

Escapade

Design Document

Team Krokot

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1. Overview

Our game is all about cooperation, escaping and scariness. Escapade is a cryptic puzzle game, that uses elements of a Survival Horror game and a real-time 3D adventure.

The design of our game has been influenced by several other sources. Although literature and television were in the backs of our heads, we we're mostly inspired by several games and movies.

We believe the original idea of an escape room was inspired by the movie series 'Saw', which features a crazy maniac who forces the people he locked up to perform gruesome tasks, in order to survive. Our game is much less macabre, though it still contains a few scary elements.

Another influence is the game 'Keep Talking and Nobody Explodes', which is a game for two players. One of the players has to defuse a bomb, but needs information from the other player in order to do so. The game perfectly shows the amount of excitement a hectic, time-based game can create.

The last influence is the non-digital version of an escape room. Our first plan resembled a standard escape room, very similar to the real-life version. We adapted our original design to be more unique, by incorporating more possibilities that virtual reality offers. These include features like jump scares, inverted gravity and an altered perception of reality, like blurry vision or colorblindness.

2. Story and gameplay

2.1 Story

This game is played by three players; one player has an Oculus Rift, and the other two play with smartphones. The three players are a team of CIA agents. They are investigating the disappearance of their fellow agent. The two Smartphone players are in the CIA headquarters. The Oculus player is in the woods following a lead, when he is knocked unconscious. When the Oculus player wakes up, he is locked up in a dark, scary room. Deadly gas slowly starts filling the room. The gas will fill the room completely in within a certain amount of minutes; a timer starts. Luckily, the person locked in the room still has his earpiece and is able to communicate with the two players in the headquarters. The Oculus player has to search the room for clues and puzzles; he can look and move around in the room and interact with objects. The two agents in the headquarters will support and help solve the puzzles. When a puzzle is solved, information (e.g. a key, a secret room, or a new puzzle) is released which will help the Oculus player escape the room.

2.2 Gameplay

In the game there is a clear separation between the two parts of the team. One part consists of just the player wearing the Oculus Rift and holding a gamepad, and one part consists of two players, each with a smartphone.

The Rift user will be able to influence the virtual world in two ways. First of all, he can tilt and turn his or her head to view different parts of the virtual room. Secondly, he can use the gamepad to walk around and select objects in the room. For this, the only input required is movement of the left joystick and pressing of a single button with the right thumb. Additionally, it is the task of the Rift user to communicate what he or she sees verbally with the other two players.

The smartphone users will use a single android app on their smartphone to play the game. The app will feature a range of features, but most importantly features a menu or selection screen. On this screen, the players will have the ability to choose what they want to do. There is a section for completing puzzles, a knowledge base and a page for hints. The players will have to listen carefully to what the Rift user tells them about the state of the virtual environment. When the Rift user tells them he sees a pair of wires, the smartphone players should enter the puzzle section and complete a wire puzzle. When the Rift user tells them he sees a locked chest with an inscription, the smartphone players should search the knowledge base for something that matches said inscription. When all three players get stuck, the smartphone players can choose to resort to the 'hints' section, to give the team a little push in the right direction. To prevent abuse, there will be a score penalty attached to this function.

The game ends when the timer runs out or the Rift user manages to escape the room. A cutscene will follow, explaining the impact of the outcome on the storyline. When victorious, the three players will find out what happened to their fellow agent, and find out

who is responsible for locking one of them up. When unsuccessful, the end might be a little more grim...

3. What distinguishes the project

Escapade is unlike any other game yet created. It incorporated the newest technology, the Oculus Rift, and combines it with technology that's available to everyone in the new age: a simple smartphone. Add to this a standard gamepad and you've got yourself the game that introduces a new era of multi platform gaming.

The use of the Oculus Rift allows the player wearing it to have an exceptionally vivid and realistic gameplay, so that the player gets absorbed into the environment. This experience will make the game more attractive and interesting to play. The use of the Oculus Rift will attract players that like innovative games with modern and new technologies. Obviously There are more games that require an Oculus Rift, so this is not the only factor that distinguishes the game.

In terms of gameplay, Escapade is different from most games, because it forces the players to be in the same room together. This guarantees a fun experience for everyone; nobody is sitting alone in their room performing boring tasks. Since the players have to work together in order to win, they can share in their victory or ease the pain of their loss together. No player is left out.

A difference between this game and other games is that some games only allow all players to take on the same role; in other words, all players have the same tasks and possible actions. In this game there is a clear distinction between two roles. One role being the Oculus Rift player whose primary task is to search through the environment, and the other role having the primary task of solving puzzles and minigames.

