# Design ideas Prototyping

Meeting held on Bongo virtual Classroom (Ormiston Families: Escape Room Project)

## Initial client meeting notes:

**Ideas for development:**

* One large group
* Trello and github
* Discord and meetings documented in word
* Unity c#
* Animation and sound
* 3D format
* Art, networking, gameplay, UX
* Peer to peer no servers = less cost, so how will joining using a code work? Maybe we could just use public IP address and convert it to hex?
* Get networking done priority

**Questions:**

* The brief mentioned players would be on a meeting with the escape room on a link, does this mean it is Multiplayer?
  + Yes multiplayer
* If so how many people in one escape room session?
  + Max 10
* Art style? Simple, easy to pick up?
  + Similar to current advertising would be good
* Difficulty of puzzles?
  + Simplistic and cooperative
* Mobile support? It will require touch controls.
  + Mobile support not required
* Time limit?
  + Open to the idea, not required
* Theme? Horror, casual, retro?
  + Casual/family friendly style. Stay away from themes may which relate to people who may have had negative past experiences/traumatic experiences

**Game ideas:**

* One escape room game I like is we were here which is a 3D multiplayer game where each player is in a different room and each one is given clues to how the other player solves their puzzles, this forces them to communicate with each other and work as a team.
* Open to multiple platforms. Probably not in scope of project
* Client mentioned MacMillan have a escape room 2D game
* Take a look at Keep talking and nobody explodes
* Street opening doors when puzzles complete
* Enjoyable experience, light etc
* Approx. 1 hour, open to a timer, client is flexible with game length
* Age range: anyone no mature content etc
* Base on the animation
* Family friendly style etc
* Play test

## Brainstorming chart for solution to the brief:

