# Escape Room Game design document

# (Working title)

## Overview:

The escape room game will be a 3D puzzle game played from a first person perspective. The game will be a multiplayer game with up to 10 people who can play in one group. The goal for the players is to solves puzzles and escape from a location such as an island. Each puzzle will function differently and may have different variations which will be selected when playing the game. One player will be tasked with solving the puzzle while the other players are tasked with assisting them through clues only they can see. Once all of a number of puzzles have been successfully been completed the game will end.

## Target audience:

The target audience for the escape room game is targeted at a casual gamer/ family friendly player. A theme and gameplay style aimed at an age rage between 8-18 would be suitable for this project.

## General Aesthetic:

To target casual players who may have experience with mobile games and a few console games the art style will be simplistic and pleasing to look at. Bright colours, and clear identifiable objects will be used to fit this aesthetic. This is also well suited for the target platform this game is aiming for which is Web browsers. As games running in browsers require more optimised graphical assets and features due to the browser limitations and the need for small download sizes this art style will easily meet both of these conditions.

## Gameplay:

The Gameplay loop

The gameplay will take place in a first person perspective looking at a table with a box on it. The player has a fixed camera and cannot move it however they can rotate the box. Each side of the box has one puzzle on it. There is no way to lose the game, just to win all puzzles have to be completed.

User interface design (During gameplay):

