* 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.

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| 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, (sort of Escape the Room Genre)
* Platform
  + Where will this game be published?
    - If I am lucky enough then possibly on Steam for Windows & Mac
* 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
    - Possibly an old theme park environment
    - The maze walls are stone, wood, metal &or plants(bush)
  + Must establish look and feel of game.
* 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.
  + Inspirations (mood boards, screenshots etc.)
    - Annotate what elements inspired the game design.