

Escape the Programming Lab

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Game Design

Play Rules and Mechanics:

- The player moves around the room and interacts with different items and objects
- Objective is to find the key on each level to unlock the door and escape

Level Design:

- Each level contains different items and objects in the layout of a typical office
- Difficulty increases for each level

Interaction Design:

- The player moves around the room using the arrow keys
- The return key is used to pick up items and interact with objects when adjacent

Audio-Visual Design:

- Awesome sci-fi music
- Sound effects for actions like picking up items, opening objects, and other ones just for fun, or to confuse the player

Bugs and Enhancements for Beta

Bugs:

- Game-breaking bug caused by adding both levels, so they can't be played back-to-back
- Small issues: Pygame.mixer/font initialization, CD teleportations

Enhancements:

- Add the final and most difficult level
- Cosmetic improvements to some images/sounds