

Game Design Document for a VR Escape Room

Whispering Enigmas

Launch Date

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Confidential Disclaimer

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Overview of the Game

Embark on a solo journey into the depths of the mind with "Whispering Enigmas", a Virtual Reality Adventure that takes place in the cosy quarters of an attic. This single-player experience offers a peaceful yet immersive escape, drawing inspiration from the contemplative puzzles of "The Room" series and the atmospheric mystery of classic detective stories. As a player, you will be finding hidden secrets and figuring out simple but interesting puzzles.

The essence of a dimly lit attic, adorned with dusty artefacts and aged furniture, is captured in concept art. The player delves into the mysteries here, interacting with puzzles that gradually reveal the secrets hidden within the attic's quiet.

"Whispering Enigmas" is designed to be a meditative and introspective escape, inviting players to unwind and immerse themselves in the charm of a forgotten place. Will you solve the puzzles, uncover the attic's hidden secrets, and find your way out before time runs out?

Unique Selling Points**Innovative Puzzle Interactions**

Play puzzle games that go beyond traditional interactions. Experiment with novel mechanics such as complex puzzles, revealing hidden symbols with light, and revealing secrets hidden beneath layers of aged materials.

Non-linear Exploration

Enjoy a non-linear exploration approach. Unlock the ability to choose your own path through the attic, allowing each player to have a unique and personalised experience.

Intuitive Controls for All Skill Levels

Access simple controls that are appropriate for players of all skill levels. The intuitive controls ensure a smooth and enjoyable escape room experience, whether you're a pro gamer or a first-time player.

Accessible VR Experience

Enjoy the immersive world of virtual reality without the complication. The game provides a simple entry point into virtual reality, making it an excellent choice for VR newcomers.

Casual Gameplay Sessions

Designed for short and casual gaming sessions. Dive into the mysteries of the attic for a brief escape, making it ideal for players on the go or looking for a relaxing VR experience.

In-Game Photography Mode

Using the in-game photography mode, you can capture and share your favourite moments in the attic. Document your journey and share your distinct point of view with friends.

VR Comfort Options

With customizable comfort options, you can tailor the VR experience to your preferences. To ensure a comfortable and enjoyable escape room adventure, adjust movement settings and VR parameters.

Game loop

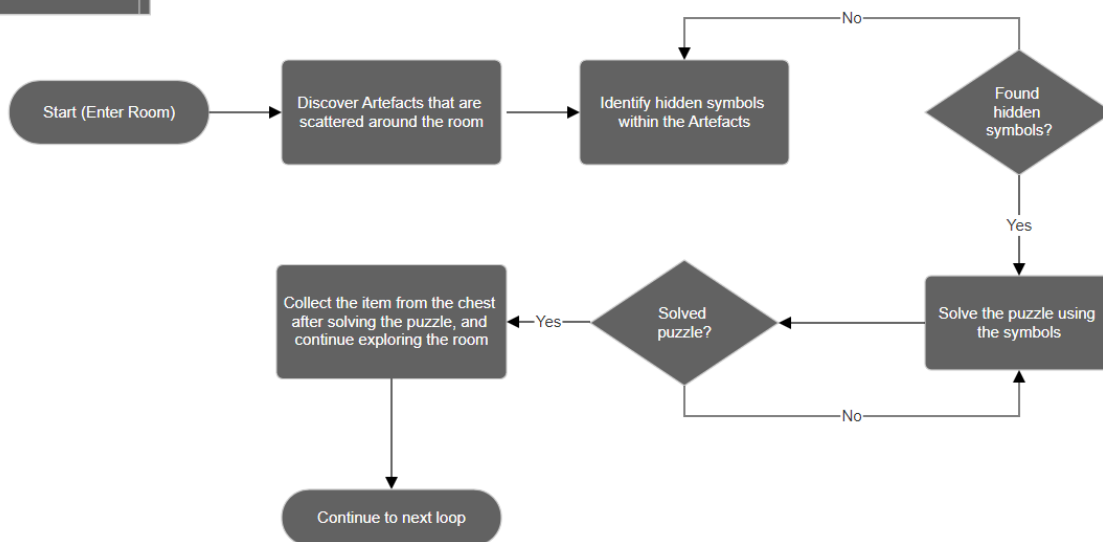
- 1) Player spawns in the room and materialize in the dimly attic.
- 2) Players can freely explore the attic, using a teleportation system for seamless movement between points and interest. Interacting with objects, discovering clues, and collecting artefacts strategically placed throughout the environment is the goal.
- 3) Puzzle 1: Aged Artefacts
Objective: The goal is to discover the secrets hidden within the ancient artefacts.
Details: Using VR gestures, identify hidden symbols on aged artefacts. Solve the puzzle to reveal a necessary component for advancement.
- 4) Move to Unlocked Area
Completing Puzzle 1 unlocks a new area within the attic, giving you access to more puzzles and narrative elements.
- 5) Puzzle 2: Whispering Shadows Cipher
Objective: Decipher shadow whispers to reveal the next layer of the mystery.
Details: Decipher shadow patterns cast within the attic using spatial awareness and observation skills. Solve the puzzle to discover the hidden messages.
- 6) Puzzle 3: Luminescent
Objective: The goal is to illuminate the hidden symbols in the attic in order to reveal more information.
Details: Interact with luminescent objects, repositioning them to create meaningful symbols. Solve the puzzle to start the next story sequence.
- 7) Puzzle 4: Door Lock Escape Mechanism
Objective: Unlock the Door lock with the required pieces to escape within the remaining time.
Details: Unlock the door with all the acquired puzzles from the other 3 puzzles. Successfully solving this puzzle will allow the player to escape.

