Game Design Document for a VR Escape Room

Escape the Graveyard

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Modified from a Game Design Document provided by Oculus training.

Overview of the Game

- Genre-Horror,puzzle
- Inspirational references:The reason why I went for a graveyard escape room.Is that when I think of horror escape rooms.I would go to fairy tale .Where the protagonist needs to escape the horror environment

- Basic Narrative: You are trying to escape the graveyard that you are being trapped in
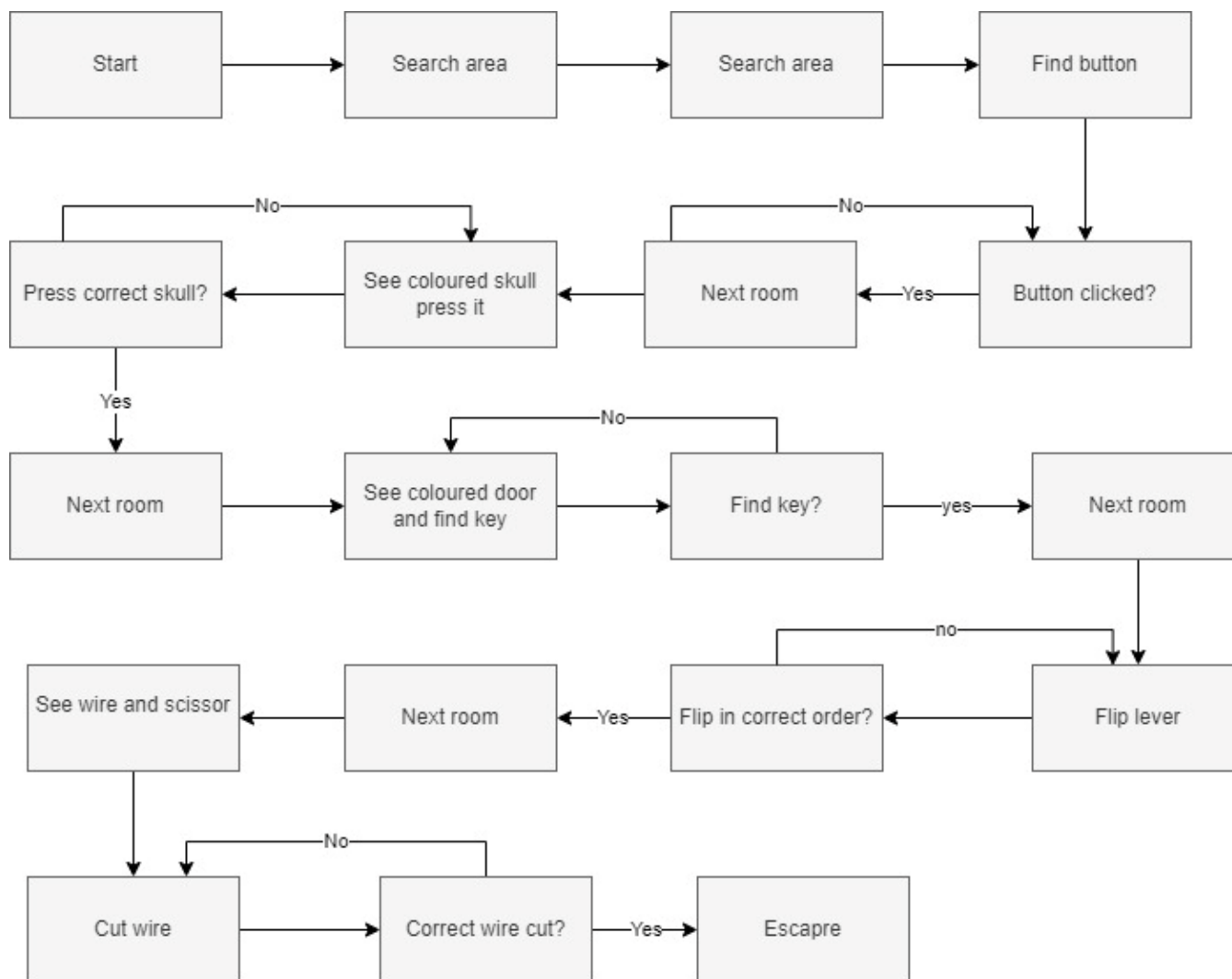- Include at least one piece of concept

