

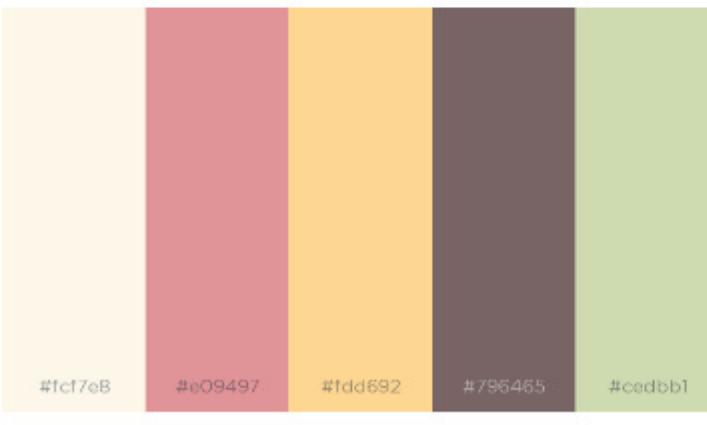


Mood Boards

To plan the assets I needed to make for my escape room, I've compiled Mood boards for each of the main elements of the game. This allowed me to explore exactly what style I wanted my assets to be in order to create a cohesive theme, and will be good to refer back to when it comes to creating the assets.

Art Style

I want a consistent art style throughout all my models so they all mix together well to create a cohesive setting. This style should be quite cutesy to match the bakery theme and contrast well with the stressful gameplay



This is my general idea for a colour palette - muted pastel tones which compliment one another to create quite a warm, cosy atmosphere

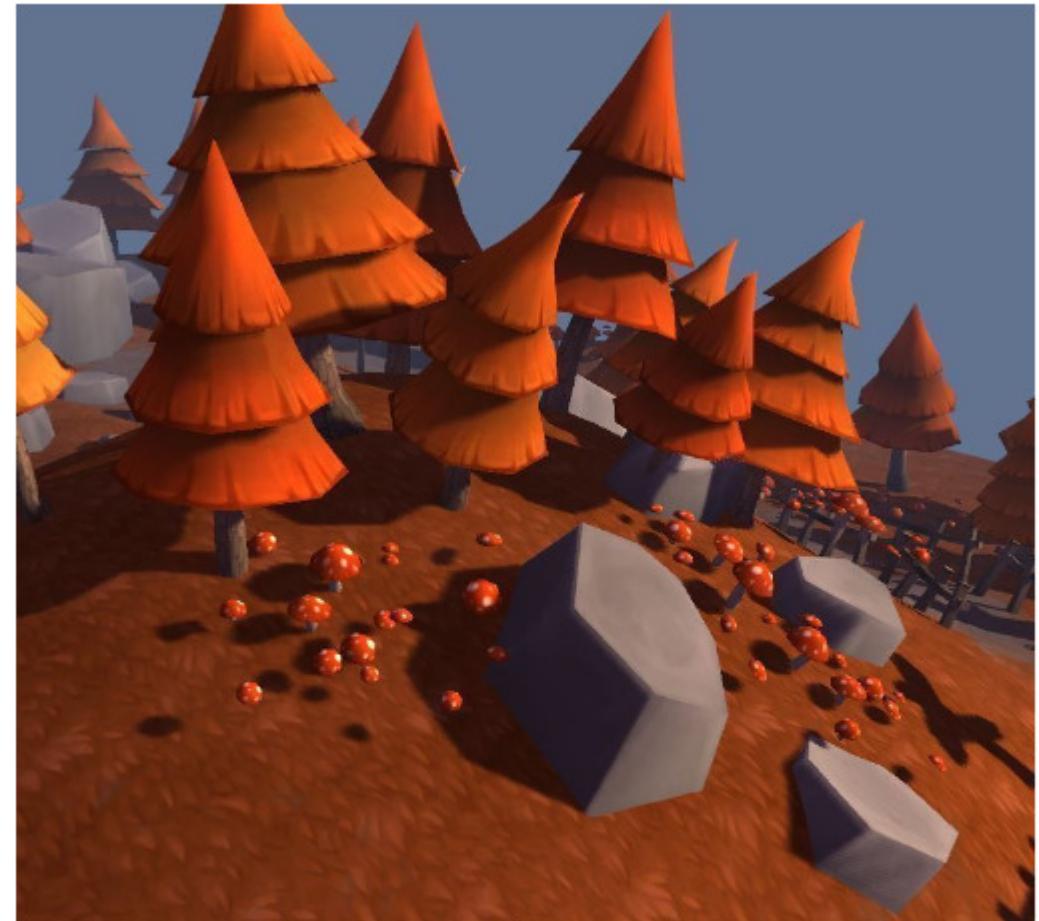
<https://sketchfab.com/models/d8ca573613704197b7ebe213ee13cb0b/embed?autostart=1>

