

The Library

Overview

Theme / Setting / Genre

The Elevator Pitch

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<Influence #2>

<Influence #3>

Core Gameplay Mechanics Brief

Targeted platform

What sets this project apart?

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<Player Interaction Pattern>

<How many players / how it works / etc.>

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Story and Gameplay

Story (Brief)

Story (Detailed)

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Overview

Theme / Setting / Genre

- Puzzler / Escape Room

The Elevator Pitch

The Library is a virtual reality escape room game that uses the basic ideas behind puzzlers while its main mechanic leans more toward fantasy magic and element manipulation as a tool to solve the environment.

Influences (Brief)

- **Can you escape?**
 - Game
 - This game takes its basic theme and genre from the settings in can you escape. The storyline has little to do with why you are escaping. You are just placed in multiple rooms and asked to escape. Although the transitions between levels will be less abrupt, the general ideas are still present.
- **Little Alchemy**
 - Games
 - This mobile game involves a player starting with a small set of elements, and must drag and drop them to create new compounds, and then from those compounds create more, and so on and so forth. This is the general idea behind The Library. In order to escape from each room, certain combinations of elements are needed to be used to create something to trigger something in the room.
- **Harry Potter**
 - Movie
 - The general idea of spell casting/element manipulation is in any fantasy world, but I think Harry Potter has the biggest influence on magic here. I think the way that the magic can be described in The Library is more like the potion making in Harry Potter. Trial and Error is encouraged and exploration of the room may result in obtaining new knowledge...

Core Gameplay Mechanics (High-Level)

- Elements must be cast in such a way to create pathways for escape
- The player is placed in a fixed location within each room and must interact with the rooms by using elements from that position
- Events that require quick thinking to counter and stay alive
- Collection of new elements to add to your arsenal
- Elements may be combined to create new compounds that interact with the environment in new ways

Targeted platform

- Vive. Could work on other platform but the idea was generated for Vive specifically.

What sets this project apart?

- A puzzler in VR that does not rely on Horror to excite and make enjoyable
- A non-linear element manipulation system that allows the player to experiment.
- Hidden actions within a single game mechanic that the player must discover as they go along.
- Element crafting system based off of combinations of elements to have different effects on the environment

Player Interaction Patterns and Modes

- **<Player Interaction Pattern>**
 - 1 vs. Environment. Single player that solves the environment.
- **<Player Modes>**
 - **Puzzle Environment**
 - The player is placed in the environment and interacts with this environment (first person VR) but in different settings. The player is placed in a fixed location and must interact with the environment by manipulating elements.

Objectives

- **Escape**
 - Escape the Library (or try...)

- **Collect all the elements for your arsenal**

- Originally there was going to be elements that were not needed to complete the main objective, but we have ditched that for an exclusive set of elements that are all necessary for completion

Procedures/Actions

There will be very few objects in the world that the player actually needs to touch/grab with his or her hands. Most of the interactions will be along the lines of: Player walks over towards the vicinity of a chain hanging in room. Player casts stone element. Player sends stone element toward bottom of chain. Stone element hits chain. Stone is attached to chain and pulls chain down revealing secret bookshelf containing new element for arsenal. Stuff like that. The player will only interact with the environment through the use of elements and through the collection of new elements. All rooms will be solvable with this in mind.

Rules

Some objects can be interacted with in multiple ways. If a player does something that does not affect the object, no response will be elicited. If a player correctly triggers an object, a response will ensue. Player can only exit a room through doors. Player may return to old rooms. Rooms may have more than one door. If a player dies they are reset to the last completed room they were in. Only means of interacting with environment is through the use of elements.

Resources

The elements the player has are the only resource given to them. The current elements (subject to change) are: Fire, Water, Wind, Stone, Lightning, and Plant. They are necessary to complete the puzzles and rooms the player is placed in. The elements that the player has will be arrayed out around the player in the form of glowing orbs. The player will be able to differentiate the different elements by the color of the glowing orbs.

Objects/Entities

All the object that are puzzle triggers need to be designed. Any traps that affect the player will also need to be created. The walls will simply be assets imported that look like bookshelves. They will engulf in flames if hit with an extensive heat. The projectiles

fired as elements also will have some speed and direction and some collision effect as well as animation depending on what they are colliding with.

