Building Escape

# Concept

The idea is to create a simple puzzle game, kind of like a dumbed down “The Witness”. Want to create a game the relies specifically on visual and audio feedback to solve puzzles. Want to try and reduce the amount of text/UI elements guiding the player directly.

# Rules

* User cannot progress to next room until solving the puzzle.
* User can walk, jump, and interact with objects.

# Requirements

## Gameplay:

* Player controls
* Pickup objects
* AI companion
* Trigger systems
* Color panel
* Button system

## UI:

* Start menu
* Glow around intractable objects

## Art:

* Rock
* Door
* Panel
* Platform
* AI companion

## Audio:

* Fail noise
* Success noise
* Door unlock noise
* Music

# Improvements

* Add a simple start menu.
* Create a new puzzle room where the player has to lead an AI companion onto a switch using his favourite rock.

# Resources

Font: //To be added

Music: <http://www.bensound.com/royalty-free-music>

Textures: UE4 Starter Content

AI Model: //To be added