I like the lowpoly art style - the crisp clear shapes make for a really clean, pleasing scene to look at



<https://www.allyalbon.com/little-shops-hamster-ramen-wip>

By handpainting the textures for these, the artist has both the simplistic style and greater detail and texture, which I really like. It really adds depth to relatively simple models



<https://www.cgtrader.com/3d-models/exterior/landscape/autumn-forest>

This shows a mix of low poly models with nice hand painted textures. This is what I plan to use in my game, to give simple stylized models that still have character and feel cosy

Bakery Setting

As my game is set in a bakery, I need to consider what kind of interior design would suit it – they tend to be quite cosy and welcoming, will I think will contrast well with the stressful feel of the game as the timer counts down

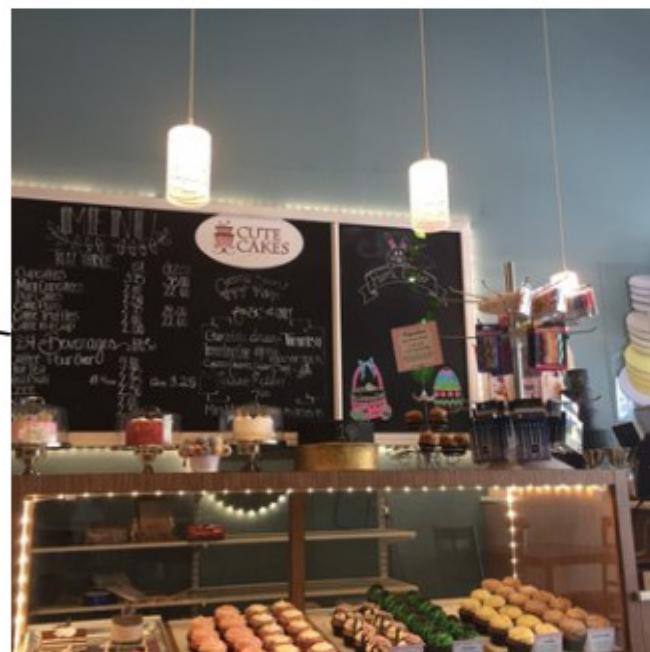


https://www.blogto.com/eat_drink/2015/02/the_top_30_bakeries_in_toronto_by_neighbourhood/

This is a good ref for the general layout – glass display in front, which backs onto the tills, with the kitchen area at the back