Additional Notes:

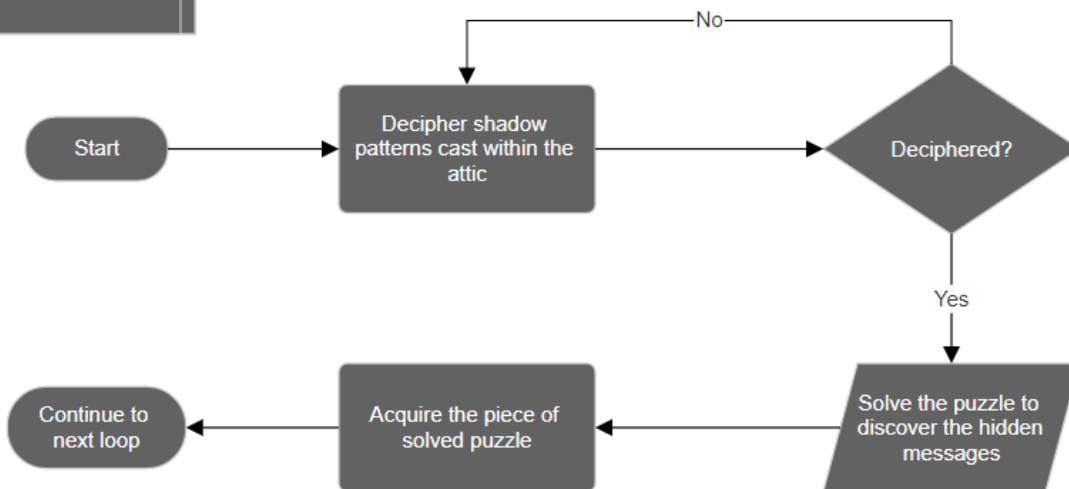
- VR Locomotion is a teleportation system that allows for seamless movement.
- VR gestures, spatial awareness, and object manipulation are all used in each puzzle.
- The escape room's timed nature heightens the challenge, providing a balance of immersion and urgency.

