

Game Title

Operation: Escape

Game Identity

Co-op escape room game with a focus on solving educative math puzzles using teamwork.

Design Pillars

- Solve educational puzzles with other people.
- Co-op experience that does not have competitive elements.

Genre/Story/Mechanics Summary

Genre: Point-and-click puzzle game.

Setting: Laboratory/study of a missing professor.

Mood: Light hint of tension.

Story: A small team of detectives are investigating the missing whereabouts of the famed missing professor, Jan Smit. They begin by investigating his study. Upon entering, the door locks behind them and they are told that they have 10 minutes to find the keys needed to open the door. If the team fails to do so, they will be trapped inside, forever.

Core loop: The game starts with a screen where the user can select how many players are going to play the game. After that, the game starts, and the users will see a Door with 3 locks and arrows which they can use to navigate to different view angles of the room. For each lock on the door the players will need to solve a puzzle. These puzzles will require teamwork and often involve collective thinking. After all the puzzles have been solved the door in the room can open and a victory screen appears. If the players do not manage to solve all the puzzles before a timer runs out a game over screen will appear and they can try again. The timer will always be set to 10 minutes to better fit with school timeslots.

Aesthetics

Fellowship: Our main aesthetic is Fellowship, and we want to achieve this aesthetic by creating an educative game in which children from ages 10-12 which are currently enrolled in a primary school which makes use of an ActiveFloor system can practice their mathematics skills while simultaneously improve their teamwork skills.

Features

- Supports up to 4 players.
- Multiple different puzzles based on math to solve.
- Experience a small story.

Interface

Controls: The game is to be played using an ActiveFloor system, which means the players must use their feet to perform specific tasks in the game.

Art Style

Subtle stylized.