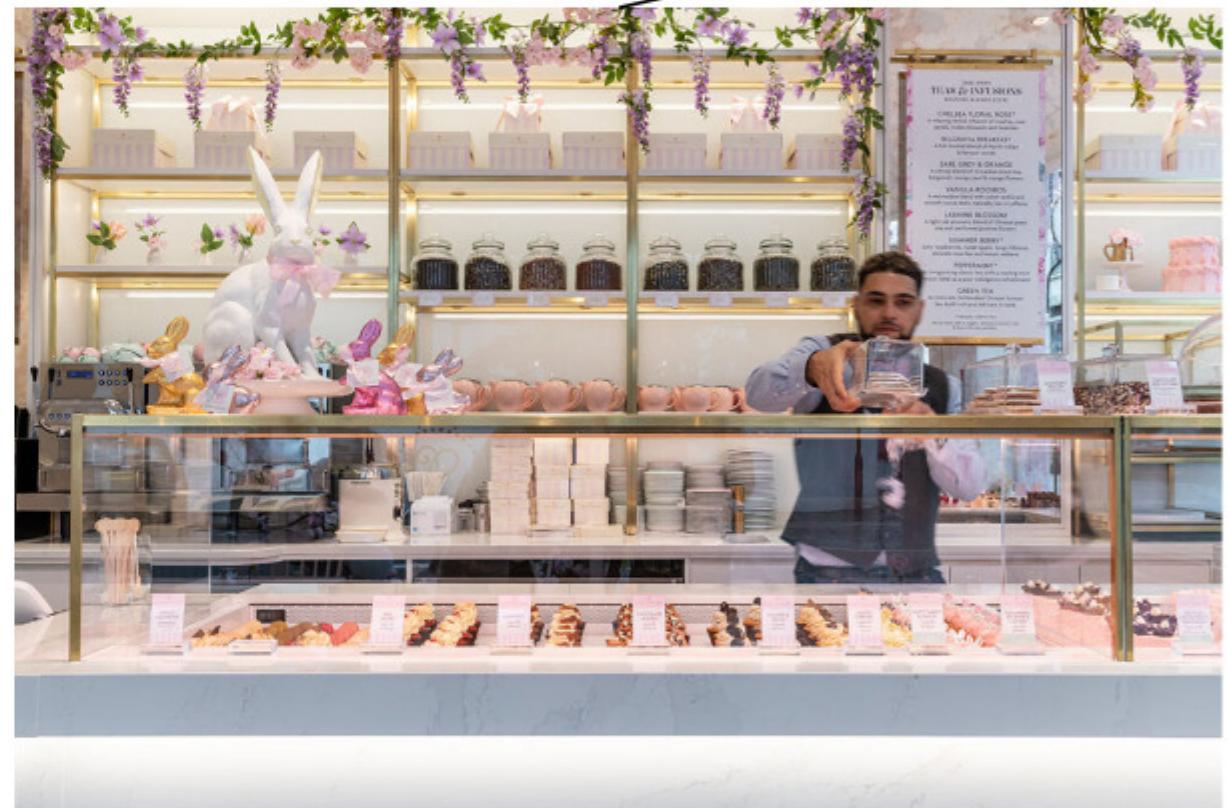
<https://www.retail-focus.co.uk/peggy-porschen-kings-road-london/>

Similar layout, glass counter in front, with cutesy-er interiors, lots of delicate pinks, bright whites, and metallic gold



<https://www.yelp.com/biz/cute-cakes-san-diego-2>

Mix of cutesy and elegant and homey, cosy design



<http://pedrettisbakery.com/>

This is what the storefront will look like. Though I won't need to model the exterior, I want to be able to model the inside of the front of the bakery in a similar way to this, with two large windows, a door in the middle, and small curtains to add warmth

Glass Display Counter

A key focal point of the bakery is the display case, so I want to make sure I get it right. I think this is the most important model as far as world building and immersion goes, as it's really what makes the bakery stand out from a regular shop or kitchen



<https://mohegansun.com/poi/dining/carlos-bakery.html>

I like the rounded profile of this display counter, it gives it a really gentle feel



<https://www.archiexpo.com/prod/frigom/eccanica/product-65240-1206777.html>

I like the wooden detailing below this counter - makes it feel more relaxed



https://www.youtube.com/watch?v=9wRw_5DLS8c

Glass texture needs to be see through and reflective

https://www.shutterstock.com/search/painted+wood+texture+white+grunge?sort=popular&_type=photo&safe=true&search_source=base_related_searches

Painted wood texture for the cabinet below glass needs to be one colour, with some grain showing through



Locked Front Door

The first thing the player will see is the locked door, which is how they know they are trapped. Therefore the model needs to be clearly secured as well as being in keeping with the theme



<https://www.pinterest.co.uk/pin/112941903126666315/?lp=true>

I like these double doors. Their french vintage style will fit in well with the bakery design, and having two handles like this will allow for an oversized lock and chain between them to show that it's locked



