Escape Room Scenario 2

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Scenario "Escape the Rooms"

After completing the tutorial, the player will be navigated to the level-picker menu where they have the option to either restart the tutorial or begin with level one. The level-picker menu will also be accessible from the main menu. All the other levels will be locked because they will not be able to play the higher levels until the preceding levels have been completed. There will be two new levels in this release where each level will contain about four or five puzzles.

An example of a puzzle will look like this: Players will be given a choice of three buttons. Two of which will punish the player while the third button is the solution of the puzzle. When the correct button is pressed, the area will expand and allow the player to explore more of the level. We will come up with more puzzles that utilize the features we add. The button deemed "the correct button" will depend on the previous information that was given to the player earlier in the level. This information can be delivered in any number of ways. It could possibly be in the form of a riddle, via environmental storytelling. We plan to use these strategies as we design the levels and puzzles.

The game will add new features as we get working animations possible such as moving walls, hidden walls and sprite collision. Also, adding more of the game textures for the walls, floor, ceiling and doors. These textures will be used for the other game levels and the eventual level builder feature. There will be background music in the menu and in-game as well as interaction sounds with the environment. The player will know exactly if they have interacted with an object with different distinct sounds effects. With the addition of music and sound effects into the game, there will be sound options added to the pause and main menu. By doing this, a user will be able to adjust the music and sound effects volume to their preference. With the addition of these new game features, the game should feel much more immersive and give the player a much more challenging and engaging experience.

This is an example of what the level selection menu may look like: