Name: Lab Rat Escape

Goal :get to the finish line

Setting: Lab

Genre: Racing

Art: low poly

Twist: can’t fight

Bonus: Explosives

Cards: 69, 55, 32, 99

Platform PC

Target Age 10+

Rating E

High Concept Statement:

You play as a lab rat and your goal is to escape from the lab. While escaping you have to avoid the scientists trying to get you back into the cage. You can slow down the scientists by knocking over beakers and mixing chemicals.

Mechanics:

* WASD to move
* Scientist chases and reaches for you
* Cause mishaps
  + Electric shock
  + Mix chemicals
    - Nothing
    - Slip
    - Explosion
* Some mishaps also hinder you
* Win get out of lab
* Balinceable values
  + Player and enemy speed
  + Enemy capture rate
  + Mishap effect strength

Modifiable values:

* Player speed
* Max capture value (hp)
* Enemy speed
* Enemy capture speed
* Shock stun time

Card questions:

What is the ultimate goal of my game?

The goal is to get out of the lab before the scientists get to you.

Do players have a chance to decide their own goals?

No

What does it mean to make progress in my game?

Win