Loyola Marymount University

ESCAPE KECK

DESCRIPTION

Escape Keck is influenced by popular games such as Bonnie's Bakery and Doki Doki Literature Club. It is also inspired by Diego's final project from the Web App class. In that game, the player helped the TA on duty navigate around the Keck Lab and find clues to escape after a long day's work. Escape Keck aims to build upon this simple concept by adding escape room and horror elements along with a more elaborate and thrilling story that is intended to keep players guessing until the end.

STORYLINE

Escape Keck starts off as a TA simulator beginning in the Keck Lab where the player must perform various tasks such as finding out which TAs are on duty, cleaning, and so on. All seems to appear fine, however, the player will begin to notice things that are a little…off. The true game begins when the player gets tricked by the narrator and gets locked in the lab. Following this, glitches begin to appear randomly and certain objects in the lab are acting differently. In trying to escape, they go into the Annex where they activate an old elevator that goes to the basement of Doolan and discover the remnants of Professor JAG's research. This, thus, marks the beginning of the player's adventure as the more secrets they discover, the more they realize they must do more than just find a way out.

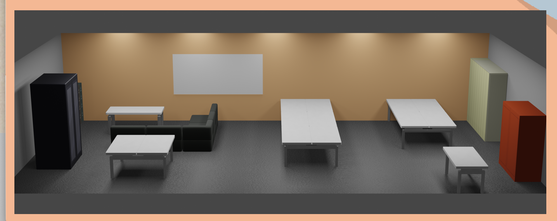
DEVELOPMENT

Unreal Engine (UE) was chosen as the preferred game engine due to previous difficulties with using Unity. Another team member was recruited due to their familiarity with Blender and their interest in the game. Development in Unreal Engine started with the main blender assets we had from the previous semester. We had to start over with our development of mechanics since we switched engines. We started with object interaction and the inventory system, which is the core mechanic of our game, as well as the player movement controls. We used a top-down player controller template from the UE library. We made a checklist for the whole semester and specific deadlines to follow. We used GitHub for version control. We have accomplished almost everything we wanted to this semester with a couple hiccups along the way.

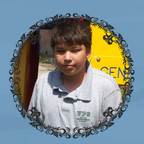
FUTURE PLANS

In terms of future development, we have a lot planned. We want to find a good name for the final version of the game. Also, we want to continue on to levels 2 and 3 to wrap up the story and include flashbacks and glitches that give more insight into the secrets of the lab. Besides, we want to play around with more intentional lighting and sound effects to add more immersion to the player's experience in the further levels. Since we only did level 1 this semester there wasn't a lot of horror concepts we could explore. Level 1 is meant to serve as an unassuming TA simulator that fully transitions into psychological horror in level 3 which is when we will switch the player controller to first-person to really set the tone.

BLENDER ENVIRONMENT




Diego Acosta


Aiden McDougald


Eylül Akgül


Z Anderson


Garrett Marzo