<https://www.cgtrader.com/3d-models/various/various-models/lock-power-up>

The lock will have a cartoonish keyhole to make it clear you need to unlock it



This is how the door will be locked across the two door handles



<https://www.istockphoto.com/gb/photo/light-white-wash-soft-wood-texture-surface-as-background-grunge-whitewashed-wooden-gm940901644-257185335>

The wood for the door will be whitewash to fit with the cute theme. It will also be varnished as it's an outside door so the texture will need some reflection

<https://en.clipdealer.com/vector/media/A:358496>

59

Lock and chain will have a brushed metal texture that reflects light but is also quite rough and grainy

MIRO

Dumbwaiter

The main puzzle is the dumb waiter which the player sends a cake up to appease their captor. It needs to clearly be a dumb waiter, despite not typically being an instantly recognisable object



<https://www.pinrest.co.uk/pin/341569952966967999/?lp=true>

Want a vintage victorian style wooden dumbwaiter to match the theme. Rope shows that it's not just a cabinet



<https://www.shorts-lifts.co.uk/product/bkg-dumbwaiter-lifts/>

Panel next to lift controls the mechanics - button for up and down

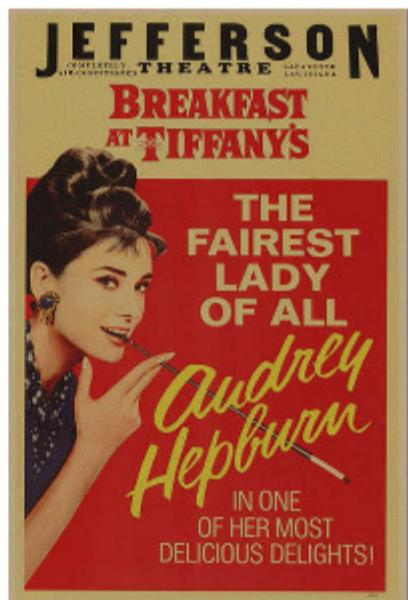


<https://www.architecturaldecor.co.uk/collections/antique-servants>

Style of buttons on control panel will match vintage servant bell



Dumbwaiter will have a sign to make it clear what it is. Will match these old bathroom signs, with a metal sign and embossed words



<https://www.canva.com/photos/MADat4OWJ4o-dark-wood-floor-texture-background-seamless-wood-texture/>

Dumbwaiter will have a dark wooden texture, with a nice grain



<https://www.aliexpress.com/item/32597465067.html>

Initially, the dumb waiter will be hidden by a vintage movie poster similar to this one, depicting a fictional film called 'The Dumb Waiter', tearing away slightly at the edges to show it's hiding something



<https://wwwvecteezy.com/vector-art/271650-old-paper-texture-background>

Movie poster will have old paper texture, matte and slightly distressed

Safe

The safe will contain the recipe book, and be opened using a four number pin found from the bakery chalkboard.

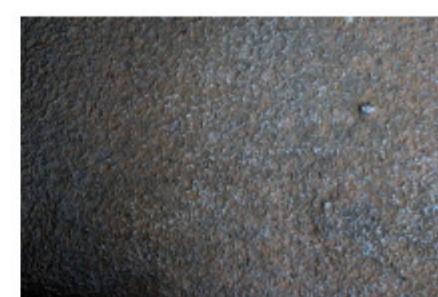


<https://championsafe.com/product/super-short-safe-superior-series/>

I like the large wheel handle to open this safe; think it'll make a good animation and sound as the player unlocks it correctly



I like the pin entry pad for this safe, being circular makes it a bit more unique and soft to look at. The buttons on my model will stick out more than these, so they can be animated being pressed in when player enters code.



https://www.flickr.com/photos/pandora_6666/10303353204

The texture of the safe will be rough dark metal, making it look quite old and worn

Chalkboard

The chalkboard will contain the pricelist for the bakery goods, some of which in a different colour which will indicate the key to the safe. This needs to stand out well so player thinks to type the combo into the pinpad and can progress to the next puzzle



<https://www.tripadvisor.co.uk/LocationPhotoDirectLink-g1096738-d9999277-i180248078-St Stephens Bakery The Bakers Lounge-Plymouth Plymouth Devon England.html>

Bakery chalkboards tend to have quite intricate graphic design for the menu, which I'll try and replicate with mine