Core Gameplay Mechanics (Detailed)

- **Elements must be cast in such a way to create pathways for escape**

- <Details>

- Players must select from an array of elements set out in orbs before them. Once an element has been selected, the player can then release the element as a projectile. The controls for the element firing will be controlled by the vive controller that selects the element to begin with. Additionally, after one element is selected, another element can be selected by the controller that has not selected the first element. Once this element is selected, if they are compatible, the two elements will be combined to form some new compound. The compound can then be release as a projectile, by default (can be changed), from the right vive controller.

- <How it works>

- The player will create some sort of element or compound and then cast it at something in the environment. If it is then affected, it will trigger some event. If it is unaffected, there will be no action. The controller button will be the signal for the actual release of the projectile. When the button is clicked in, whatever element or compound you have created will be release in the direction the controller is pointing in the environment.

- **Events that require quick thinking to counter and stay alive**

- <Details>

- Every once in awhile, because of an interaction that the player triggered with some element that they used, an event will be triggered, like a trap or something, and the player must counter said trap to stay alive. Some traps will be general environment traps that can be avoided that you trigger (putting out a fire that you created that is burning the room down), some will be room based traps (poison gas release when you flip a switch), and some will be unavoidable (mixing water and lightning as a compound)

- <How it works>

- The player will have to quickly select an acceptable element to use to counter the trap. For example if the player activated a pressure plate with a stone and wooden sticks rotated out of the ground to hit the player, the player could burn the sticks with fire or use stone to smash them. Both would be acceptable. However, dousing them with water would not be very effective.

- **Collection of new elements to add to your collection**

- <Details>

- In addition to the room triggers that help the player escape the room, there will be some triggers that involve new elements that are hidden somewhere in the

room. This new element will often be needed to progress through the room and through the surrounding rooms.

- <How it works>

- The player will interact with the room in such a way that orb containing the new element will be revealed. Once this trigger is activated the element itself will instantly be added to the player's arsenal surrounding them, with an animation notifying the player as well when this happens.

- **Elements may be combined to create new compounds with different effects**

- <Details>

- Certain puzzles/obstacles in later rooms will rely on more complex compounds being created from previously obtained elements.

- <How it works>

- As the player is traversing the levels, he or she will glean a variety of elements for their use. Certain elements will be compatible for combination with other elements to create more advanced compounds which will be necessary for overcoming/solving obstacles/puzzles in later rooms. Some elements will simply not combine together at all. Some elements will also combine rather dangerously, leaving the player in an awkward situation (death). An example of a good combination would be combining the fire and water elements to create steam compound which can be used as mechanism for solving a puzzle. A bad combination would be water and lightning.

Story and Gameplay

Story (Brief)

You ventured deep into a labyrinth library and discovered an ability to manipulate elements but they must escape.

Story (Detailed)

You ventured deep into a labyrinth library and discovered that they had the ability to manipulate elements. However the doors all closed behind you and the library has shifted. You don't know the way back out. You quickly realize your new power and must use it to escape the library and death. (THIS GAME DOES NOT CARE ABOUT NARRATIVE)

Gameplay (Brief)

Using the core mechanics described above the player will escape each room in order to escape the library.

Gameplay (Detailed)

Using the procedures above as they relate to the core game mechanics, the player seeks to complete the primary object of escaping each room through the secondary objective of collecting new elements. The player must use their resources (elements) to avoid traps while still interacting with the objects around them to create an escape route or an opportunity to generate a new element.

Assets Needed

- **2D**
 - Bookshelves, books, floors, ceilings
- **3D**
 - **You are the only character so just 3D hands (and maybe feet)**
 - **Environmental Art Lists**
 - Tables
 - Chairs
 - Chains
 - Switches
 - Books
 - Lighting structures
 - Doors
 - Element orbs
- **Sound**
 - Sound List (Ambient)
 - Objects in the world making noise when triggered/not triggered
 - Ominous ambient music
 - Clear door unlocking sound when room is complete
 - Sound List (Player)
 - Character Movement Sound List
 - Character is stationary
 - Character Hit / Collision Sound list
 - Sounds that correspond to the element created
 - Sound on element hit/use
 - Character on Injured / Death sound list
 - No injuries, just instant death if dies. May not use sound.

Template based on work by: Benjamin Stanley and Alec Markarian