Requirements Specification Document
Escape Keck
Video Game

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1. Introduction

Escape Keck is a psychological thriller escape room game based on the Keck Lab at LMU. The name “Escape Keck” is a working title and will change in the future. The game has a fun twist on the generic escape room games where the player immediately knows they have to escape, in Escape Keck the player won’t know they are playing an escape room game until the trigger event takes place and leads them to get locked in. From that point on, the player must solve puzzles and piece the story together to make their escape.

The Minimum Viable Product (MVP) of the game will have the first level, the main Keck Lab level, where the player completes TA tasks and gets tricked by the narrator into locking the doors. If we have more time, we will continue onto the second level, the Annex that turns into an elevator, and the first place the player gets locked in. The last level, even though it is not included in our MVP, will be the 2nd Keck Lab which is located directly under the main one. This level will be the main horror level and the game will also switch to a first-person character controller to elevate the scary atmosphere. Since we won’t have time to make all three levels, we can have the player “escape” and end the game when they complete the first level to give a sense of completion.

The remainder of this document is structured as follows, Section 2 contains the functional requirements, Section 3 contains the performance requirements, and Section 4 contains the environment requirements.

2. Functional Requirements

2.1 Character Controller

The game will have a basic character controller. The character controller is how the player moves around the level to interact with objects and complete objectives.

2.1.1 The character controller shall be a top-down point-and-click.
2.1.2 The character shall move to the position that the player clicks.
2.1.3 The camera shall follow the player from a top-down perspective as they move.

2.2 Mechanics

The mechanics of the game define how the player interacts with the objects in the environment. There are different types of mechanics that the player will perform.

2.2.1 The player shall be able to pick up objects.
2.2.2 The player shall be able to inspect objects.
2.2.3 The player shall be able to rotate items.
2.2.4 The player shall be able to combine items to make new ones.

2.2.5 The player shall be able to zoom in on objects.

3. Performance Requirements

Most game interactions such as character movement and object interaction should happen instantaneously. The anticipated initial game loading time should be no longer 30 seconds.

4. Environment Requirements

The following are the hardware and software requirements for Escape Keck:

Category	Requirement
Operating System	**64-bit Windows 10**
Processor	**Intel Core i5/ AMD Ryzen 5**
RAM	**8 GB**
Storage	**10 GB**
Graphics Card	**Nvidia GTX 1060/ AMD Radeon RX 580**
Input	**Mouse and keyboard**