

# The Escape Box

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Lukas Weber  
&  
Mohamad Naser Alnakshbandi

# Agenda

- ❖ Game Story
- ❖ Time we spent
- ❖ Demo
- ❖ Data Analytic
- ❖ Lesson learned
- ❖ Questions

# Game Story

There was a young man. Every night, he found himself trapped in his own dreams, fighting against hordes of mysterious enemies. No matter how hard he fought, he couldn't escape.

One day, he woke up in a strange building that seemed to contain every stage of his life: from his childhood school to his college days. Confused and scared, he realized that the people around him were fighting too, but he didn't know why.

Determined to uncover the truth, he ventured through each room of the building, facing challenges and enemies that represented his past struggles and conflicts. Along the way, he met strange characters he offered cryptic clues about his dreams.

As he explored deeper, he discovered memories he had long buried: moments of fear, regret, and longing. With each revelation, he grew stronger and more determined to find a way out of his dreams.

Finally, after confronting his inner demons and resolving his past conflicts, he reached the heart of the building. There, he faced a final showdown with a manifestation of his own fears.

With courage and determination, he emerged victorious. As he woke up in the real world, he felt lighter and more at peace with himself. He realized that by facing his inner struggles, he had finally escaped his dreams and found freedom.

# Time we spent

Week	Lukas	Mohamad
Let's start	10h	10h
Working on the basics	10h	10h
On the way to the first Prototype	18h	20h
The Prototype	12h	15h
Refactoring & New Map	5h	25h
Our current architecture	25h	7h
Why you should play our game	15h	12h
Don't trust a statistic you didn't fake yourself	8h	8h
We did it	10h	10h

# Demo

# Design Patterns

## ❖ Meaning

- Humanity Hero (Story)
- spooky atmosphere (Music, map, light)

## ❖ Accomplishment

- Quests (story)

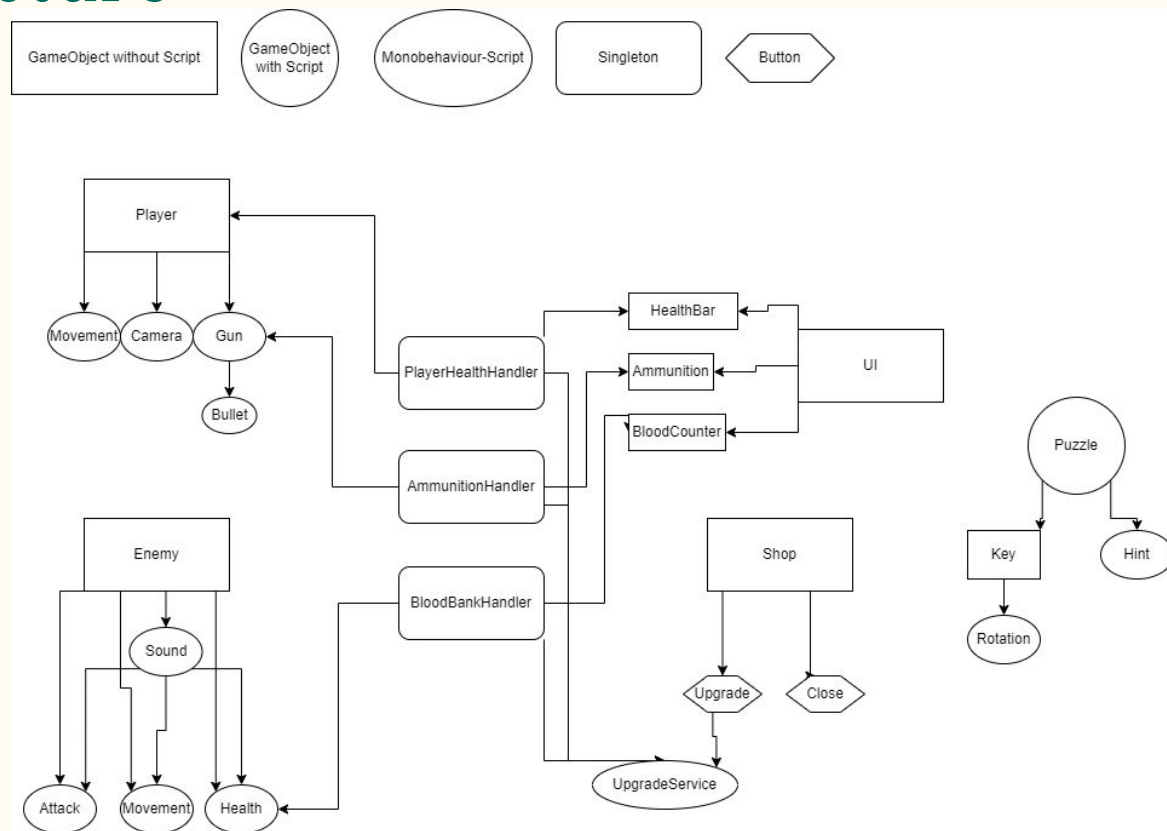
## ❖ Unpredictability

- Plan to implement easter eggs
- Random enemy spawn positions

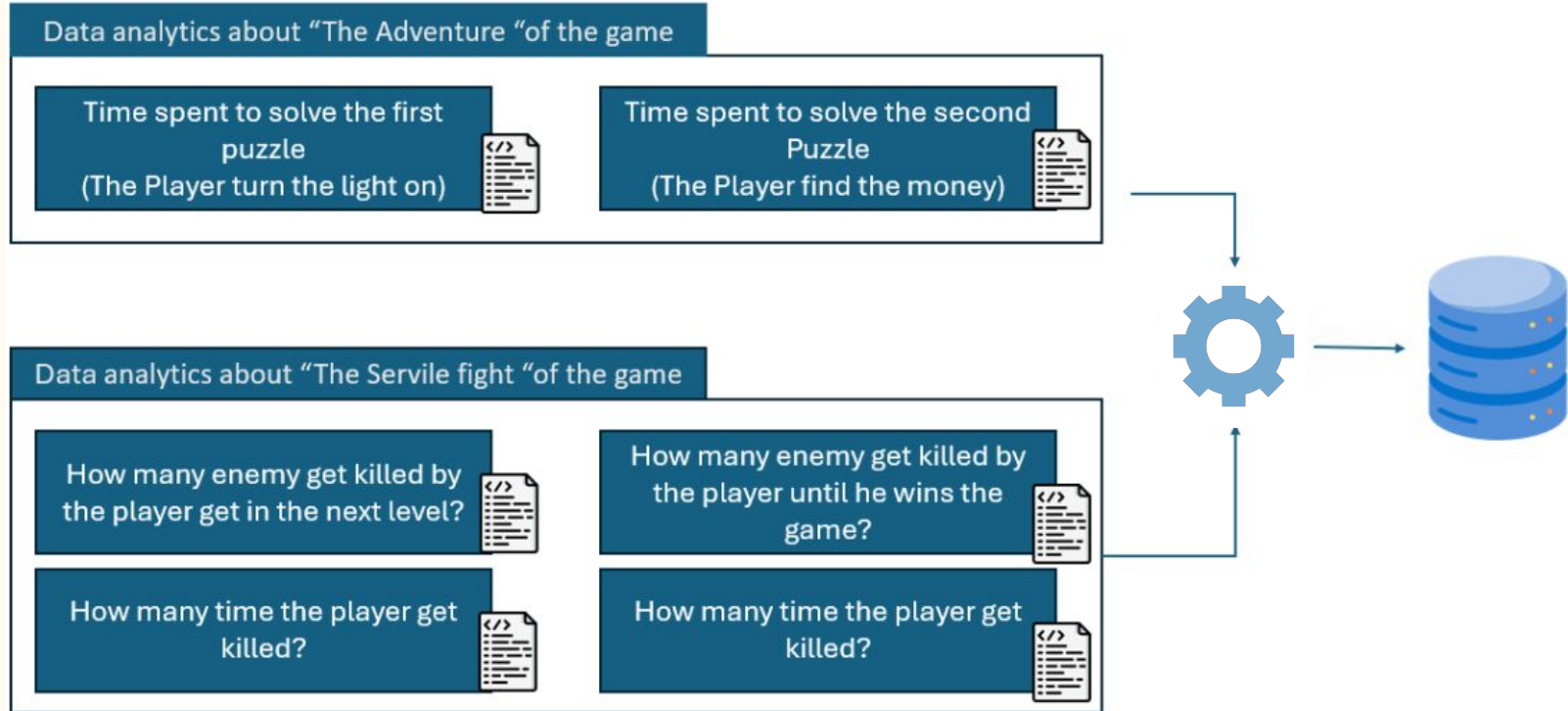
## ❖ Progression

- Complete quest, get into the next level, but always start from beginning.
- Learn the map and where to find the quest items

# Architecture



# Data Analytics

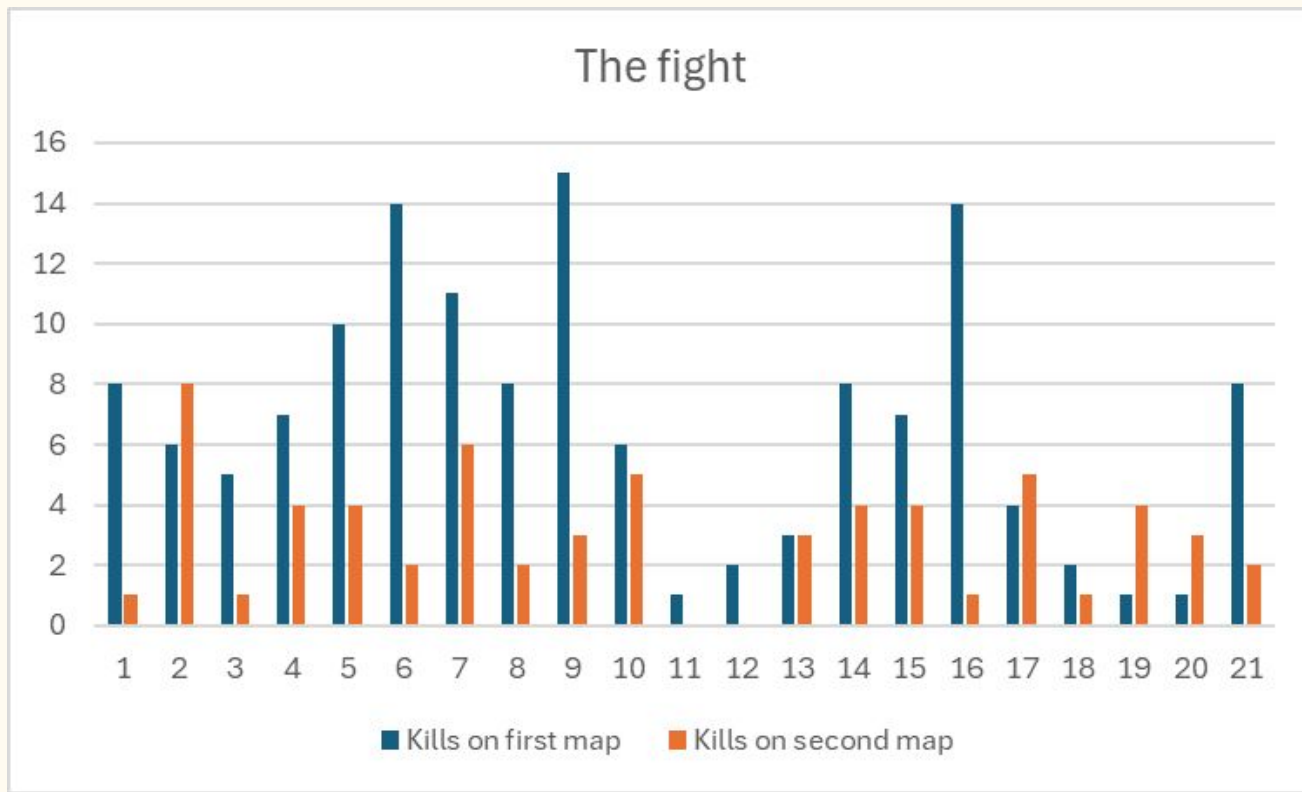




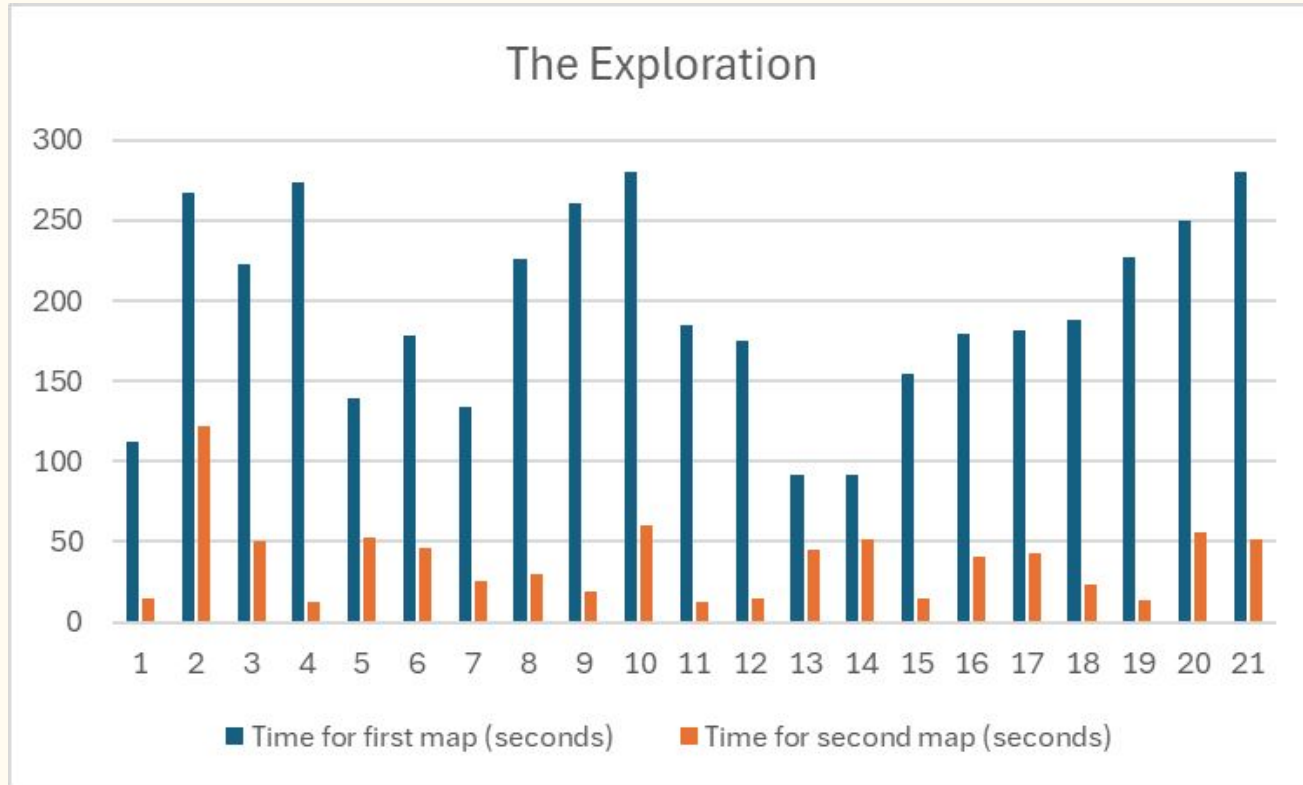
# The Number Speaks

Time for first map (seconds)	Time for second map (seconds)	Kills on first map	Kills on second map
112	15	8	1
267	122	6	8
223	50	5	1
274	12	7	4
139	53	10	4
178	46	14	2
134	25	11	6
226	30	8	2
261	19	15	3
280	60	6	5
185	12	1	0
175	15	2	0
92	45	3	3
92	52	8	4
154	15	7	4
179	41	14	1
182	43	4	5
188	23	2	1
227	14	1	4
250	56	1	3
280	52	8	2

# About the Fight



# About the Exploration



# Lesson learned

- ❖ Division of Labor
  - A team of two can be tricky
- ❖ Communication is Key
- ❖ Learning to Compromise
- ❖ Problem-Solving and Debugging
  - Game development is not always fun
- ❖ Feedback and Testing
- ❖ Version control can be tricky

# Questions