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General concept

- PC escape game based on augmented reality and the use of QR codes

- Each time the character successfully completes the puzzles of a world and manages to get out, he/she returns to the home menu and can select the next world

- The goal of the game is to solve three Escape games in one

Terms of reference

1. **Structure and navigation**

- 3 independent worlds => one after the other

- Linear navigation

- ZQSD keys to move and mouse to observe => The player is free to move, to progress in the game, and to see what he sees on the screen

Terms of reference

2. Forms of interactivity

- Keyboard for movement and interaction with objects

- Mouse for the player's field of view

- QR code with phone use (3rd world)

- Manipulation of objects in augmented reality on the application

Terms of reference

3. **Game Interfaces**

*   3D environment, very realistic

*   **Egypt**: the decor is a pyramid interior (hieroglyphs, ornaments, statues of Egyptian gods, decorated sarcophagi ...)

*   **Pirate ship**: the setting is the interior of a ship, the rooms that had to be customized were the hold, the captain's room and the exterior of the ship and the sea was also added as an external environment to the ship

*   **Space**: a very futuristic space station setting with several rooms in cold and dark colors
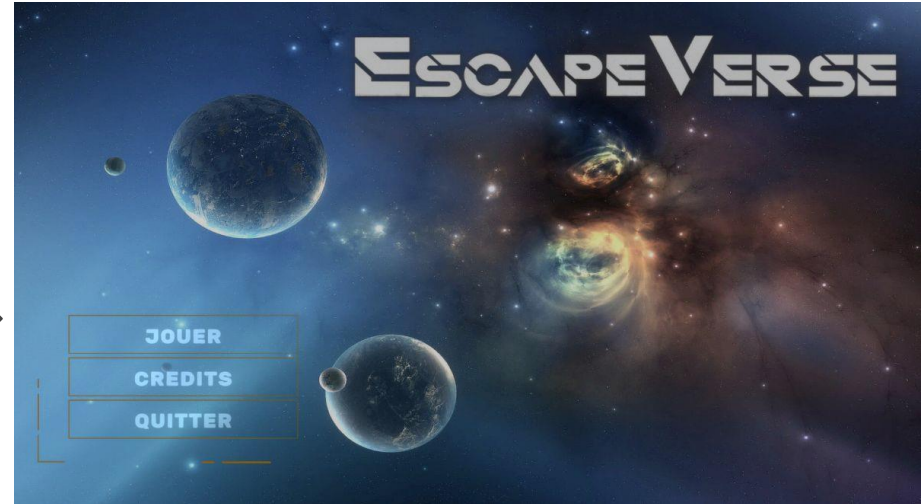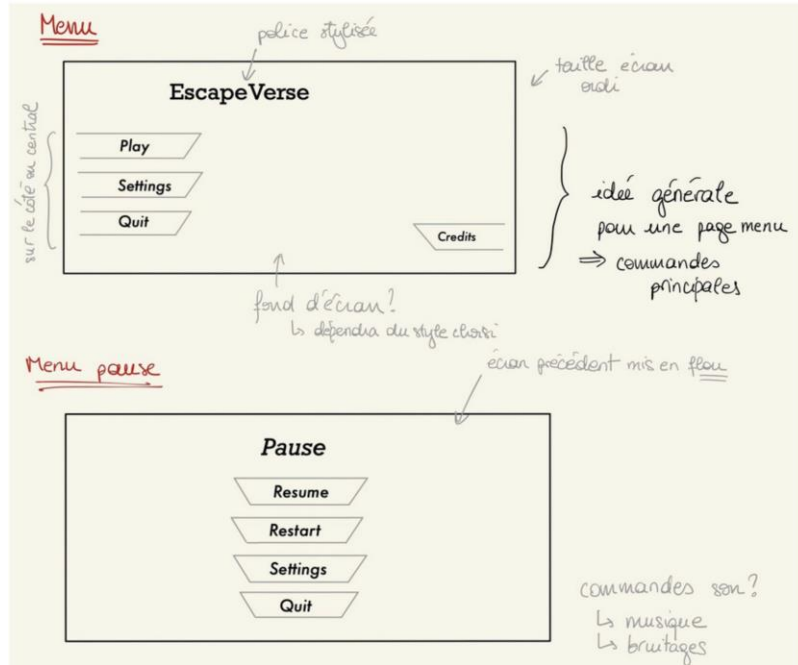
Terms of reference

4. Menu Interfaces

- Present the main controls in the foreground and represent the visual identity of the game in the background with the name of the game

- Simple, efficient and intuitive => few commands:

    - "Play"

    - "Credits"

    - "Quit"

- Background image reminiscent of the multiverse + game logo

Terms of reference

Scenario

General principle

- The objective is to get out of the worlds, each of them having a classic thematic escape game scenario

- The character (The Benefactor) has a different appearance in each world and solves the various puzzles to send the different characters to the final world where they collaborate to get out of the universe

- The three worlds should be seen as three separate mini-games, with three different types of scenarios

Description of the worlds

1. **Egypt**

● The Benefactor awakens the angry spirit of the deity Apophis (Egyptian goddess of the night) and will have to solve a series of puzzles to put fin to the curse of the goddess

● At the finding of the level, The Benefactor is confronted with Apophis himself and must direct 3 beams of lights towards her (by moving their reflexions) to make her disappear forever

Description of the worlds
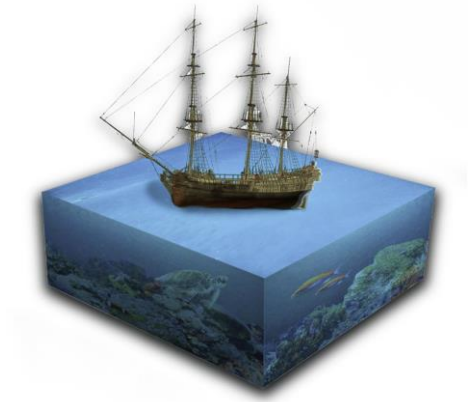
2. Pirate ship

- In the Pirate world, you have to solve a riddle in each room (hold, captain's room and outside of the ship) in order to obtain three coordinates => with these coordinates The Benefactor will know the location of the key that will open the hidden chest

- The threat here is rising water, as the pirate ship has been wrecked and water is infilting through the hull

Description of the worlds

3. Space station

- At the beginning of the game The Benefactor blocks and speaks directly to the player => he will inform him that he is tired of saving this virtual world for the nth time and that he knows by heart how to complete the mission

   The Benefactor alerts the player that he is the chosen one and that he is the only one who has the ability to get him out of this EscapeVerse game and into the real world.

- In this world we find the two other versions of the character (Egypt and Pirate worlds) and we can exchange points of view => the 3 characters cooperate to solve the puzzles

Description of the worlds

4. Ending

- The riddles of the Space world can be solved thanks to the AR application that will be downloaded thanks to a QR code present in the Space world.

- The combination of the solutions of the riddles will allow access to the Core.

- In the Core, there is a computer with which we will be able to recover the code to free The Benefactor from the virtual world.