

Project Description	
Project Name:	The Great Escape (2D Puzzle Game)
Team:	Power
Project Description:	<ul style="list-style-type: none"> ● Reinventing Gameplay: Instead of following the well-trodden path of conventional game design, <i>The Great Escape</i> flips the script, offering a gaming experience that is fresh, unconventional, and deeply engaging. Our focus on puzzle-solving mechanics, seamlessly integrated into both gameplay and narrative, ensures a uniquely challenging adventure at every turn. ● Encouraging Creative Thinking: We've designed our game to reward players who think outside the box. <i>The Great Escape</i> demands creativity and adaptability, pushing players to continuously evolve their approach to overcome the game's obstacles. The gameplay evolves with you; the more innovative your solutions, the more rewarding your journey through the game. ● Dynamic Difficulty: Forget the monotony of predictable gaming. In <i>The Great Escape</i>, familiarity breeds challenge, not contempt. As players become more adept at navigating the game's puzzles and mechanics, our AI dynamically adjusts, presenting increasingly complex challenges. This ensures that the gameplay remains engaging and prevents players from falling into a repetitive, unthinking rhythm. The better you get, the smarter the game responds, keeping you on your toes and challenging you to think differently.
Benefit Outcomes:	In our game, players are thrust into the heart of a harrowing zombie apocalypse, facing a city on the brink of total quarantine. Through a blend of survival strategy and puzzle-solving, the game offers an engaging experience that challenges players to think critically and act decisively under pressure. Each puzzle serves as a gateway, not only to essential resources but also to unraveling the layers of a gripping narrative steeped in mystery, danger, and the human will to survive.

	<p>Assuming the role of an ordinary college student caught unprepared for the crisis, players are forced to navigate the treacherous landscape of a city overrun by the undead. With food and water in scarce supply, every decision to leave the safety of their home for resources is fraught with danger. The gameplay intricately weaves puzzle-solving with survival mechanics, demanding players to be resourceful, strategic, and vigilant. Collecting radio messages, finding survivors, and scavenging for weapons become critical tasks, each embedded with puzzles that reveal more about the impending doom and the slim chances of escape.</p> <p>Our game's unique engagement lies in its ability to blend intense puzzle-solving with a narrative of desperation and survival. Players are not just fighting to stay alive; they are embroiled in a quest for redemption, seeking a way out of the city before it's sealed off from the world. The puzzles are meticulously designed to challenge the intellect, offering clues and keys to unlocking the secrets of the city's fate and potentially finding a way to escape the quarantine.</p> <p>The protagonist's journey from an unassuming college student to a resourceful survivor highlights a narrative of transformation and resilience. As players solve each puzzle, they not only secure the means to survive another day but also piece together the story of a city plunged into chaos. The experience is one of continuous discovery, where solving puzzles is as much about surviving as it is about uncovering the truth behind the zombie crisis.</p> <p>In summary, our game captivates players by immersing them in an experience where survival hinges on their ability to solve puzzles, strategize resource gathering, and decipher the mystery of the apocalypse. It's a testament to the human spirit's resilience, offering players a profound sense of accomplishment with each puzzle solved, each survivor found, and each step closer to escaping the desolate hell that their city has become.</p>
Github Link:	https://github.com/lialazyoaf/CS691_CapstoneProject