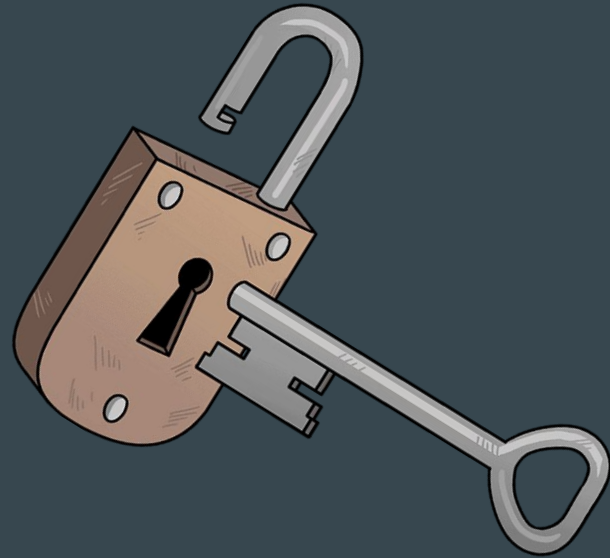




ESCAPE!!!

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James M, Sophie H, Aakriti S



What is this game about?

- Escape rooms = levels
- Will be a storyline to the escape rooms and the end of the game results in the mystery being solved if all of the clues are discovered
- Motivation
 - Love escape rooms
 - Not many video game versions (that are well know at least→ trust me I've looked)
- Target users
 - Difficulty Level: teen
 - Maturity Level: mystery/thriller lovers (no specific age demographic)

Context

- Game World
 - Consists of the rooms (levels)
 - Maybe a lobby to chose the level/ review the storyline
 - We could have a notepad of notes about what the player has discovered so far
- Game Rules
 - Escape the room by finding the appropriate puzzles
 - Solve the mystery by getting through all the levels and finding all of the clues in the levels

Controls

- WASD
- “Investigate”
- Particular keys for certain puzzles
 - Will have explanation for each type of puzzle when it appears the first time as well as an appendix the user can access any time with a certain key
 - Will use a few recurring keys
 - Ex. ‘E’, ‘R’, ‘T’
 - Puzzles with word or number answers will use any character or number keys

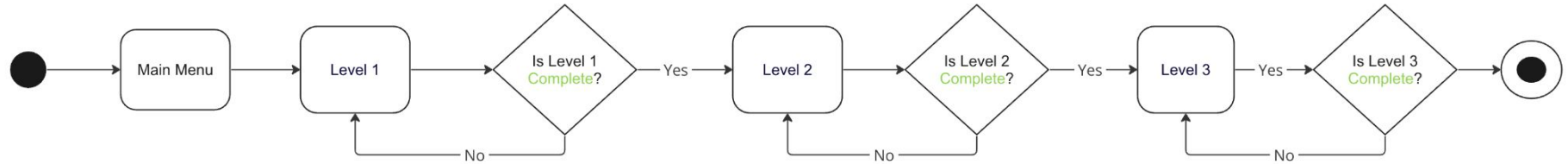
Timeline

- 5 levels
- Progression marked in percentage by how many story-relevant clues are found
 - Once all clues are found the mystery is solved
- All level-relevant clues must be found for level progression
- **Level progression** and **story progression** are measured separately but some level clues may overlap with story clues

Tasks

- Escape by solving puzzles
 - may be extra puzzles for extra information that can help fill in some of the gaps in the mystery but aren't necessary to advance to the next level
- Solve the mystery
 - Some puzzles may be hidden but are necessary to solve the mystery
 - Missing these puzzles (and the resulting knowledge gained from them) will result in the mystery remaining unsolved
 - The player must replay certain levels to find the missing information
 - The location of the missing information will be hinted at (they won't have to replay all the episodes)
 - Ex. "Level 2 has 5 clues" but the level can still be passed without all of these clues

Rough Sketch



Rough Sketch Cont.

