Game Concept: **Escape + Survival**

Story:

My game is about escaping the room by collecting clues and surviving dangerous elements.

A character starts the game by opening their eyes from the black background. It seems like he/she is kidnapped and locked in an empty room. The owner of the room is a notorious murderer. He left the room, but the character unsure when he would return.

The thing the character needs to do is to find electronic devices to send survival requests to the police. However, there are traps and puzzles that get in his way.

UI components include:

1. Inventory: Showing items that the character found and giving some information about the items.
2. Note: Give a blank note so that the user can write their thoughts on it.
3. Hint: Limited numbers of hint would be provided.

The game is to find clues and connect them to escape the room, so there would be not as much as components to show up. However, most ui is to interaction between the user and each elements. For example, the user can click, drag, or move the element.

Related images:

Master Key

The key your "super" is using is called a master key.
To understand how master keys work, you first have to
have a basic idea of how locks and keys work.

Unlock   Open   Puzzle   Inspect   Pick Up   Move