

Escape Room

Story - Julia

Tech - Natalia

Product manager - Julia

Sound - Vanessa

Art - Jennifer

Universe: whimsical, portals, fantasy

Tone: Historic/1800s/steampunk

People are disappearing and not coming home from a factory and it is strangely really efficient. As a journalist, you decide to break into the factory to determine what is happening since one of your friends has disappeared. You have to make it through the factory, going through different rooms, to find out the truth without getting caught. Also, you can only move around the factory at night. During the day you must find a hiding spot so the foreman doesn't find you.

Gameplay

POV = first and third - zooming in on area or solving puzzle first person, otherwise third

Objective = You have to make it through the factory to find out the truth without getting caught. At the end of the game the realization is that the factory gives the workers a pill which causes them to never leave.

Characters = main character (journalist), narrator (in the beginning), shop keeper (kid that lives there), old dead body, foreman, low level factory worker (helpful), factory cat to guide you when lost - feed the cat to make more helpful

Illusion of choice = can use different resources that you collect to make it through each room, also each hiding spot will give different clues

Upgrades = Can upgrade items by collecting coins and going to the shop keeper

Resources = Collect resources in the rooms

Customization = male or female character (user's choice)

Mini games/ side quests = lock picking, codex, fix the clock(gear matching), complete the ruth golberg machine, snake potion puzzle(<http://www.zhasea.com/logic/snape.html>), reassemble the map based off travel path stories of explorers, etc. (Need to think of more), positioning mirrors

- Come across happy workers
- Mid way through stumble across office - filing cabinets
- End discovery - disappearing workers are being hooked up to experimental gas that makes them never stop working

If you get seen or don't pass a level you become a worker

- cursor change for clickable things
- inventory - specific amount
- move around with arrows
- space bar allows user to change between perspectives

Look into Myst as an example game for the puzzles

Assassin's Creed Syndicate for stylistic direction

richmond power plant philadelphia

Recent events

Isolation of morphin 1801
 Electrolysis of sodium from voltaic pile 1809
 Discovery of antarctica 1820(map!)
 Isolation of aluminum 1825
 First electric motor 1829
 DARWIN 1831-1836
 End of spanish inquisition 1834
 First use of anaesthesia 1843
 Telegraph 1844
 Communist manifesto published 1848
 Gas mask invented 1849
 Isolation of cocaine 1855
 Phonautograph 1858
 Pony express 1860
 Civil war 1861-1865
 Alice in wonderland published 1865
 TnT invented 1867
 Second industrial revolution 1871-1914
 Maxwell's electricity and magnetism 1873
 Edison's phonograph 1877
 Sherlock holmes published 1887
 Jack the ripper 1888
 Asprin 1889
 Tesla v. Eddison

<http://www.victorianchildren.org/victorian-child-labor/>

Research and Reference Images

People

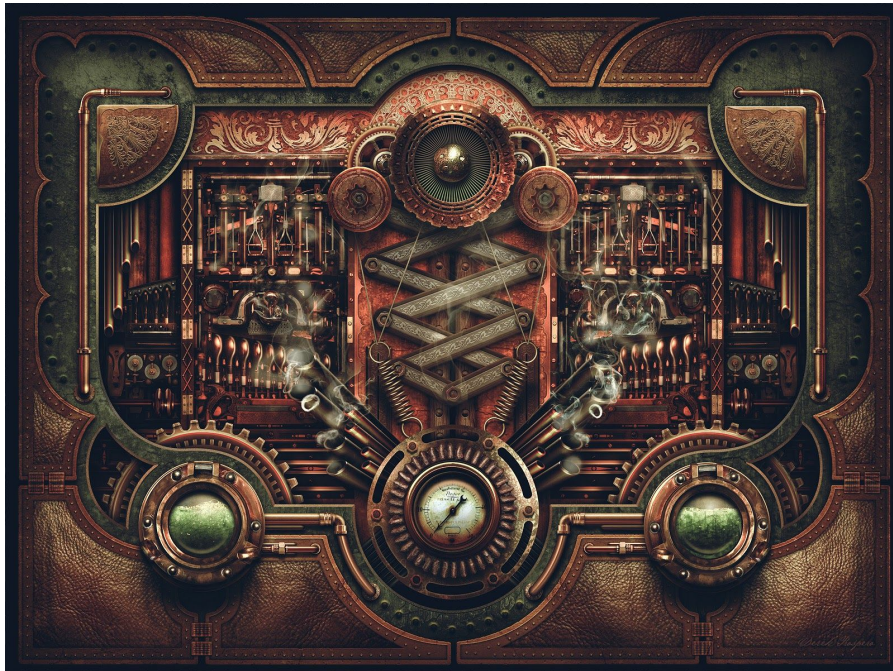




Factories







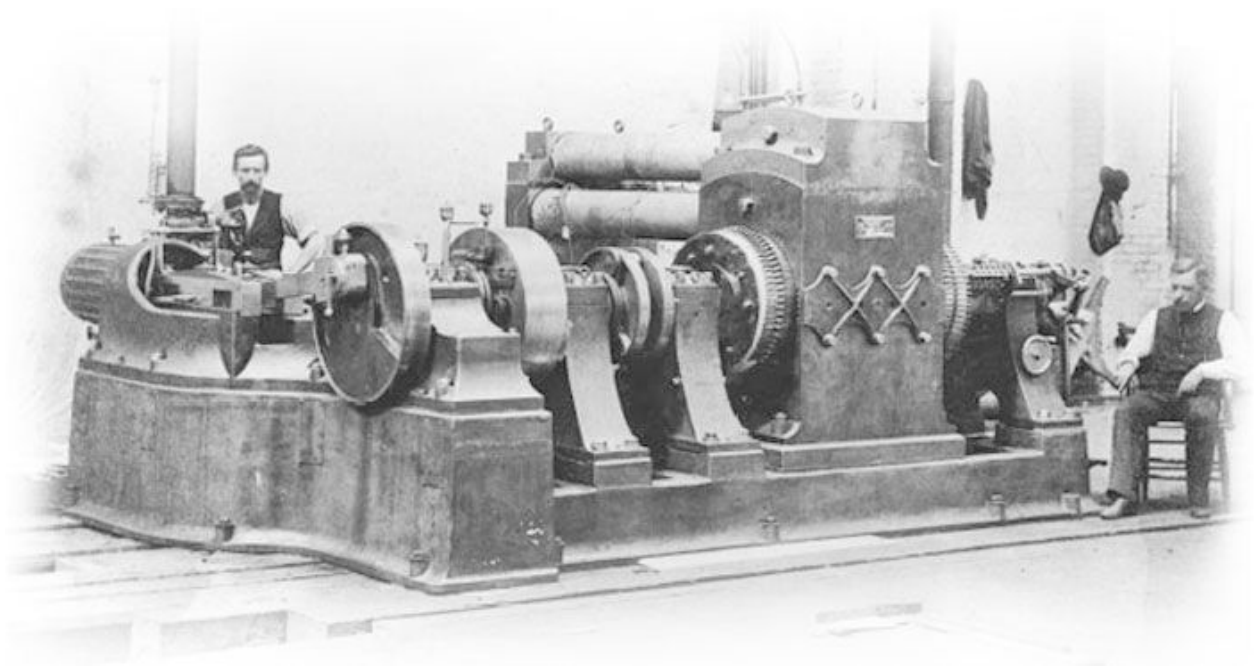


© Caters News Agency









Pearl street station, first central power plant by Edison

Puzzles from Myst





