**VR EscapeRoom**

*Escape for your life*

*Ahmed Galal, Tony Begemy Zakria , Ebraam Hani , Omar Karim El Medani, Ali Mohamed Ali*

**GAME IDEA**

* Our game, " Escape the Horror" is a horror thriller VR escape room where players navigate a sinister, abandoned asylum haunted by malevolent spirits. The immersive VR experience, combined with intricate puzzles and a chilling narrative, creates an atmosphere of relentless tension and fear.

**GAME OBJECTIVE**

**MAIN OBJECTIVE**

* + The main objective is to provide players with a deeply immersive and heart-pounding experience that challenges their problem-solving skills and tests their courage in the face of psychological horror.

**GAMEPLAY GOAL/S**

* + We aim to create a gameplay experience in "Eclipse of the Mind" that is deeply immersive, tense, and psychologically gripping. Players should feel a sense of urgency and dread as they navigate through the asylum, solving puzzles and evading terrifying entities. While the game is designed to be challenging, we also want players to feel a sense of accomplishment and satisfaction as they progress. We hope players will describe the game to their friends as an adrenaline-fueled, spine-tingling journey into the heart of darkness.

**GENRE**

* *SinglePlayer, Puzzle, Escape-room, horror Game*

**TARGET AUDIENCE**

* The primary targeted towards horror enthusiasts and fans of immersive gaming experiences, particularly those who enjoy VR gameplay. While the game is suitable for a broad audience, we anticipate that it will be most appreciated by players aged 18 and above who enjoy intense, atmospheric horror games.

**PLATFORM**

* *Standalone Meta Quest 2/3*

**SUMMARY**

* Players find themselves trapped in a nightmarish horror house with clowns watching their moves and a timer. The players have to escape the house before the timer runs out, otherwise it will be game over. As they navigate through from room to room, they must solve puzzles to escape the horror. With each step, the tension mounts, and players must summon all their courage to survive the relentless onslaught of terror in this chilling VR escape room experience.

**GAMEPLAY**

**MECHANICS**

* + Exploration: Players navigate from room to room, finding clues to solve different puzzles to navigate to the next room.
  + Object Interaction: Players can pick up and interact with various objects in the environment, and use them to solve puzzles.
  + Sound required to solve puzzles, adding an extra layer of sensory immersion
  + Keypad input system

**FEATURES**

* + Immersive VR Experience: Fully immersive virtual reality that maximizes the horror atmosphere and player engagement.
  + Unique Clown-themed Horror: A distinctive setting with malevolent clowns, adding a unique twist to traditional horror themes.
  + Sound-Based Puzzle: Innovative puzzle that requires players to use sound to solve, enhancing sensory immersion.
  + Dynamic Environment: Interactive elements and environmental changes based on player actions, keeping gameplay unpredictable.
  + Written Check-list Puzzle: A challenging puzzle where players must find and check off items or tasks on a list to progress.