Build Notes

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What kind of game am I making?

I am making an escape room simulator. The goal of the game is to complete each “room” you choose in record times. There will be puzzles that you need to complete in order to move on within the levels, whether that be through riddles or user puzzles. There will be hidden easter eggs in each level where the player can find said “item” to gain extra points.

How do you play it?

Using standard WASD keys, control the movement of your player with basic input as well as using your mouse for look direction. In order to click your buttons into the keypad, use your left mouse button. Assignment one consistent of getting a basic prototype out in order to showcase the idea behind the game. The player will have a timer in place counting up, timing how quickly you go through the maps. You will need to find clues around the map in order to figure out the code that you put into the keypad. To make it easy, the code has been provided in game for the play testing of the core functionality of the game.

Assignment 1 work notes:

1. Player movement (basic controls)
    - ➔ Implement movement using W A S D keys.
    - ➔ Add jumping
2. Camera system (follow the player)
    - ➔ Implement a camera that follows the player in a third person perspective.
3. Puzzle interaction
    - ➔ Implement a simple puzzle system, example can be that when a player gets to the location, press E to interact and you can put in a code.
4. Item interaction
    - ➔ When the player interacts with an object, remove it from the screen and add it to an inventory.
5. Basic level progression
    - ➔ Create the ability to move from map to map via entering new spaces.
6. Basic timer system
    - ➔ Implement a basic timer that starts when the player enters the room and will stop when the room is complete.

Assignment 2 work notes:

1. Animations
    - ➔ Add walk, jump, idle animations.
2. Hidden easter egg
    - ➔ Add a hidden object that can be picked up for bonus points of some sort.
3. Room Completion
    - ➔ Create a system so when the player completes the steps, they can move onto the next room
    - ➔ When you have completed a map, you will be given a key that saves to the players inventory that you can use in order to move to the next room.
    - ➔ Create the ability to save your progression.
4. Points system
    - ➔ This will be determined by how fast the player completes the map, as well as whether or not they found the easter egg.
5. Map Design
    - ➔ Create a solid map design. Continue to follow along with the theme rooms being themed as different rooms in a house.

Assignment 3 work notes:

1. Sound Manager
    - ➔ Create a sound manager that will handle all sound related things.
    - ➔ Implement different sound effects for player actions like walking, jumping, interacting with puzzles, and picking up items.
    - ➔ Add background music for each room to set the atmosphere.
    - ➔ Implement audio cues for puzzles, such as a "correct" sound when the right code is entered.
2. Polish up the UI
    - ➔ Add a main menu with options for starting the game, viewing instructions, and quitting.
    - ➔ Implement a pause menu that allows players to resume, restart, or quit the game.
    - ➔ Add visual indicators for the timer, points system, and inventory to make the player's progress clear.
3. Advanced Puzzle mechanics
    - ➔ Implement a puzzle hint system that players can access if they are stuck (perhaps after a set amount of time).
    - ➔ Introduce more complex puzzles (e.g., pattern recognition, sliding puzzles, or logic puzzles) to increase the challenge.
4. Leaderboard
    - ➔ Try to implement a leaderboard to track player progress.