Back Room

1. Game Overview
Title: Back Rooms
Genre: Puzzle / Escape Room
Platform: PC
Perspective: First-Person (FPP)
Target Audience: Puzzle and escape room fans, ages 12+

2. Core Gameplay
Players must escape a mysterious red-themed room by solving small puzzles, using pressure plates, and avoiding traps.
The room includes keys, buttons, and weighted mechanisms. The game focuses on environmental logic and spatial reasoning, with no horror elements.

3. Environment & Style
Setting: A minimalist red room escape chamber with geometric design.
Visual Theme: Monochromatic red tones, clean lines, ambient soft lighting.
Design Inspiration: Modern escape room aesthetic blended with surreal architecture.

4. Player Mechanics
Movement Controls:
- WASD: Move
- Mouse: Look around
- E: Collect keys / interact with objects
- Q: Switch or activate buttons

5. Game Elements
Traps:
- Jaw Trap: A mechanical trap that activates if a puzzle is incorrectly solved or if a wrong path is taken. Causes instant failure.

Pressure Plates:
- Weighted Plate: Requires the player or objects (e.g., boxes, statues) to remain on them to activate doors or disable traps.

Puzzles:
- Key Puzzle: Hidden keys behind sliding panels or inside containers.
- Button Sequence: Logical button-pressing order revealed by symbols or patterns in the room.
- Mirror Pathing Puzzle (optional advanced room): Align mirrors to complete a light circuit.

6. Victory & Defeat
Success: Escape the red room by solving all puzzles and avoiding traps.

Failure: Trigger a jaw trap or fail a critical puzzle action.