Escape Keck

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What Is It?

A psychological horror escape room game:

- Starts off as a **TA simulator** that slowly transitions into an **escape room** (in Level 2)

- **Audience:** Gamers who enjoy puzzles and horror

- Fun **puzzles** and creepy **atmosphere**

- Set in a **3D environment** modeled after the Keck Lab, but the player is a **2D pixelated character**.

- **Made with:** Unreal Engine, Blender, Adobe Photoshop, ProMotion NG, and Musescore

Project Goals

- Make a fun game for gamers and also for us to enjoy.

- Make something innovative by mixing up genres and adding a fun storyline inspired by our favorite games.

- Create challenging but fun puzzles to keep the player engaged without taking away from the experience.
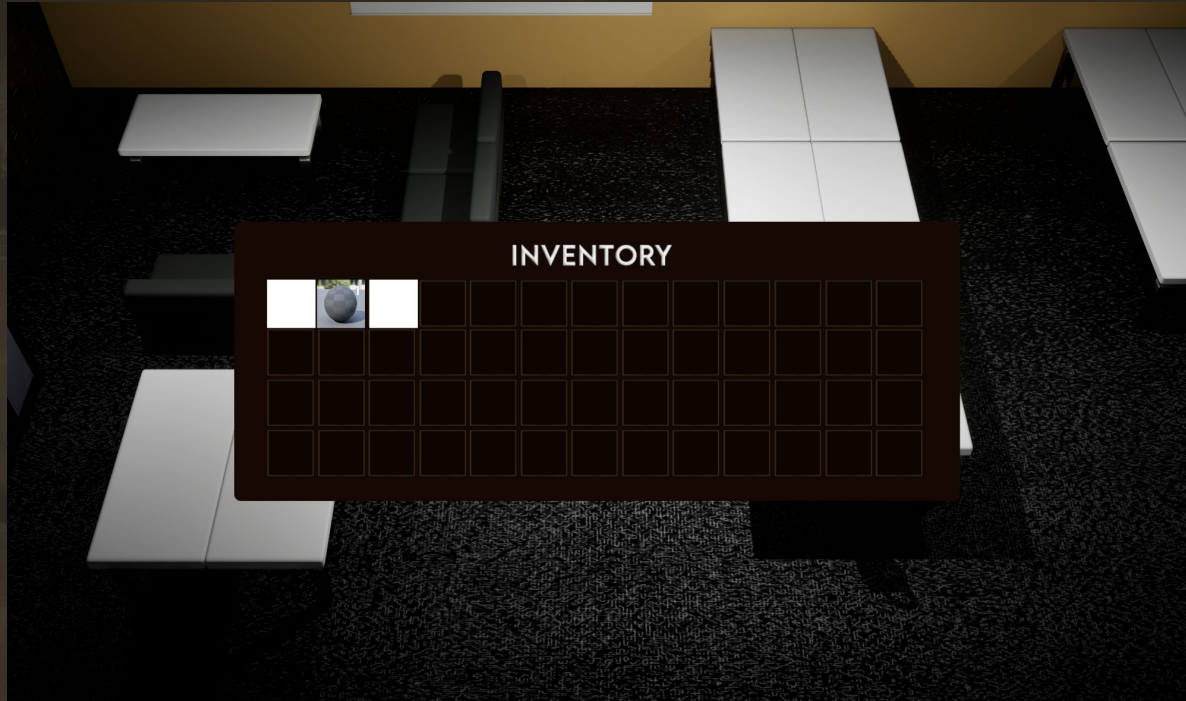
Justification

- We love video games!

- Cool idea for a game

- Fun to collaborate and work with friends on something creative

- Making use of our skills from Game Design and Game Development classes

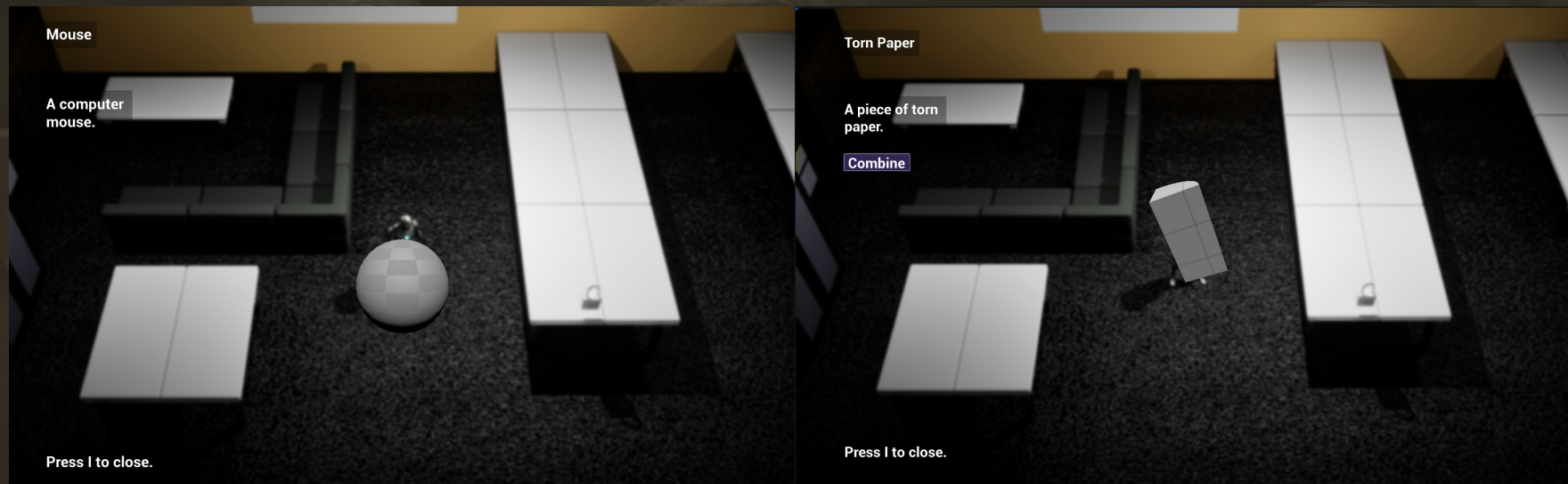- Learning to use new software and get out of our comfort zone - good for personal growth

