

IGDA Game Jam

Escape!

Game and Narrative Design Proposal

Those Left Behind (V1)

Kate Fisher

- Scientist Kate Fisher was part of covert military contingent that had the power to trigger a global-scale event, killing the majority of humanity in order to preserve it.
- The contingent left in charge a powerful A.I. that would determine if humans qualified for re-entry
- Re-awakened tabula rasa, Kate completes challenges to learn information and gain abilities in order to determine if the world is ready for her



DESIGN PRINCIPLES

- Tests that prove character and morality.
- Puzzles that unlock pieces of Kate's memories
- An opportunity to re-do the decision of the past
- A final decision where Kate evaluates herself based on what she's learned.

THEMES

- In-action leads to action
- We all play a role/have a part
- We can only judge ourselves

Design Specifics

Puzzle 1: A series of ethical choices. Completing gives you an electrical ability and a rating. Each answer gives you a clue to the past.

Puzzle 2: A cognitive test where you have to arrange colors, shapes, letters into order that represents different meanings. Each movement gives you a clue to the past. Completing gives you telekinesis and it plays a recording before you triggered the event.

Puzzle 3: A spatial reasoning test where you have to use your new abilities to move around objects and turn on/off powers to get to the exit. Think positioning objects as weights/stepping stones etc...

Final Piece: The information is put together and you choose if you should return to the world or if you would make the same decisions again.



Roll First (V2)

Jasmine Price

- Set in the future, a board game developer Jasmine Price is trapped in location that features vestiges of a past world
- Receiving messages from “a voice from above” Jasmine navigates and has to overcome obstacles and puzzles that lean into board game tropes and ideology
- As Jasmine gains abilities by defeating other “players”, she realizes she is trapped in her own psyche, and must “win” the final game in order to wake up.



DESIGN PRINCIPLES

- Offbeat sci-fi board gaming quirks to design
- Games built off of board gaming tropes and conventions (dice rolls, pulling cards, etc)
- Strong thru line between narrative and games

THEMES

- Burnout, crunch, and mental health
- Consequences of success/perfection
- Embracing imperfection

Design Specifics

Set-up: Choose between an advantage card, a hint card, and extra dice. (Maybe set-up before each puzzle idk?)

Puzzle 1: Move around a makeshift “board” rolling the dice and correctly answering multiple choice trivia questions.

Puzzle 2: Successfully win a card battle. Attack/Defend and point values.

Puzzle 3: Red Light/Green Light? Squid Games Style

Learn about yourself along the way. Final Game you have to end yourself.



The Volunteer (V3)

Ottawa Jones

- Set in the future, once a year a single person is chosen to be a volunteer for a series of tests
- The volunteer is trapped in a location with no memory of their life/circumstance and given the objective to survive and escape
- Ottawa learns that she is a test subject and she did this to provide for her children and winning means forever financial security and safety



DESIGN PRINCIPLES

- Sci-fi-esque and can lean into horror more
- Challenges more than puzzles where death can be a consequence
- Trial and Error type events

THEMES

- Capitalism and survival
- Individualism vs Socialism
- Human Emotion and Connection

Design Specifics

Puzzle 1: A scavenger hunt where you are tasked to find objects throughout the area. (Each object has an associated clue as to where to find it). Gives you backstory/clues on overall objective

Puzzle 2: Series of societal questions. Followed by a gruesome either or like kill an innocent or cut off your hand.

Puzzle 3: A face off between you and those that stand before you aka a sprint to the exit using abilities.

If you succeed, then choose yes -> you and your kids have a new home/life. And the population will be reduced in order to give you all of that.

