

**Development Plan**

**Escape Room Challenge 2**

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**Task Board:** <https://github.com/users/ThisExistsNow/projects/2/views/1>

**Code Repo:** <https://github.com/ThisExistsNow/Escape-Room-Challenge>

## Major Project Milestones

- Full Player and Object Implementation
- Completion of one escape room experience
- Completion of a second escape room experience
- Multiplayer implementation (Stretch Goal)

## Project Goal

The overall goal for this project is to deliver a viable product that offers two different escape room experiences. This will look like a video game from a first-person perspective. As a game, it will have typical functionality such as saving, loading, control options, a HUD, a hint system, and general interactivity with the in-game environment that the software provides. Features that will be added, is the completion of in-game objects interactivity, and the player's ability to engage with these objects. A save system and hint system, as well as the completion of the first escape room and the completion of a second.

## User Stories

- **Front Lobby Room:** The player will start in a lobby before beginning an escape room challenge. Instructions for how to play the game, and how to complete an escape room challenge will be provided here. Multiple doors will appear here, where the player may choose a door to pass through and begin the respective challenge waiting behind the chosen door.
- **Puzzle Room:** When the player enters the Puzzle Room, the timer will be set and begin to count down. The inventory UI will appear, a checkpoint will be made, and the hint system will be made accessible. The room will house many objects, and the player must solve at least three puzzles to complete the given challenge and escape.

- **Menu:** By pressing the “P” key, the player can access a menu, that will not stop the timer, but allow them to save, quit, check their controls, and access a hint if they wish to use the menu to do so.
- **Hints:** By pressing the “H” key, the player may be given a hint, that will be relevant to their current progress within their current chosen Puzzle Room.
- **Sounds:** Objects will provide sound effects when interacting with them, or sound off on their own depending on the circumstances.

## **Sprint Plan**

### **Sprint 1:**

- Finish Player menus, checkpoints/saves functionality
  - Implement the Controls check in menus
  - Implement the save system, so the player may quit and resume the challenge from their same position and with the same inventory and progress through the Puzzle Room
  - Implement checkpoint functionality to tell how far the player has progressed in their current Puzzle Room
- Finish Player interactivity
  - Implement ability for player to pick up inventory items
  - Implement player ability to interact with in-game objects
- Finish Puzzle Room 1
  - Implement at least three puzzles to be completed to escape the Puzzle Room
  - Implement appropriate sounds and visuals for the Puzzle Room

### **Sprint 2:**

- Start and finish the Puzzle Room 2
  - Design and implement three new puzzles to be completed and design the Room to accommodate them.
  - Implement appropriate sounds and visuals for the Puzzle Room
- Start and finish the Lobby setting
  - Create and implement the player instructions
  - Design the Lobby Room with appropriate sounds and visuals

- Finish all Hint and object interactivity functionalities
  - Create hints that will be relevant to the current progress in either of the Puzzle Rooms
  - Implement and test the interactivity of all objects
- Possibly finish multiplayer functionality