Tasks UI

INVENTORY

Inventory System UI

INVENTORY

Inspect
Drop

Inventory System UI

Mouse

A computer mouse.

Press I to close.

Torn Paper

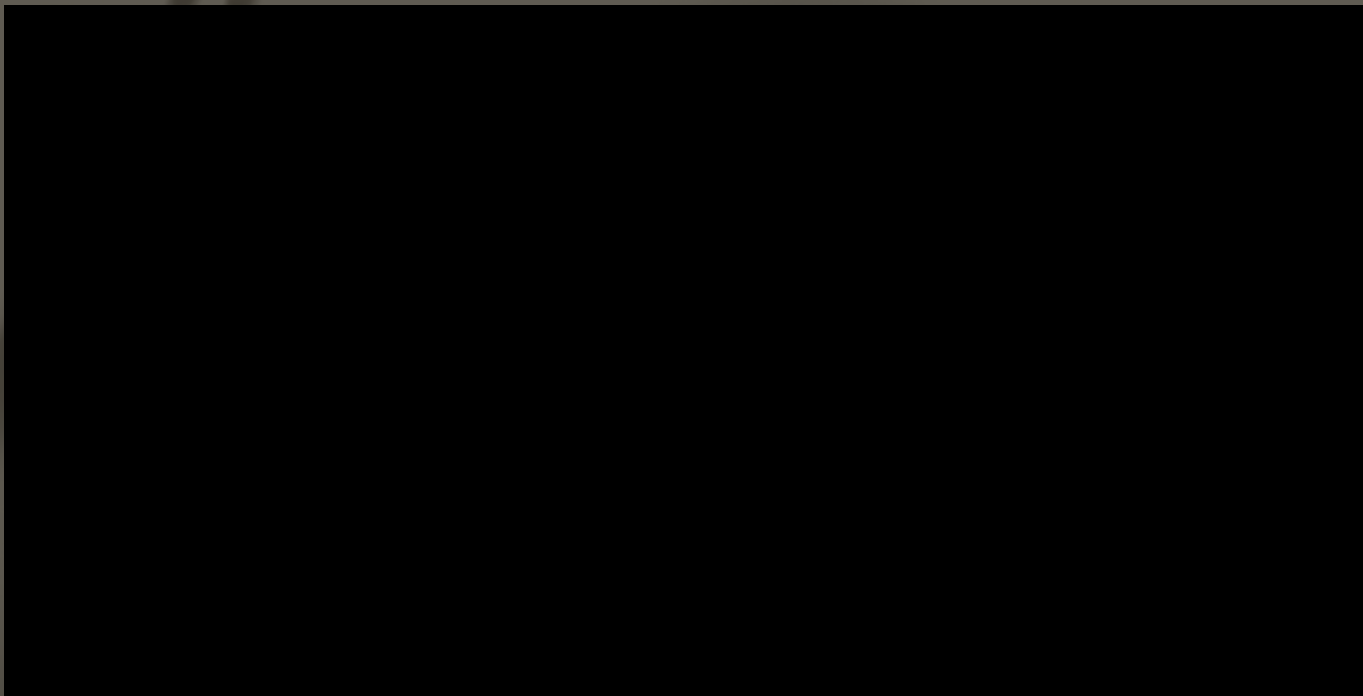**A piece of torn paper.**

Combine

Press I to close.

Inventory System UI

Character Model

DEMO

CHALLENGES

Environment Lighting

- **Problem:** Lighting was messed up.
- **Solution:** Put the whole scene into a box so that it is not affected by the world lighting but can still have its own.

Blueprint Communication

- **Problem:** Hard to transfer information between different classes of blueprints.
- **Solution:** Got help from Josh Morgan and learned how to use global variables in blueprints.

Status Update

Mechanics 🟢
Implement the basic mechanics of our game (i.e, crafting, inventory, etc.)

Character Model 🟡
Finished model, working on finishing animations

01 — 02 — 03 — 04

Keck Lab Assets 🟢
Recreate the Keck Lab and import into Unreal Engine

Puzzles 🟡
Implement the puzzles we have planned for level 1

Questions?