

- 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 minimum a mid-quality windows or mac laptop.
- Concept art
 - Character, Environment, and game play
 - An old/abandoned theme/amusement park environment.
 - 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 & possible how far you are in the maze).
 - The maze is mysteries because it seems bigger than what it looked like on the outside.
 - Must establish look and feel of game.
 - The game will have the 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 choose in making a hotbar system that is similar.
 - Hotbar reference: <https://www.pcinvasion.com/supraland-six-inches-under-review/>

