Escape Keck Project Proposal

1. **Description**

    Our project is a psychological horror/thriller game with escape room elements such as puzzles and is a continuation of our project from the Fall 2023 semester. It is inspired by and can be compared to other games such as Bonnie's Bakery, Doki Doki Literature Club, and The Room. The most important features of our game are the storyline, escape room puzzles, and the horror/thriller atmosphere. For development, the game will require the use of Blender, Unity, VS Code, and GitHub. Blender will be used primarily for asset prototyping and development. Unity and VS Code will be used for asset implementation, scene/level development, and testing/debugging. Finally, GitHub will be used for version control since there are many members in our group each contributing different things.

2. **Justification**

    One major reason why we have decided to continue our project for the Spring 2024 semester is because we think our idea for the game is interesting. We've presented our game idea to other students and professors, and they thought it was an interesting idea as well. We all figured that it made sense to continue the project because of this. This project allows us to apply what we learned in our game design and development classes in a fun and collaborative environment among friends. There are also a couple of I.G.I minors in our group, and this project will allow them to also demonstrate what they've learned in their animation courses. In terms of technical difficulty, we believe this project puts us in the "stretch" zone since we are all familiar with the technologies being used, but still have much to learn. We have a lot of interesting ideas that we want to implement into our game, but one semester, unfortunately, is not enough time to incorporate all of them. However, we plan to shrink the scope of the project to make steady progress similar to last semester. All that being said, we look forward to continue working on Escape Keck!