matt hough

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Escape room design document

By Matthew Hough

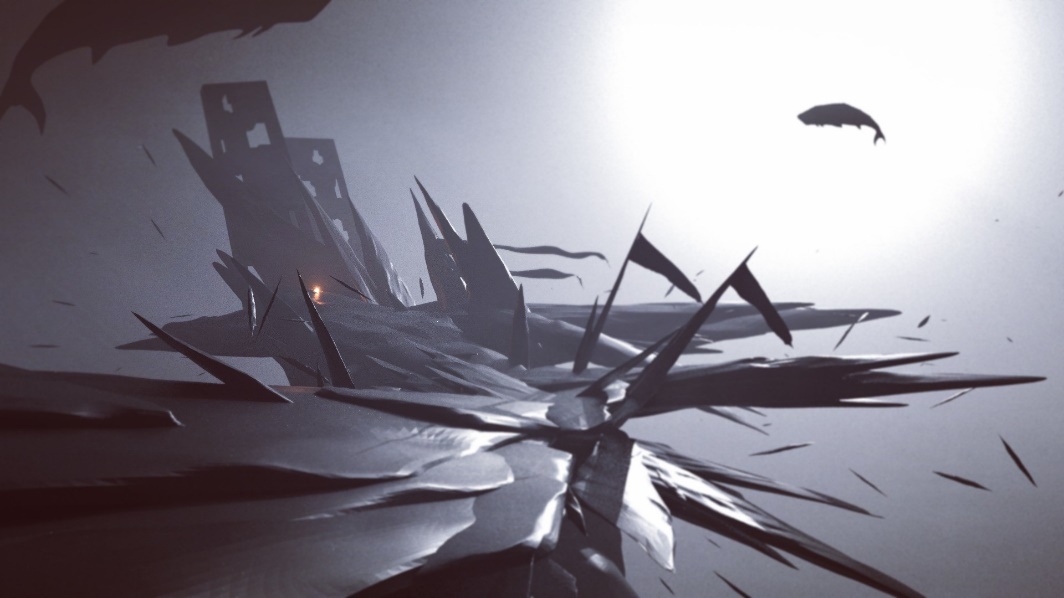
Interdimensional puzzel solving

# Introduction

The premise of my puzzle gameis that the Player wakes up in a seeming empty roomd

# environment design.

Sharp/jagged environments with

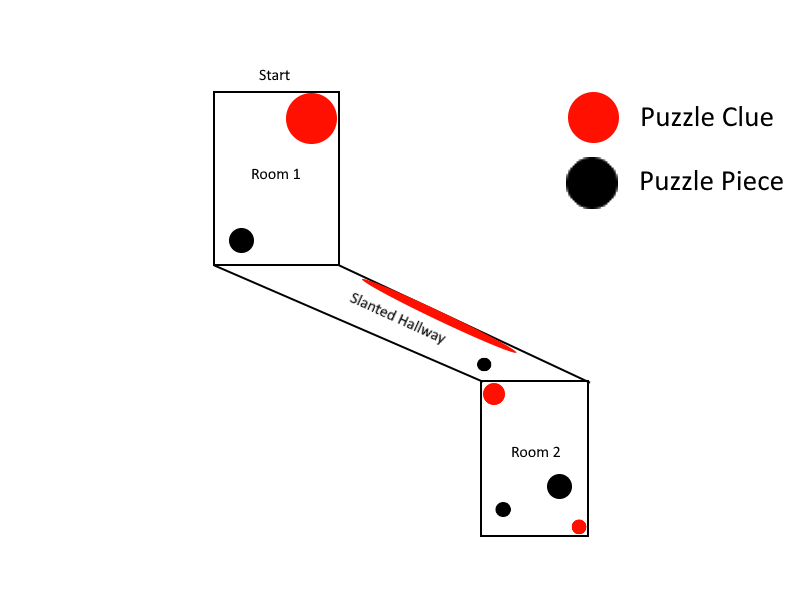
 

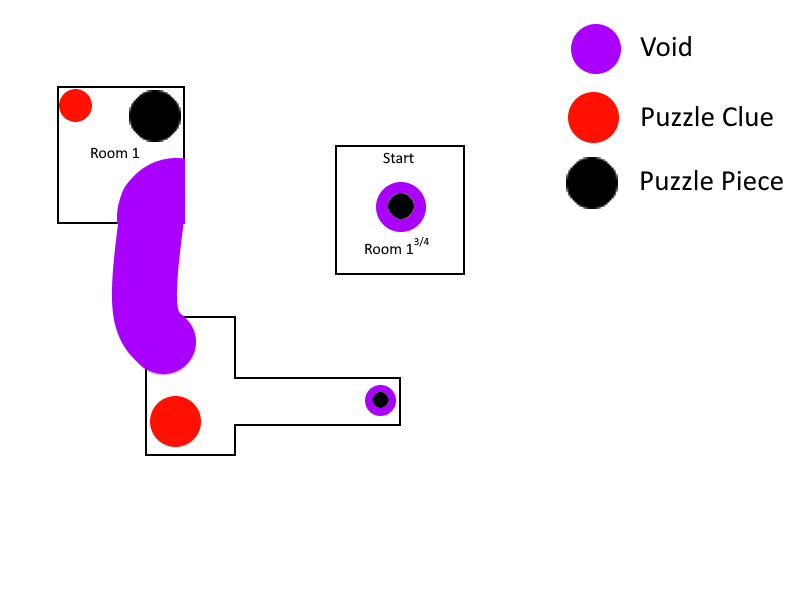
## Lighting:

Variety of lights from different time periods and locations



# Rough Puzzel maps





# User Story Board

