**Game idea**

Humoristic puzzle game with different levels:

Game mechanisms:

- searching, finding clues

- trigger mechanisms (buttons, levers, padlocks with number/letters)

- solving small puzzles

- each room is like an escape game

Features:

- humoristic voice off

- clue button (helper button)

- "easter egg" to find in each level

- score at the end

- timer in each room

Game design:

- each level has its own thematic with its own design

- a building where the player must resolve a puzzle in each floor the unlock the next one

- last level in the open and try to be as immersive as possible.

Background story:

- either the voice off is "mocking" the player trying to solve the puzzles and the voice off knows this is a video game thus the story is really needed

- either the player is a lab rat who needs to get out (the voice off will explain why you are here, why you, etc...)

Use of the Infinadeck:

- labyrinth

- small running game (check feasibility) where you must get fast to a certain point with a timer

- wander in room looking for clues (some rooms may be huge)

Gameplay:

- tutorial level to get familiar with the walking and the inputs

- the voice off with help the player with all the new mechanisms that could be present in other levels so that we won’t need a big tutorial