Lead Leo Home!

**Version 1.00**

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7. **Introduction**

This document describes the design and gameplay of an escape room game called “Lead Leo Home”. It is based on the basic principle of escape rooms; you must search the room to find clues that will let you progress to the next area. Make out of the last area, and Leo finally arrives home!

1. **Target System**

This game will be uploaded online to the wcupa taz server. Therefore any system that can access the internet will be able to play this game. This will be a very low-quality game, meaning not many system requirement are needed to run the game.

1. **Development System**

“Lead Leo Home” will be designed using 64-bit Unity Hub, and will use C# scripts. On top of that, I will be using whatever Unity Store assets I can find that will make my game look better.

1. **Specifications**
   1. **Story**

Leo is lost! His caretakers left him home alone while they went out for work, and Leo snuck out of the house. He was so excited to be outside that he followed his nose as far as he could. Now he can’t find his way back! You must help him find his way through the woods, the fields, the river, and the highway in order to make it back to his family. Fail to complete a level in time, and the animal control will pick him up! ☹ Better get him home fast!

* 1. **Level Design**

“Lead Leo Home” will be a series of mini-games that – upon completing before the time is up – will progressively inch Leo closer and closer to home. There will be four mini-games in total, named after their environment: The Woods, The Fields, The River, and The Highway.

* + 1. **The Woods**

This level will be similar in design to the *Legend of Zelda’s*©*:* *Lost Woods*. The idea is that Leo will have to pick from 4 directions to go, North, South, East, or West. Only one of the 4 ways will lead Leo out of the woods, and if the player takes the wrong way, they will end up at the beginning of the whole maze. There will be various small hints on-screen that will guide an observant player down the right path. Completing this level will lead Leo into The Fields.

* + 1. **The Fields**

This level will be a hedge maze that Leo must find his way through before the timer runs out! It will be similar in design to the labyrinth game we created for team project one. However, instead of tilting a board in different directions, Leo will be controlled using WASD or up, down, left, and right. On top of finding your way through the maze in time, there are also many distractions! Don’t let Leo chase any critters or he will waste valuable time getting home. [If Leo is struck by a critter, he becomes distracted for 5-10s]. Making it out of The Fields will lead Leo into The River.

* + 1. **The River**

This level will be a pick-up-sticks game. Leo enters from the left and in front of him is a massive river. There is a bridge over the river, but there is a hole in the middle and is impassible. There is also a series of jumping stones, but it doesn’t reach the other side! So how will Leo get across? The player will have to find 4 hidden sticks around the screen. As Leo collects sticks, they will pile up to form a dam at the top of the river. Leo will be able to cross the river once he finds all 4 sticks!

* + 1. **The Highway**

This level is based off the *Frogger©* game. Leo comes to the side of a busy highway. Cars are zipping back and forth, but on the other side is Leo’s home! The player must carefully maneuver Leo across the highway without him being hit by a car. The player will only have 3 lives for this level.

1. **Gameplay**
   1. **Controls**

The player will be controlling a dog named Leo for the entire game. Basic controls throughout the entire game will just utilize 2D movement: up, down, left, and right.

* 1. **Objectives**

The objective is to get Leo home as fast as possible. That means beating each of the levels as fast as possible. Leo has 15 minutes to make it through all 4 levels or else animal control will arrive and take him to the pound! ☹

* + 1. **The Woods**

The player must choose one of four different directions to lead Leo out of the woods. If the player selects the wrong way, Leo starts back at the beginning. Choose all 7 directions correctly to move on.

* + 1. **The Fields**

Here the player must guide Leo through a labyrinth while also avoiding small critters. The critters will distract Leo and use up some of the player’s valuable time needed to lead Leo home. Bring Leo to the other side of the labyrinth to progress.

* + 1. **The River**

This level’s objective is to find 4 hidden sticks that will make a dam at the top of the river, halting its flow. This will allow Leo to cross the river after collecting all 4 sticks. Bringing Leo to the other side of the river starts the last level; The Highway.

* + 1. **The Highway**

The objective here is to bring Leo to the other side of the highway without being hit by any cars. 3 lives are allotted to the player to complete this level.

1. **Front End**

The game will have a start screen that will allow the player to either start the game or look at an info screen. The info screen will tell the player about the objective of the overall game, as well as the objectives for each individual level. Upon clicking start, a short cutscene will play which shows Leo being left home alone and wandering into the woods.

Upon the end of the game, another cutscene will play. If the player failed to complete all 4 levels in under 15 minutes(or got hit by too many cars on level 4), a cutscene will play where animal control comes in and takes Leo to the pound. If the player wins however, a cutscene will play where Leo is greeted by his owners as they arrive home, and everyone lives happily ever after.

After either a losing or winning cutscene, there will be a final GAME OVER screen which will display the total time it took to complete all 4 levels, as well as the time it took for each individual level. The player will then be prompted if they want to play again or quit.

High Scores will be kept track of for fastest level completions and fastest overall completion.