

# CACAO ESCAPE GAME DESIGN DOCUMENT

## 1. Game definition

Cacao escape is a simple 2D/3D prison escape game. It resembles fantasy dungeon cell and labyrinth. Players goal is to escape by reading text and solving simple puzzles by pressing certain keys, and in a 3D part by navigating Player avatar to the exit.

## 2. Core gameplay

Gameplay consists of 3 parts.

- a. **First part:** is a textual adventure in the spirit of old text games where player by reading text and pressing corresponding buttons progresses through the game.
- b. **Second part:** is a simple „guess the number game“ where player must unlock the cell.
- c. **Third part:** is a 3D maze where Player must find a way out to beat the game.

## 3. Game controls

- a. **First part:** player presses buttons on keyboard to progress through the game.
- b. **Second part:** Player clicks on buttons to guess the lock number and exits the cell.
- c. **Third part.** Player uses WASD or arrows to navigate through the Labyrinth to find the way out.