<https://www.freepik.com/free-photos-vectors/chalk-texture>

Texture needs to be matte, dusty

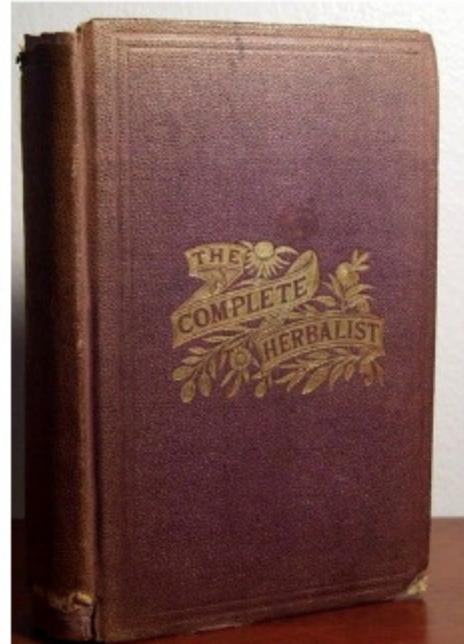


<https://www.chalkboardsigns.co.uk/waffles-and-milkshakes-menu.html>

Generally laid out in basic columns, with a handwritten font, and large prices in bubbles to make them clear - in mine I can make the bubbles different colours for the numbers which make up the code

Recipe Book

The recipe book will be discovered in the safe, and when it's retrieved will play an anim where it opens to a page. Need to have an exterior and a design for the open page once all the paper pieces have been found



<https://i.pinimg.com/originals/8e/49/98/8e4998ced87d6fb134dcf260de880cf.jpg>

Exterior will look like this, bound in worn old leather to show its age, with gold inlay on the title, which in mine will read 'Recipes'



<https://rogermontgomery.com/recipe-for-a-stock-view/>

Once open it will display aged paper and look similar to this



<https://depositphotos.com/13884085/stock-photo-scrap-of-old-torn-paper.html>

Preparation:

- Mix all dry ingredients in a big mixing bowl.
- Add wet ingredients and mix with hands until thoroughly mixed.
- Form into balls: mini-1"; boulders 1-1/2" diameter
- Place in refrigerator to set, about 10-20 minutes. You may set out a few minutes before eating.

Store in refrigerator up to several weeks. They are lasts just out of the freezer as well.

Sweet Tooth



<https://www.pinterest.co.uk/pin/510806782716613919/?lp=true>

The page layout will be like this, with a section for title, ingredients, and recipe itself. Each will have pieces missing



<https://i.pinimg.com/originals/78/f6/cb/78f6cb27bf76244af9dcdb31d351f67d.jpg>

Recipe will also have a sketch drawing of the cake in black and white

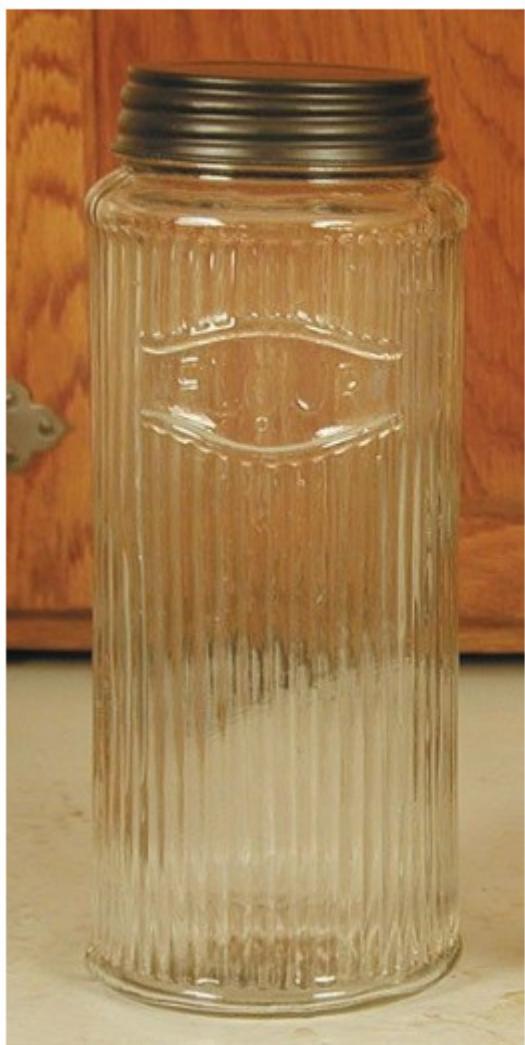
Instagram: Wedding Cake



Top tier: 8", 10", 12", 14" (base approx. 25")

