RTWA-F20 Task 3

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# Moodboard

The idea for the game, is to have an escaperoom-like game where the player is presented with a view of a room, GUI textboxes displaying hints, interactable objects glowing indicating they are interactable etc. The goal is for the player(s) to escape the room by working together.

- 5-10 rooms

- Each room has an item or object that needs to be interacted with in order to escape

- Multiplayer

- Cooperative game where each player needs to do something (possibly simultaneously, ie. button X in Room Y needs to be pressed at the same time as Button Z in Room XX)

- Minimap displaying the position (on a grid) of each player