Project Design Document

Project Concept

1

Player Control

You control a

A player character engaged in an escape room challenge

in this

First-person viewpoint game

where

The player uses a combination of mouse and keyboard for controls. The mouse is employed for interacting with the environment and selecting items, while the keyboard is used for moving the character.

makes the player

The player has the freedom to move around the environment. Movement is controlled using the directional keys or the WASD keys on the keyboard for forward, backward, and side-to-side movements. The mouse is used to adjust the viewing angle and for picking up or placing down items.

2

Basic Gameplay

During the game,

Handheld items such as guns and magic wands will appear in various rooms for the player to pick up and use. Animals, plants, and interactive objects will appear in different levels throughout the game. appear

from

These objects will primarily appear within the rooms and levels, placed in strategic locations to encourage exploration and interaction.

and the goal of the game is to

The primary objective is to escape from the escape room. This involves solving puzzles, using the handheld items effectively, and interacting with the environment to find a way out.

3

Sound & Effects

There will be sound effects

The game will feature a variety of sound effects including the sound of gunfire, animal noises, and the sounds of mechanisms moving. These sounds will be contextually relevant, enhancing the immersive experience of the game environment.

and particle effects

Particle effects will be used to visually represent the movement of mechanisms, adding a layer of realism and visual appeal.

[*optional*] There will also be

Special effects and These effects will be visually striking, helping to differentiate the use of the magic wand from other items in the game. animations will be prominently featured when using the magic wand.

4	As the game progresses,		making it
Gameplay Mechanics	*As the game progresses, a mechanic involving multiple levels that unlock sequentially as the player solves puzzles will be implemented. This mechanic ensures that the escape room theme of the game unfolds in a structured manner, with each level presenting new challenges and puzzles.*		*These mechanics will guide the flow of the game, ensuring that players are continuously engaged and challenged as they advance. The progression through levels will be both a reward for solving puzzles and a way to maintain a sense of accomplishment and intrigue.*

[*optional*] There will also be

Another key mechanic includes a punishment system for incorrectly activating mechanisms. This introduces an element of risk and encourages players to think carefully about their choices, adding depth and complexity to the gameplay.

5	The	will	whenever
User Interface	*The score will increase as the player successfully progresses through each level. Lives will decrease with each incorrect operation or mistake made by the player, adding an element of challenge and consequence to the gameplay.*	*The score will increase / Lives will decrease*	*The score system encourages players to advance through levels efficiently, while the lives system adds a strategic element to gameplay, urging careful decision-making.*

At the start of the game, the title   and the game will end when

At the start of the game, a title will be displayed that leads players into the escape room scenario and introduces the objective of escaping. This sets the tone and context for the game.	*will appear*	*The game will conclude either when the player successfully navigates through all the levels or when the allotted time runs out, whichever comes first. This provides a clear goal and a sense of urgency, enhancing engagement and challenge.*

6 Other Features	The escape room will feature a storytelling narrative. This narrative will not only provide context and depth to the game but also serve as a crucial element for puzzle-solving. A deeper understanding of the storyline will aid players in more efficiently solving puzzles. The narrative will be intricately linked to the clues and mechanisms within the game, encouraging players to engage with the story to progress effectively.

Project Timeline

Milestone	Description	Due
#1	- Concept and Design Validation: Finalize the basic concept, player controls, basic gameplay, and preliminary planning for sound and special effects	01/25
#2	- Gameplay Mechanics and Narrative Development: Develop and implement gameplay mechanics (including level unlocking and punishment systems) and narrative content	02/05
#3	- User Interface and Interaction Design: Design and implement the user interface, including the display of scores, lives, timers, and conditions for game start/end.	02/15
#4	- Initial Prototype Testing: Complete an initial prototype of the game and conduct internal testing to check basic functionalities and game flow.	02/20
#5	- Beta Release and Feedback Integration: Release a Beta version of the game, collect user feedback, and make necessary adjustments and optimizations.	03/01
Backlog	- Complete detailed design for game characters and environments. - Develop specific puzzles and level designs. - Implement programming for sound effects and special effects. - Create and integrate narrative elements. - Develop cross-platform compatibility (if applicable). - Formulate a detailed testing plan, including bug tracking and fixing processes. - Produce promotional and marketing materials. -	03/20

Project Sketch

Click to start the Escape Room Game...