**Escape Puzzle**

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**Game Design Document**

**Game Description:**

Escape the Dungeon with Simple Puzzles / Obstacle Blocking Your Way to Escape.

**Controls:**

W A S D – Move Character

Spacebar – Jump

**How to Play:**

Collect Coins / Interact with Objects to Proceed into the Level.

Collect the Potion to Win the Game.

**Camera Features:**

|  |  |
| --- | --- |
| **Features** | **Description** |
| 3rd Person View | The Camera will Follow the Player in One Direction |

**3D Models and Animations:**

|  |  |
| --- | --- |
| **Model** | **Animations** |
| Arisa | Idle & Running & Jumping |

**List of Obstacles**

|  |  |
| --- | --- |
|  | **Obstacles** |
| **1** |  |
| **2** |  |
| **3** |  |

**List of User Interfaces:**

|  |  |
| --- | --- |
| **UI** | **Description** |
| Menu Scene | Menu Screen of the Game |
| Game Scene | Gameplay |
| Instruction Scene | Instructions on How to Play the Game |
| Credits Scene | Credits Screen |

**Win or Lose Condition:**

|  |  |
| --- | --- |
| **Type** | **Description** |
| Win | Take the Potion at the End of The Puzzle |
| Lose | Fall Off the Platform |