**Thesis – (Name)**

* **Platform**: PC, VR (?)
* **Genre**: Escape Room (?)
* **Player Design**:
  + Invitation: (TODO)
  + Number of players: 1
  + Role: Prisoner.
  + Pattern: Player vs Game
* **Objective Design**:
  + Objective Generalization: Escape.
  + Objective: Escape from prison, passing through 3 different levels, each level has its own objectives.
* **Procedure Design**:
  + Left Joystick: The player moves around the map of each level.
  + Right Joystick: The player rotates de angle of vision.
  + Right Trigger Button: Pick up/Use secondary object.
  + Left Trigger Button: Use primary object.
  + Vibration: Indicates direction of an object.
* **Rules Design**:
  + If “The Voices” touches the player, he will return to the nearest checkpoint.
  + If the player touches an object imbued with electricity, he will return to the nearest checkpoint.
  + If the player touches an object imbued with fire, he loses a health point.
  + If the player uses the primary object to disperse “The Voices”, he loses a sanity point.
  + If the player drinks water, he restores two health points.
  + To open a door the player needs to use a key that matches the keyhole.
  + Each time the player finishes a level, his sanity will be restored ~~he restores all his sanity points.~~
* **Resource Design**:
  + Health: Amount of health that a player has. It can be affected by electricity or fire and restored by water.
  + Sanity: Represents the madness level a player currently has. It can be affected by using the primary object and is restored at start of each level.
  + Inventory: Represents the object a player has in each hand. He can’t carry any other object.
* **Conflict Design**:
  + Obstacles:
    - Lack of sight.
    - Locked Doors, find the key that opens the room that ends the level.
    - End-Level Puzzle.
  + Dilemmas:
    - To keep searching for lore so that the final puzzle becomes easier or just find the key and exit the level.
* **Boundaries Design**:
  + Physical:
    - Sight.
    - Doors.
  + Conceptual
    - Puzzles.
* **Outcome Design**:
  + The player escapes from prison.