

Game Design Document



🎮 Name of the game: The Warehouse - A Mind Stretching Escape

👥 Team members:

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- Cinca Adrian
- Necula Florin-Alexandru
- Sugeac Andrei

Overview

📌 Project scope

- Created for the "Computer Game Development" Course

🗣️ Elevator Pitch

The Warehouse is a mind twisting game ready to challenge your puzzle solving skills.

Story

Jerry is a simple man who wakes up being locked in a warehouse. He finds out that he was kidnapped and the only way to escape is to solve all the puzzles around him one by one. The mastermind behind this trap guides Jerry through the whole experience and makes sure that every task is completed.

Gameplay

The game consists of 4 mini games, each one of them testing different skills as described below:

Mini Game #1

- **Matching Pairs - Memory Game**
- Mouse game
- The scope of the game is to match the 8 elements that are hidden behind 8 circles into 4 pairs. Each turn the player clicks on two different circles. If the player guessed right and the elements are identical, they remain on the screen. If the circles revealed different elements, they flip over hiding back the elements. The game ends when all the pairs are made.

Mini Game #2

- **Tiles - Memory Game**
- Keyboard game
- When the player steps on the green tile, the numbers from 1 to 6 will appear in a random order on 6 tiles arranged in a circle . The player has to memorize the placing of the numbers and to step on the tiles in the correct order.

Mini Game #3

- **Dream Runner - Infinite Runner**
- Keyboard game
- The player must go as long as he can without touching the damaging elements. Every time the character touches one, a life will be deducted from the initial 3. The game is over when the player runs out of lives.

Mini Game #4

- **Pipes - Puzzle Game**
- Mouse game
- Using a variety of pipe pieces presented in a grid , the player must construct a path from the start piece to the end one. The pieces can only be rotated by clicking them, every click changing their orientation by 90 degrees counterclockwise.

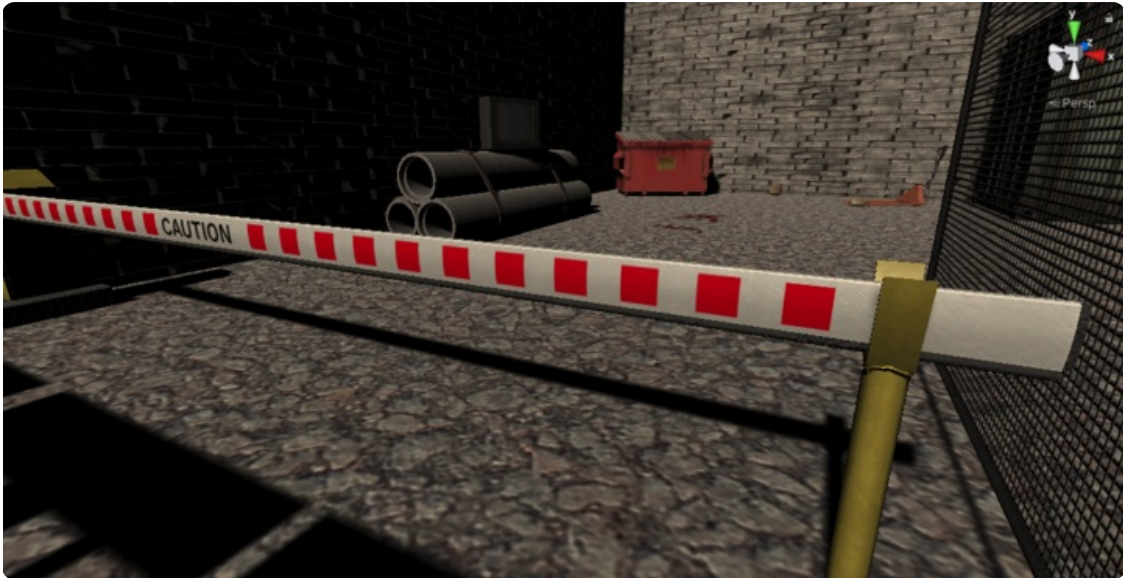
Game elements

Characters

- Jerry (Main Character)
- Phantom (Character in the Dream Runner mini game)

📍 Locations

- A warehouse in a present day world



🏆 Levels / missions

- **Matching Pairs - Memory Game**
 - the player is told to train his memory for future tasks
- **Pipes - Puzzle Game**
 - the player is told that something is wrong with the pipes and the warehouse will soon start flooding
- **Tiles - Memory Game**
 - the player is told to watch his steps and reproduce the pattern
- **Dream Runner - Infinite Runner**
 - the scene moves into the character's nightmare and the way out is to win the mini game

Contributions

- **Albu Andreea-Cristiana:** Pipes - Puzzle Game
- **Cinca Adrian:** Dream Runner - Infinite Runner
- **Necula Florin-Alexandru:** Matching Pairs - Memory Game
- **Sugeac Andrei:** Tiles - Memory Game
- The mini games joining and documentation were made in group meetings.

Resources

Learning and inspiration

- https://www.youtube.com/watch?v=ltmfKjvYmww&t=1s&ab_channel=TheGameGuy
- https://www.youtube.com/watch?v=TXlIfjAoeWk&ab_channel=TheGameGuy
- https://www.youtube.com/watch?v=m7g-YOBbcRw&ab_channel=PowerPyx
- https://www.youtube.com/watch?v=WYpmTtz8_1k&list=PLBib_auVtBwBkYgKni2wKHGVFP5b4pVwj&index=3
- <https://www.youtube.com/watch?v=1vVdCXjXja4>

Assets

- [Unity Asset Store - The Best Assets for Game Making](#)
- [Puzzle Pack 2 \(795 assets\)](#)