Concept Ideas

Escape Room concept ideas:

get in the house: lock outside, we are trying to get in before the sun sets. OWe can interact with objects scattered in the garden. some give us clues about a back story, others make us progress in solving the puzzle.

Like, its a magnetic door, electricity is off, where is the fuse box, where is the key for the box... maybe if you go in a corner there is a character that give you clues but you can't be sure his is not lying. interactive sound design, music themes depending on where you are and what stage of the game you are or what object you are holding.

activate switches and levers - location + object (like shining a torch light at a window).

Spy game.

This is a 1rst POV game, where the player must sneak around the enemy base to complete a mission (retrieve information, etc.) and must not be killed. The player has a number of different skills that can be unlocked, but he or she is incapable of directly harming anyone (no guns, no knives, etc).

14• 3D glasses:

This is kind of inspired in the paint game. Basically, the character has a pair of special 3D glasses (the one with red and blue coloured glasses) that, when you use them and you look just through one eye (for example, the one looking through the red glass) you see all the room/environment in that colour and there are same objects/actions that can only be seen/done when you look through one eye or the other. Basically, we would have three modes, the blue mode, the red mode and a third mode when we have both eyes open, and we have to solve puzzles/the mystery using that.

20· 3D Maze Running:

given a partial navigation map of your current surroundings and there's a countdown so you could see number of paths closing as time moves on

Pablo’s nightmare falling floor

Coloured lens mechanic: reveal certain objects in the rooms

Special effect or animation Ideas

Just cool little effect we could program that would make the level look cool.

1. The entire room transforming into another room:

the room can break apart and flip into something completely different.

Good example: https://www.youtube.com/watch?v=l1jyUAtxh-8

[Watch between 1:25 - 1:37 to see what I mean]

Open to a game idea where you as the player get chased by an entity and your only option is to run. Run down the hallways and to see the room changing right in front of you.

You only salvation is a glowing light that you have to follow to avoid being consume by the darkness. This would a fast pace game.

This a First Person game. The player is being chased by wolves and tries to escape them by entering a house.

* This is done by solving puzzles and finding tools to use.

Once the player is in the house, he or she realize that the house is a giant maze full of traps and nightmarish monsters. Unfortunately, the house has completely changed form, and the player needs to find his way out of the house in order to escape.

***Gameplay Mechanics:***

* The player needs to solve certain puzzles in order to escape certain rooms. Avoid the sight of monsters, and use their minds to avoid certain traps
  + - Fuses, activate buttons (Super Metroid Style), move blocks (Zelda Style)
    - Previous victims – “warn” the player.
      * + Resident Evil 7 Tapes
        + Metroid - dead carcasses with information
    - The floor is collapsing behind the player and the player has to:
      * + Reach end point
        + Find other path (Outlast; Mario)
    - The ability to rebuild a maze to avoid traps (Portal)
    - Using the 3d Glasses the player needs to find objects that can only be seen in a certain color.
    - The player will also have to avoid the sight of monsters by remaining in the shadows and staying out of their line of sight. The player will also have the ability to hack into certain terminals to get some information on the lore/map/activate things (maze for example) -> Warframe+Alien Isolation based
* The player CANNOT HARM THE ENEMIES AND HAS ONLY ONE HP.

***What people are wanting to learn on Unreal.***

*To prevent people learning the same thing and have everyone got something unique we can all commit.*

***Gabriela: [Reading Week]***

* Learn to animate platforms or objects to appear/moved before the player when you enter a room (Collison box).
* **[Next week]** How to make object highlighted or appear when you change the 3D lens colouring. E.g. press the ‘R’ Key to use the red lens to highlight the enemies whereabout (not looking into of how to change the colour of the main screen).

[Example] <https://www.youtube.com/watch?v=4AorgDRyz5I> (3:18-3:33)

***Angela***

* Object interaction (selectively, to be discussed)
* Cascade particle system / morphing effects

***Artworks***