Escape Keck

(Working Title)

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WHAT IS IT?

- A psychological horror escape room game and a continuation of our previous project
- **Audience:** Gamers who enjoy puzzles and horror
- Immersive storyline: Human experimentation and a fake Keck??
- Fun puzzles and creepy atmosphere
- Unexpected shift from TA simulator to horror game
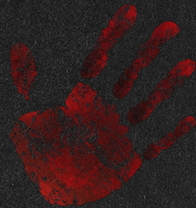- Blender, GitHub, Unity (or maybe Unreal Engine)

The Player's POV

- **Mechanics:**
  - Top-down point and click
  - First person WASD controls
  - Can pick-up, rotate, zoom into and combine objects to solve puzzles
- You are a TA working a late night shift, when you accidentally get locked in Keck (Patron Labs)
- Your main goal is to **ESCAPE**
- **Endings (for now):**
  - You manage to escape
  - You die

Why?

- We love video games!
- Cool idea for a game
- Didn't even get close to finishing it last semester
- Fun to collaborate and work with friends on something creative
- Some of us want to go into Game Development as a career

Thank You!
Questions?