

:Product Specification

For this assignment we have been tasked with designing and building an interactive Escape Room experience for one player. The assignment specification and marking rubric dictate the following requirements for the product:

- All elements in room should reflect a chosen theme
- Chosen theme influences visual style, interactions, and genre of the game
- Gameplay should be similar to a classic point-and-click game
- Must be a single player experience
- Needs at least 2 puzzles
- Built in Unity 3d
- Consider user experience – intuitive controls, immersive etc
- Majority of assets used should be original
- Any third party assets must be clearly referenced
- 3d assets are of high quality, with appropriate textures and lighting used
- Good quality, thematic sound assets
- Puzzles establish narrative, drive story forward, are achievable, goal is clearly communicated to player
- Full game loop with opening menu, game, win and lose conditions.
- UI elements are well designed and reflect theme
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