

- Working title
 - What is the game called?
 - Currently being called “Maze Run”
- Brief Overview
 - The game is going to be a maze runner-type game, so you are supposed to find your way out of the maze, but you may need to get some items or do some tasks before you can escape
 - Possible items
 - Possible tasks
 - The escape/exit
- Target Market
 - Who is this game for?
 - It is for people who like to solve mazes from the first-person perspective.
 - It is for people who like to explore & discover things & like the eerie atmosphere around them while they explore.
 - I want people to feel accomplished from playing the game.
 - I want people to feel frustration & excitement while playing the game.

Emotional Rewards	Rating from 1 to 10
Accomplishment	7
Collection	3
Competition	1
Connection	2
Creation	1
Discovery	9
Empathy	4
Empowerment	5
Escapism	3
Excitement	7
Fear	3
Frustration	7
Growth	2
Joy	4
Mastery	6
Reflection	5
Relaxation	2
Reward	4

- Game Genre
 - Maze, Puzzle, Adventure, Escape the Room
- Platform
 - Where will this game be published?
 - If I am lucky enough then possibly on Steam for Windows & Mac (& possible controller support).
- Tools being used.
 - What hardware and software will you need?

- At a minimum of a mid-quality windows or mac laptop.
 - Concept art
 - Character, Environment, and gameplay
 - An old/abandoned theme/amusement park environment.



<https://www.insider.com/abandoned-amusement-parks-2018-2#once-the-largest-theme-park-in-central-kansas-the-joyland-amusement-park-was-home-to-one-of-the-last-surviving-original-wooden-coasters-12>

- The maze walls are stone, wood, metal & or plants(bush) (it is multiple because I want a different wall type to represent different parts of the maze & possibly how far you are in the maze). (This is shown in AT02)
 - The maze is mysterious because it seems bigger than what it looked like on the outside.
 - Must establish look and feel of the game.
 - The game will have an eerie feel to it as well as encouraging curiosity.
- Research
 - Similar titles
 - Zardy's Maze
 - Why use these similarities?
 - It is what helped me decide to do a maze game.
 - What makes your game different?
 - My maze will not be a corn maze but a mix of different styles.

More info for Zardy's Maze here:

https://store.steampowered.com/app/1484800/Zardys_Maze/

- Inspirations (mood boards, screenshots, etc.)
 - Annotate what elements inspired the game design.
 - Six inches under hotbar has inspired my choice in making a hotbar system that is similar.
 - Hotbar reference: <https://www.pcinvasion.com/supraland-six-inches-under-review/>