Flowchart

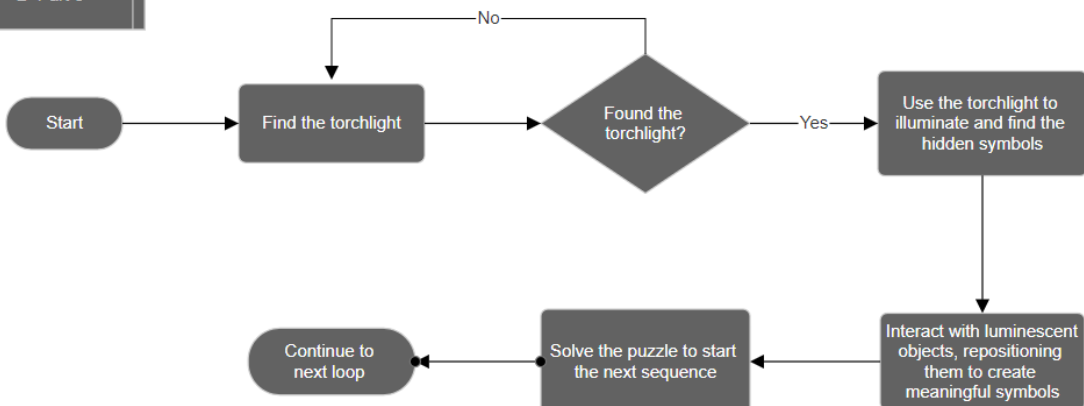
First Room - Part 1



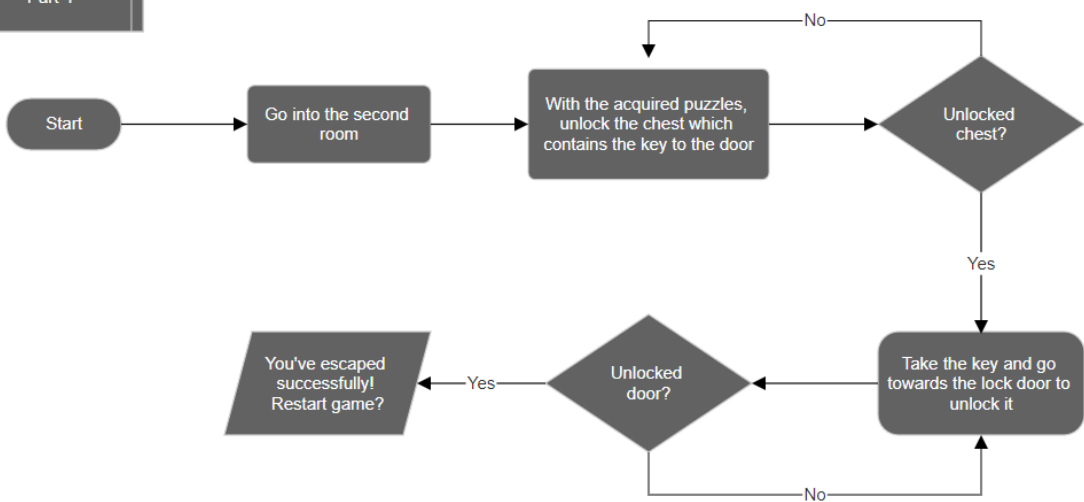
First Room - Area 2- Part 2



First Room - Area
2- Part 3



Second Room -
Part 4



Gameplay Scope

How Long is the Game?

The estimated runtime for "Whispering Enigmas VR" is about an hour, and it provides players with a short yet meaningful escape room experience set in an atmospheric attic location.

How Many Levels are There?

The game is based in a single, continuous attic environment with no discrete levels. Instead of standard levels, players move through a series of interrelated riddles, gradually revealing hidden mysteries and eventually escape the attic.

What is the Average Playtime?

On average, players can finish the game in around an hour. This duration is intended for gamers looking for a quick but impactful escape room experience, making it great for quick gaming sessions.

What are the Objectives?

The primary goal is navigating and methodically solving puzzles in order to reveal the attic's hidden treasures. Each puzzle acts as a key to continuing through the narrative, with the ultimate objective of escape within the limited time constraint.

How Many Playable Characters? Can You Customize or Upgrade Them?

"Whispering Enigmas" maintains a single playable character—the player. The emphasis on individual discovery and puzzle solving remains. However, the emphasis in this revised scope is only on the atmospheric voyage, with no personalization or character advancement features.

Adjusted Concepts:

- The lack of several playable characters fits with the game's thoughtful and introspective style, allowing players to thoroughly immerse themselves in the secrets of the attic.