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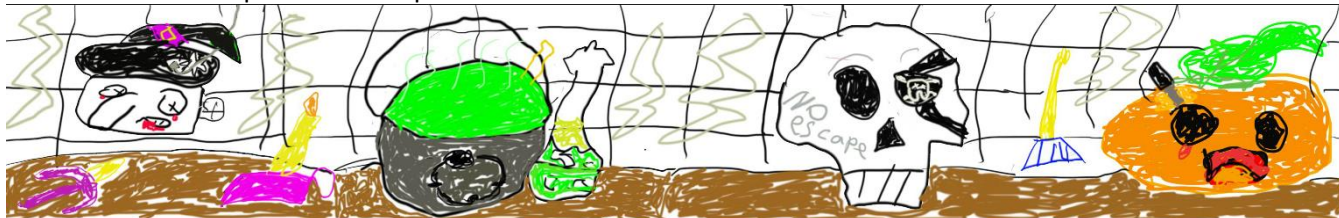
Unique Selling Points

It has a puzzle that makes you backtrack to a previous room to solve it.

One of the puzzle use things like basic colour theory to solve.It uses your understanding of art to help unlock a door

Game loop

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The player spawns facing a gate and is in need to know to open it.The clue is the pumkins they see when they first spawn in.Next is colour theory where they need to press the correct coloured skull.Next is a search to find the correct colour key.Then to press the lever in the correct order.The final puzzle is to cut the correct coloured wires.

GamePlay FlowChart

```
Start ──► Search area ──► Search area ──► Find button
                                                │
                                                ▼
Press correct skull? ◄── See coloured skull    Next room ◄─Yes─ Button clicked?
   │     ◄────No──────      press it      ◄──No──
   │ Yes
   ▼
Next room ──► See coloured door ──► Find key? ──yes──► Next room
              and find key   ◄──No──                        │
                                                            ▼
See wire and scissor ◄── Next room ◄─Yes─ Flip in correct order? ◄──no── Flip lever
   │
   ▼
Cut wire ──► Correct wire cut? ──Yes──► Escapre
   ◄────No────
```

- The player will move around using teleportation
- One of the puzzles will need to find the correct key
- One of the puzzles will need to press the correct coloured skulls
- One of the puzzles will need the player to find the correct pumpkin
- One of the puzzles will require the player to pull a lever at the correct sequence
- One of the puzzle is cut the correct wire

Gameplay Scope

Here are just a few important questions to answer in this section. Be elaborative!
-   The average playtime? **10 mins at most.As the puzzles are easy and there are clues that can help you.The longest I think people will take is to go on a hunt to search for the correct key to open the door**

- What are the objectives? **To find the key to escape the Graveyard .**

Art Style

The art style for the environment is dark and dim colour.It is to set an atmosphere of eeriness, with dim lights.The only thing that has eye catching colours should be the skulls,heads or pumpkins so as to draw the players attention to them.I would make the prefabs in the scene.

Player Profiles Stories

Describe the ideal player profile.

How would different players approach your game? Walk through the game loop and explain the focus of each player profile.

Basic Info
- Name: John
- Age: 27
- Occupation: Information Technologist at a Media Company

Game Interests
- Gaming style: Likes playing Solo
- Hours spent gaming weekly: 10
- Gaming platform(s): Oculus Rift, Playstation + PSVR, PC
- Favorite game(s): Escape simulator
- Favorite game genre(s): puzzle,horror

Entertainment Interests
- Social media platforms: Instagram, Twitter, Reddit

Likes: Figuring things out,simple games, taking their time with games.

Dislikes: Competitive gaming