Section 3: Lecture 56 (Game Design Document ‘GDD’)

Concept

* The core concept is simple: escape the room
* You awaken in a locked room, unable to escape
* Use environmental clues such as light and sound to determine what to do next
* Trigger pressure plates and solve puzzles to progress towards the exit

Rules

* No lose condition, apart from the feeling you’re going to die
* Win when you exit