Art Style

Environment:

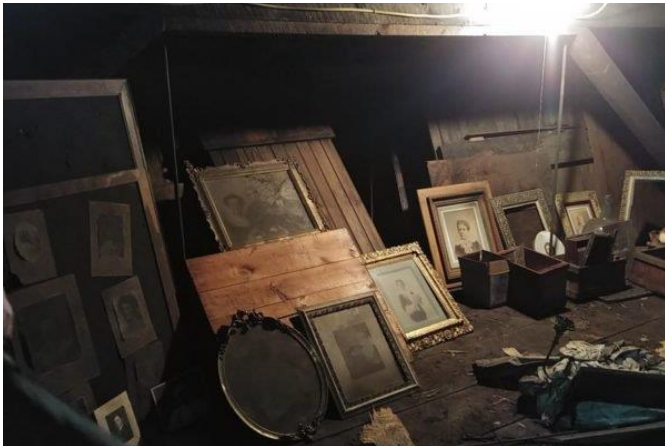
The attic is portrayed with exquisite detail, with a dimly lit atmosphere that conveys the essence of a forgotten location. Dusty artefacts, worn furniture, and dim lighting add to the atmosphere of mystery and charm. The landscape is intended to inspire a combination of realism and stylization, resulting in a visually engaging and contemplative atmosphere.

UI (User Interface):

The user interface is basic and seamlessly integrated into the VR experience. Time remaining, problem objectives, and progress indicators are all given in a non-obtrusive manner. The UI elements are sleek and modern in design, allowing players to focus on the immersive escape room experience without being distracted by needless distractions.

Concept Art:

The graphical design is inspired by the cinematic beauty of vintage detective films and the atmospheric storytelling of VR games. Influences from renowned artists such as Edward Hopper's command of light and shadow help to create an emotionally engaging virtual setting.



Player Profiles Stories



Basic Info

- Name: Chloe
- Age: 19
- Occupation: Student

Game Interests

- Gaming style: Casual Explorer
- Hours spent gaming weekly: 5-10 Hours
- Gaming platform(s): Mobile, PC and VR
- Favorite game(s): Escape Simulator, The Room
- Favorite game genre(s): Puzzle, Exploration, Horror

Entertainment Interests

- Favorite movie(s): Spirited Away, Inception
- Social media platforms: Instagram, TikTok, Twitter

Likes: Atmospheric and immersive experiences, creative puzzles, relaxing games, aesthetic visuals, storytelling.

Dislikes: Intense action, Time-consuming games, and overly complex controls.

Information

Chloe, a 19-year-old student, personifies the Casual Explorer gaming genre. Chloe is a casual and laid-back person who loves puzzle and exploration games. She finds comfort in games that are atmospheric and immersive.

She prefers to play games on PC, VR, and mobile devices, logging five to ten hours a week. Her selection of games, which includes The Room and Escape Simulator, demonstrates her passion for atmospheric storytelling and clever puzzles.

Game Loop Focus

1. Stepping into the Attic: Chloe appears in the dark attic and enjoys the visually pleasing images that suit her tastes.
2. Casual Exploration: Chloe uses the teleportation system to explore the attic at her own pace, looking for clues and soaking in the tranquil atmosphere.
3. Puzzle 1: Aged Artefacts: Chloe interacts with the aged artefacts by recognizing hidden symbols with natural VR gestures. The puzzle's creative designs and visual appeal are highlighted.
4. Go to Unlocked Area: Solving Puzzle 1 opens a new area, which Chloe finds to be smooth and emphasizes how unhurried and carefree the experience is.
5. Puzzle 2: Hiding Shadows Cypher: Chloe enjoys deciphering shadow whispers, finding joy in the spatial awareness required to unveil hidden messages.
6. Puzzle 3: Luminescent: Chloe interacts with luminescent objects and finds aesthetic pleasure in rearranging them to form symbolic meanings.
7. Puzzle 4: Door Lock Escape Mechanism: Chloe completes her escape with a satisfying conclusion when she uses her acquired pieces to unlock the door.

Milestone Schedule

- Your Milestone Schedule should include the milestone number, milestone description, and date of delivery.
- The milestones for your vertical slice are Look and Feel, First Playable, etc.
- Developers often include additional important milestones in their project plans. These milestones may include completing the vertical slice game design document, delivering important prototypes to prove the riskiest VR features, and iterating on feedback from the first delivery with an additional vertical slice milestone.

A vertical slice of an indie game refers to a small, playable section of the game that is intended to represent the final product as a whole. It usually includes a combination of different game mechanics, level design, art style, sound and music. This helps the development team evaluate the overall gameplay experience and identify any issues that need to be addressed before the full game is completed.

Video link: [Explanation of a vertical slice of an indie game](#)