Ingredients

To bake the cake the player must assemble the ingredients as written in the recipe, mix them in a bowl, and add the mix to a tin



<https://www.pinterest.co.uk/pin/274790014738077735/?lp=true>

Dry ingredients such as flour and sugar will be stored in glass jars with textured glass and sticking out labels

<https://to-embrace.com/products/fresh-egg-storage-basket>

Eggs are stored in a cutesy container with a chicken on top like shown here



<https://www.scp.co.uk/products/cornbury-glass-butter-dish?variant=34737032524>

Butter dish matches the glass jars

<https://www.silverwoodbakeware.com/collections/cake-sandwich-pans>

Cake tin with straight sides and metallic texture



<https://www.nisbets.co.uk/mason-cash-mixing-bowl-260mm/gg773>

Classic ceramic mixing bowl, with beige patterned exterior and shiny glaze texture



<https://www.anythinginstainedglass.com/glass/wissmachTexturedClear.html>

Rippled glass texture for the jars and butter dish



Smaller assets to build atmosphere

The small assets dotted around the bakery which aren't interactable but build up the scene are what will make the experience feel immersive. It helps with the world building.



<https://pinabresciani.com/crostata/>

Jam tarts with brightly coloured fruit fillings - jewel tones, with reflective mirrored textures and handpainted pastry



<https://www.marksandspencer.com/l/food-to-order/party-food-and-sandwiches/fresh-fruit-n-bzt59>

Mini tarts with a selection of toppings dusted with sugar



<https://www.fourseasonslivepool.co.uk/product/plaque-sign-open-closed-shop-sign-double-sided-large-a4-retro-duck-egg-blue-red-yellow-cafe-business/>

vintage open/close sign hanging on door



<https://www.linentablecloth.com/blog/wholesale-restaurant-tablecloths>

round tables with checked linen table clothes and flowers on the table

<https://www.cntraveler.com/restaurants/edinburgh/soderberg-bakery-shop-broughton-street>

Cookies in jars on the desk, jars match the ones I made for ingredients



<https://www.alamy.com/stock-photo/old-fashioned-till.html>

Old fashioned till behind the counter



Oven

Oven bakes the cake mix, player must be able to open door, place cake, and adjust the temperature



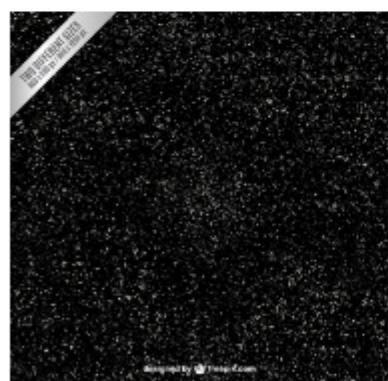
<https://bigchill.com/us/shop/ranges-and-stoves.html>

Gas stove on top, twist dials, and one big door which opens. I like the little window and metal logo on this one



<http://www.antiquegasstoves.com/pages/dixie.html>

Door opens towards player, has sheet trays which the cake can be placed on. Inside texture is speckled black metal



<https://www.freepik.com/free-photos-vectors/speckled-texture>

Speckled black metal texture for inside the oven.
Will have a metallic sheen



<https://www.shutterstock.com/image-photo/oven-control-knobs-close-144074224>

Oven knobs are basic metal, with a dot to represent which end is the pointer

Cake and icing

Options of multiple icing bags with different colours which can be picked up and applied. The icing on the cake will be in a set pattern, with a UI menu to pick which colours go where.

