game.
- Game mechanics—types of challenges and mechanics involved should be thought out and labeled with each level/challenge (see *Standard Escape Room Game Mechanics* section below).
- Consider the devices that might be used for each challenge, based on the devices available in Fortnite.

STANDARD ESCAPE ROOM GAME MECHANICS

As you explore and think about creating escape rooms in Fortnite Creative, you will start to understand the game mechanics that lend well to creating your experience. You will also see how Escape Rooms are composed of a number of different puzzles that lead to completing the experience. Below are some game mechanics to consider (and of course students are encouraged to incorporate original ideas not mentioned here):

- Maze—a simple maze with traps, different paths, and secret passages.
- Parkour—puzzles consisting of jumps to work your way through the level.
- Secret passages—carpets, pictures, fireplaces, and other hidden areas.
- Teleport player based on selected response/path.
- Lock-and-key system—find items to unlock doors.
- Riddles/trivia questions to determine player path/outcome.

DEVICE SUGGESTIONS

- Traps
- Teleport
- Player Spawn
- Player Checkpoints
- Trigger
- Button
- Door Lock
- Billboard