**Game Design Document**

**Overview of the Game**

**Game Title:** EscapeVR: Lockdown  
**Genre:** Virtual Reality Escape Room Game  
**Inspirational References:** Inspiration drawn from classic escape room puzzles, prison break scenarios, and immersive VR experiences.  
**Basic Narrative:** Players find themselves trapped in a maximum-security prison cell. They must navigate the environment, solve puzzles, and outsmart guards to secure their freedom.  
**Logline:** Break free or stay locked down – your choices dictate your fate.  
**Game Description:** Navigate intricate puzzles and outsmart the guards to escape from a maximum-security prison cell in this immersive VR escape room experience.  
**Platform:** Oculus Rift S, Oculus Quest / WaveXR  
**Inputs:** Oculus Touch Controllers  
**Monetization Plan:** Paid game with no in-app purchases or DLC.  
**Gameplay Modes:** Single-player VR experience.  
**Game Comfort Level:** Comfortable for most VR players.  
**Concept Art:** [Placeholder for Concept Art]

**Unique Selling Points**

1. **Connected Puzzles:** Puzzles are interconnected, meaning the solution to one puzzle leads to the next.
2. **Indie:** Simple game with simple textures that will garner the attention of viewer

**Game Loop**

1. **Enter and Set-Up:** Players load into the virtual prison cell, adjusting settings as needed.
2. **Explore:** Players explore their cell and surroundings, searching for clues and items.
3. **Puzzle Solving:** Solve the puzzles within the cell and its surroundings.
4. **Escape:** Use acquired items and solve the final puzzle to execute a successful escape plan.

**Puzzle Details**

1. **Find a Key for the Jail:**
   * Players must locate and obtain a key hidden within the prison environment.
2. **Insert a Carrot into a Cake:**
   * Using a socket interactor, players insert a carrot into a cake, triggering a hidden mechanism.
3. **Tap on the Skull with Books:**
   * Players must tap on a skull surrounded by books, creating a distraction and making the guards think the books are the key.
4. **Throw the Ball at the Giant Frame:**
   * By throwing a ball at a giant frame, players unlock the last door needed to escape.

**Gameplay Scope**

* **Game Length:** Approximately 1-2 hours for a complete playthrough.
* **Levels:** Single level, with escalating complexity.
* **Playtime:** Average playtime is 60 minutes.
* **Objectives:** Escape the prison cell by solving puzzles and evading guards.
* **Playable Characters:** Single character focus; no customization or upgrades.

**Art Style**

* **Environment:** Realistic prison cell with gritty details and atmospheric lighting.
* **Characters:** Detailed character models for the player and guards.
* **UI:** Minimalistic HUD integrated into the VR environment.

**Player Profiles Stories**

* **Narrative Enthusiast:** Immerses themselves in the story, seeking every detail of the prison break narrative.
* **Strategist:** Analyzes puzzles meticulously, aiming for the most efficient escape route.
* **Explorer:** Enjoys discovering hidden secrets within the cell and its surroundings.

**Milestone Schedule**

1. **Vertical Slice:** Establish core gameplay mechanics and visual style (Duration: Eight weeks)
2. **First Playable:** Implement first level and puzzle iteration (Duration: Twelve weeks)
3. **Beta Testing:** Gather feedback and refine gameplay elements (Duration: Four weeks)
4. **Polish and Optimization:** Finalize game mechanics, art assets, and performance (Duration: Four weeks)

**Requirements**

* **Developer Contact Information:** [Developer Name], [Email], [Phone Number]
* **Team Size + Roles:** Lead Developer, Game Designer, 3D Artist, Sound Designer.
* **Developer Bio:** Experienced team with a passion for crafting immersive VR experiences.
* **Budget:** Detailed budget includes development, production, and marketing costs.

**Confidential Disclaimer**

All information contained in this document is confidential and intended solely for the recipient.

**Ideal User Profiles**

**Sam, Alex, and Emma** represent different player types with varied approaches to gameplay.