**Game Design Document**

**1. Game Overview**

* **Game Title**: *Riddle the Room*
* **Genre**: Puzzle, Adventure, Escape Room
* **Platform(s)**: Web-based (Playable in browsers)
* **Target Audience**: Casual players, puzzle enthusiasts, ages 10 and above
* **Art Style**: Semi-realistic 3D environments with a minimalistic UI

**2. Game Concept**

*Riddle the Room* is an immersive 3D escape room puzzle game. Players navigate through intricately designed rooms, interacting with objects to uncover clues and solve riddles. To progress, they must unlock secret doors and complete puzzles under a time limit. The ticking clock adds pressure and urgency, requiring players to balance exploration and puzzle-solving skills.

**3. Gameplay**

**3.1. Objective**

The main objective is to solve a series of increasingly challenging puzzles hidden within themed rooms. Players must use logic, observation, and deduction to find hidden clues and solve riddles before the time runs out.

**3.2. Game Progression**

* **Starting Point**: Players begin in a “Level Selection Screen,” where they can choose one of the themed rooms to explore.
* **Room Exploration**: Once inside a room, players interact with the environment to uncover clues that lead them toward unlocking the final puzzle.
* **Puzzle Sequence**: After solving environmental clues, players are transported to a dedicated puzzle scene (e.g., a grid-based puzzle).
* **Time Limit**: Players have limited time to solve each puzzle. If they fail, they must restart the puzzle, but room exploration progress is retained.

**3.3. Core Gameplay Mechanics**

* **3D Exploration**: Players can look around the room, moving through a static scene by interacting with objects.
* **Object Interaction**: Clicking on specific objects will reveal clues or trigger puzzles.
* **Puzzle Solving**: The puzzles range from grid-based challenges to pattern recognition and logic riddles.
* **Time Management**: A countdown timer adds urgency, especially in the final puzzle phase, where a ticking sound increases player tension.

**3.4. Win/Loss Conditions**

* **Win Condition**: Solve the final room puzzle within the time limit to unlock the door and escape the room.
* **Lose Condition**: Failure to complete the puzzle in time leads to a "Game Over" screen, prompting a restart or a return to the main menu.

**4. Game Features**

**4.1. Rooms with Themed Designs**

Each room features unique aesthetics and themes, enhancing immersion. For example:

* **Room 1 - The Library**: A mysterious library filled with hidden books, secret switches, and locked compartments.
* **Room 2 - The Observatory**: A celestial-themed room with star charts, telescopes, and cosmic puzzles.

**4.2. Interactive 3D Environment**

* Objects in the room are interactive, providing clues, keys, or unlocking hidden paths.
* Players click and explore the room to find items, hidden messages, or puzzle pieces.

**4.3. Challenging Puzzle Design**

* **Grid Puzzle**: The final challenge in each room involves solving a visual grid-based puzzle, requiring pattern recognition and spatial reasoning.
* **Environmental Puzzles**: Unlockable compartments, hidden sequences, and number-based puzzles are scattered throughout the rooms.

**4.4. Audio Integration**

* **Background Music**: Themed music plays during room exploration, creating an immersive atmosphere.
* **Ticking Timer**: A ticking sound plays during the final puzzle phase, heightening the sense of urgency as time runs out.
* **Sound Effects**: Interaction with objects (e.g., clicking a book or turning a key) triggers sound effects, providing feedback to the player.

**5. User Interface (UI)**

**5.1. Main Menu**

* Options:
  + Start Game
  + Settings (Audio, Controls, Graphics)
  + Quit
* Minimalistic design with a dark background and glowing neon title, *Riddle the Room*.

**5.2. Level Selection Screen**

* A scrolling selection screen featuring themed room thumbnails.
* Hovering over each thumbnail shows a brief description of the room's theme.

**5.3. In-Game HUD**

* **Timer**: Visible in the top-right corner, showing time remaining for the current puzzle.
* **Inventory (optional)**: Shows items or clues the player has collected.
* **Puzzle Screen**: When entering a puzzle phase, the main focus shifts to the puzzle, with minimal UI intrusion.

**5.4. End Screen**

* Displays a congratulatory message if the player successfully escapes the room.
* If the timer runs out, a “Game Over” screen appears with options to retry or return to the main menu.

**6. Audio Design**

**6.1. Background Music**

* Calm, atmospheric music during exploration phases to keep players focused yet immersed.
* Different soundtracks for each room theme (e.g., mystical music for the Library, ethereal music for the Observatory).

**6.2. Ticking Sound**

* When the player enters the puzzle scene, a ticking sound begins, growing more intense as time runs low.

**6.3. Sound Effects**

* **Interaction Sounds**: Clicking on objects, opening compartments, or flipping switches will have distinct sound effects.
* **Puzzle Feedback**: A chime or error sound indicates when the player solves or incorrectly attempts a puzzle.

**7. Technical Design**

**7.1. Game Engine**

* The game is developed using **Three.js** for 3D rendering, utilizing WebGL for smooth, browser-based 3D environments.
* HTML5, CSS, and JavaScript for UI and game logic.

**7.2. Platforms**

* Optimized for web browsers (Chrome, Firefox, Safari).
* Responsive design to ensure compatibility with various screen sizes (desktop, tablet).

**7.3. Controls**

* **Mouse Interaction**: The player clicks to interact with objects and puzzles.
* **Keyboard**: Used for entering certain puzzle answers (e.g., entering codes).

**8. Visual Design**

**8.1. Art Style**

* Semi-realistic, 3D models with a focus on detailed textures for objects and environments.
* Each room has a unique visual theme that enhances immersion (e.g., warm wooden tones in the Library, dark blue and starry skies in the Observatory).

**8.2. Lighting**

* Soft, ambient lighting is used to create atmosphere in each room.
* Spotlights highlight important interactive objects or clues.

**8.3. Puzzle Design**

* Puzzle interfaces are simple and clear, with high contrast to ensure that the player can focus on solving the puzzle without distractions.

**9. Story and Theme**

**9.1. Narrative**

Players are trapped in a series of mysterious rooms, each filled with secrets and riddles. To escape, they must solve puzzles and uncover the hidden connections between rooms. As they progress, they reveal pieces of a larger mystery that ties all the rooms together, hinting at a greater challenge beyond the final room.

**9.2. Themes**

* **Mystery and Discovery**: Each room is designed to feel like a puzzle within a larger enigma, encouraging exploration and curiosity.
* **Challenge and Mastery**: The increasing difficulty of the puzzles encourages the player to improve their skills.

**10. Development Plan**

**10.1. Phase 1 - Prototype**

* Basic room design with simple interaction.
* Single puzzle for proof of concept.
* Basic UI and audio integration.

**10.2. Phase 2 - Core Development**

* Development of 3-4 themed rooms.
* Implement grid-based puzzle and other riddle mechanics.
* Sound design and background music for each scene.
* UI polish and feedback integration.

**10.3. Phase 3 - Testing and Optimization**

* Playtesting to ensure puzzle difficulty balance.
* Bug fixing and browser compatibility testing.
* Optimize loading times and overall game performance.