4. Assets needed

We will have two sets of assets. One for the virtual reality environment used by the Oculus Rift, and one to be used by the smartphone app.

We need to create objects such as audio files and images for the virtual environment and for the smartphone app.

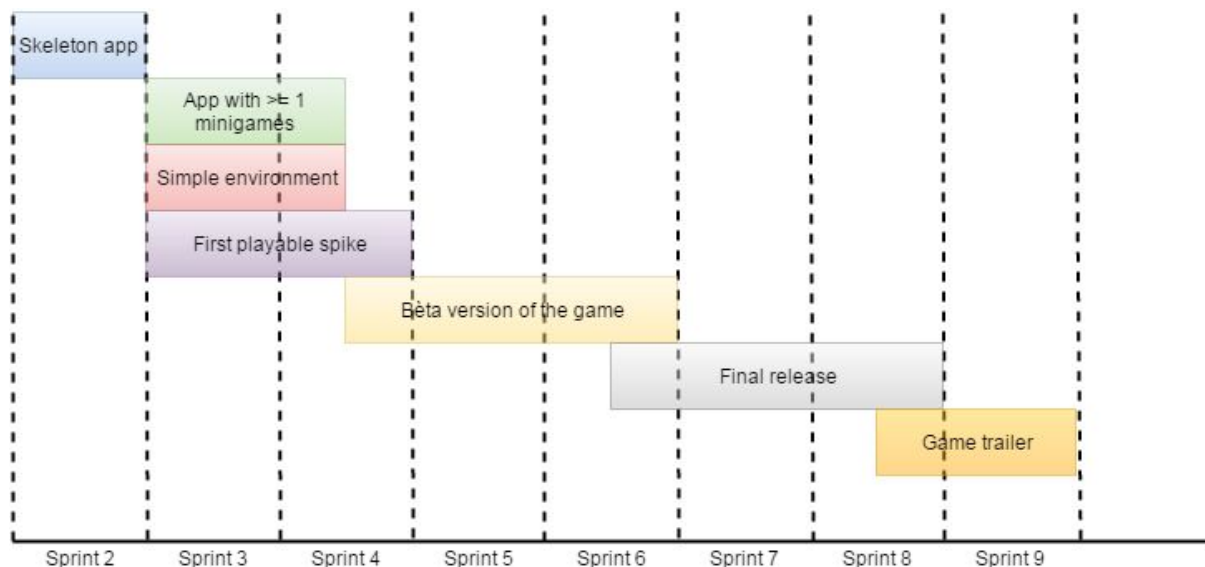
4.1 Android environment

- Menu objects that allow the users to access the several features of the app, such as the knowledge base or the puzzle section.
- Minigame objects for the puzzles. These range from wires to be cut to lockpicks to use.
- Audio files for the soundtrack, as well as for the puzzles.

4.2 Virtual Reality

- Environment objects
There will be several objects that the Oculus Rift player can interact with. These are objects such as boxes, cabinets, keys, tools, wires and furniture.
- Environment animations
There should be an animation of gas filling up the room. Also handles and other objects should be somewhat moveable.
- Character animations
There are no NPCs in the game. The Oculus Rift player should have animated arms with hands, so he can grab and use objects.
- Soundtrack files for the headset the user will be wearing.

5. Schedule



- **Skeleton app**
The skeleton app is the most basic app. It will only have a small menu with 'start' and 'connect' buttons.
- **App with one or more minigames**
When pressing start in the app, the smartphone player can play one or more minigames. The minigames do not have to be triggered by the Oculus Rift player yet.
- **Simple environment**
As an environment for the Oculus Rift player, a simple room is built. This room is not decorated. Since ultimately in this game the Oculus Rift player has to interact with objects to unlock minigames, the room will contain one or more coloured cubes.
- **First playable spike**
In this release the most important thing is that the smartphone players and the Oculus Rift player are connected. When the Oculus Rift player interacts with a cube in the room, it should trigger a minigame in the smartphone app. When this minigame is finished, it should be possible for the Oculus Rift player to interact with another block.
- **Beta version of the game**
In this release there will be more minigames present, ideally all of them. Ideally the cubes are replaced by appropriate objects. There should be a timer present. Also there should be some interaction from the room with the Oculus Rift player, e.g. loss of gravity. If there is time left, the room will be somewhat decorated.
- **Final release**
This release should contain all minigames. The room should be fully decorated, giving the appropriate creepy atmosphere. Also, there should be an animation of the deadly gas slowly filling the room. Bugs in the beta version are fixed.
- **Game trailer**
This is not a real release of the game, but a trailer for the game. It should make clear what the game is and make people excited to play.