UI Feature	Brief Description	What it achieves
(eg. pause button)	*(eg button in top of screen, click to bring up pause menu)*	*(eg allows player to pause gameplay to consider options)*
Interactable hover	When player hovers over interactable objects in the scene they become highlighted	Gives player feedback so they know they can interact with that object, gives them an idea of what to do next as they can see what options they have to interact with
Click prompts	If player is within range of an interactable object and the camera is pointed at it, a pop up prompt appears on screen encouraging player to click on it	Gives player feedback so they know they can interact with that object, gives them an idea of what to do next as they can see what options they have to interact with
Timer	Countdown timer appears in the top corner of the screen, turning red as it draws closer to 0	Communicates time restraint to player, encourages quick choices
Positive Feedback effect	When player correctly solves a step of puzzle a celebratory sound effect plays, and a particle effect is shot from the object in a burst of confetti	Tells player they solves a step correctly, makes them feel proud
Negative feedback effect	When player completes a puzzle incorrectly (eg enters wrong pin) a sad sound effect plays, screen shake and red filter is added to screen for a few seconds	Tells player they did the puzzle wrong, gives their actions consequences, encourages them to try again
Player Controller	Player moves around the scene using classic WASD controls, camera is controlled independently using mouse	Allows for immersive experience, player can move around scene while looking wherever they wish, helps to spot interactable objects and puzzle pieces
Opening Screen	First screen player sees, shows experience title and image of the locked door, click to move on	Sets the scene, introduces game, image suggests an escape game with a time restriction
Pop up notes system	Notes are given to the player from their captor as they solve puzzle pieces. These open in a pop up to read the note, with a button at the bottom to close.	Builds up story of the game, gives hints about the players next step, allows player to read the note for as long as needed to take everything in becuase they chose when to close the screen
Notes Icon	Notes icon on screen, clicked to open inventory of all the notes recieved	Tells player that there will be notes which will be important to the game, allows for easy access to reassess notes as required
Notes Inventory	Seperate screen contains all the notes found, can be clicked on for closer look. Has blank notes with question marks to represent notes which havent yet been found	Again, emphasises importance of notes, blank notes gives indication of how many more puzzles are left, allows player to go back at a later point to review notes
Death Screen	Final screen, is shown if timer hits 0 and player still hasn't escaped. Small animation of the bakery on fire, with a button to retry	Shows consequences of actions, tells player they failed, allows them to retry
Win Screen	Final screen, is shown if player completes all puzzles before timer hits 0. Small anim shows the cake the player made with candles on it	Shows that the player won and escaped, the character had a happy ending. Also confirms that the final puzzle, the cake, was a key part in their escape