

Escape the Room Justification

The original idea for Escape the Room was to have two characters, each controlled by a single player, working together on a single map to solve puzzles. Each character would be a specific color and could only interact with objects that were of that same color. Once they had performed all of the necessary actions in a specific time frame, the final door would have opened up and they could escape the room. After a bit of playtesting it became quite apparent that trying to control the two characters when they switched sides was much too difficult so I would have either needed to have a moving camera so that the characters would be on the correct side of the screen or divide the map so that they couldn't switch sides. I felt that the camera would have been too disorienting while trying to solve the puzzles so I decided on dividing the room.

Once the room was divided and I made it so that you could only open doors on the other side of the map, I felt that the puzzles felt a little lackluster and that the levels were just too short. Because of that I made multiple rooms that you needed to progress through to reach the end of the level. While this helped to make the levels more interesting there still wasn't the urgency I wanted, my friends who playtested it weren't panicking and making mistakes as much as I wanted. In order to fix this I felt that something always looming and coming to get the characters would cause more panic than the timer that I was using. I finally settled on lava as the thing that would always be following the players. This definitely helped with causing more panic and chaotic movements from the players as it gave opportunities to fail in every room, instead of just finishing the level as a whole too slow.