Escape Dungeon

**Overview**

Player trapped in dungeon and they need to escape it. The dungeon itself is a maze, dare you try? Can you escape the dungeon riddled with puzzles? Can you overcome the obstacles or die of starvation?

**Design Criteria**

Viewing

Escape Dungeon will be set in a first-person view, the player will move throughout the levels, either through running, walking or crouching. The camera will move as per the player’s view. Third person? The player will have a mini map showing the areas they explored.

Controls

The player will use the keyboard for movement and the mouse to control the camera view (the players face direction) and for solving puzzles.

Playability

The player needs to escape! Or will they? MWAHAHAHAHHA. Beat your friends in seeing who has the best time! This game will be set in a universe like ours with similar physics.

**Examples:** walking, running, crouching. Flame moving upwards in torches. Picking up and throwing objects.

3D Effects

Low intensity, ambient light (so the player can see and it won’t be super expensive 😊). We will have torches for extra OOMPH! There will be reflections bouncing off the objects. Will water be expensive?

We will sort out the coding style, design style, polish and innovative ideas later down the line.

Kind Regards,

The Escape Dungiees.