My project will be an escape room-type game. Squares will have two paths to take and players will need to navigate the dungeon, obtaining items and clues to solve puzzles.

Theme

I want to give it some kind of theme. Not a haunted house or generic cave/dungeon, because those are cliché. Some brainstorming ideas:

* Ancient Egyptian temple/pyramid
* Ancient Aztec pyramid
* Underwater lost city of Atlantis
* An Inca trail in the Andes Mountains
* Science laboratory in Antarctica
* Japanese archipelago traveling via boat among islands

Puzzles & Death Routes

Fight a Monsters

* Must obtain an item in a previous room to defeat them. If players enter the room without it, they die and have to start over

Locked Door

* Players must find a code, and remember said code, to open the door. If they fail 3 times, it blows up and they die
* This is the exit, the final puzzle

Pit Fall

* Players must gain speed across multiple floors to make a jump across a pitfall, or else they’ll fall in and die
* After solving, narration finds a plank of wood to cover the pit, so if backtrack, they don’t have to resolve the puzzle

More, how many total? 5 maybe?

Random Things to implement

Player name

* Give players the option to name their character, (only accept letters)
* Give players the option for a randomly generated name

GUI