Capstone Planning Document

## Description:

For my Capstone Project, I will be building an escape room that has 2 levels.

To begin the experience, players will be trapped in a cell and they have to solve the Simon Says game in order to open the gate of the cell and proceed to the next step.

Next level will be finding the key to open the door of the room and win the game.

Players will also collect coins that will be counted and shown when they escape.

Example Capstone Scoping

### 3D Models + Animations

* 1. Bloody Floor
     1. **Will put a texture of blood on the floor to give a scary and creepy feeling**
  2. Bloody Mattresses
     1. **To give a creepy feeling to the player**
  3. Cell Gate
     1. **Will be animated and opened when the player solve the puzzle.**
  4. Trash Cans
     1. **To complete the creepy experience to the player.**
  5. Door
     1. **Will be animated opened when the player solve all the puzzles.**

### Ideas

* 1. Explanation of the Simon says game at the beginning of the scene.
  2. ~~Explanation of the whole game at the beginning.~~
  3. ~~Mosquitoes flying in the scene.~~
  4. Seagulls flying in the air after opening the door and solving the puzzle.
  5. Axe flying towards the player to scare him after he finishes his first puzzle.
  6. Coins for the player to collect throughout the scene to gamify the experience.
  7. ~~Models of dead bodies or parts of a dead body thrown.~~
  8. Trash bags in the scene.
  9. Big Clock like the horror movies.
  10. Scary music as a background noice.