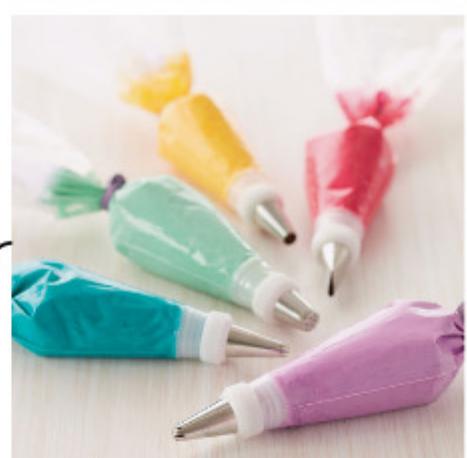


<https://preppykitchen.com/funfetti-cake-2/>

I like this style of cake icing, with 3 distinct parts (top, drizzles, sides) which can be separate colours for the game.

<https://www.wilton.com/decorating-bags-16-inch-disposable-piping-bags-12-count/2104-1357.html>

Icing bags are clear plastic so icing can be seen, tied at end, with metal nozzles



Lighting

Lighting in the scene must help build the mood and also match the style of the bakery itself



<https://www.ler.ltd.uk/which-way-to-go-fluorescent-or-led/>

Kitchen area has fluorescent strip lights that give off a bright white light



<https://www2.meethue.com/en-gb/blog/6-kitchen-lighting-ideas>

Main lights in the shop area are hanging, as timer gets lower and lower down the light turns red and starts flashing to build mood

<https://www.walmart.ca/en/ip/LED-String-Lights-Warm-White-Ball-Pairy-Lights-Waterproof-Decorative-Starry-Lights-for-Bedroom-Patio-Parties-Battery-Powered-3M-30LED/PRD1TSJWIEH74H5>

Fairy lights around the front half of the shop give off a dim warm light

User Interface must have a visual style which matches the theme without complicating the visibility of the functions



<https://en.clipdealer.com/vector/media/A:111934651>

UI icons are based on chalkboard designs to match the theme; clear white lineart with a black background

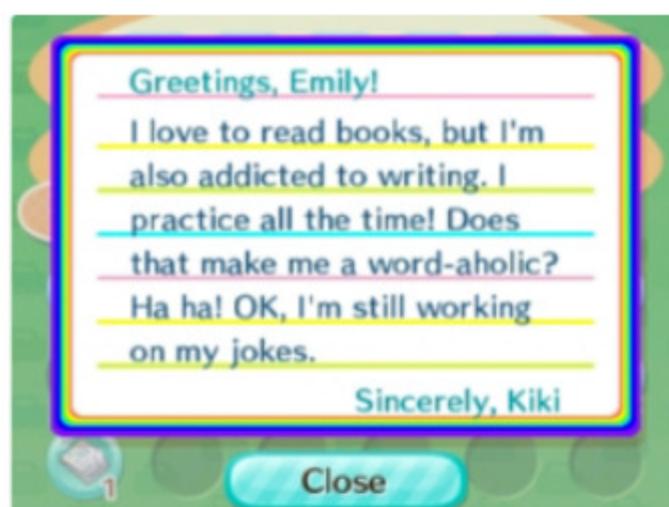
<https://flookdigitalmedia.com/solutions>

Main menu set up like a chalkboard menu, with columns for each section that can be highlighted when hovered over



Pop Up Notes

The pop up notes that give the player messages from their captor as they solve each puzzles



<https://nookipedia.com/wiki/Letter>

basic layout of note is like this; note takes up most of screen, has matching close button

<https://www.canva.com/templates/search/bakery-menus/>

Note paper has the bakery name and logo as its header



<https://www.freepik.com/free-photos-vectors/bakery-logo>

Cutesy logo for the top of the paper

<https://www.urbanfonts.com/fonts/handwritten-fonts.htm>

Handwritten font for the writing

<https://www.freecreatives.com/backgrounds/white-paper-texture.html>

New paper texture, slightly textured as it's fancy

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz

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<https://pinabresciani.com/crostat/a/>

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<https://www.marksandspencer.com/l/food-to-order/party-food-and-sandwiches/fresh-fruit-n-bzt59>

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