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Escape from the Restaurant

*You wake up at an restaurant during the night after it has closed,*

*find a way out so you don’t have to spend the night there!*

Escape from the Restaurant is a puzzle game created using Twine. Players can access it by downloading [this google drive link](https://drive.google.com/drive/folders/1nHEuyqA_NtA3aJa4wJJPW1TmFapv-Gm_?usp=sharing), opening the html file, and then clicking through options to solve puzzles and progress through the story.

Full link:

<https://drive.google.com/drive/folders/1nHEuyqA_NtA3aJa4wJJPW1TmFapv-Gm_?usp=sharing>

The 3 aspects of game theory I would like to focus on are:

* Player-centric design
* Length adjustment
* Difficulty adjustment

## Player-centric design

To have player-centric design, we must consider the 5 principles: know your player, identify the mission, understand the human motivation, apply mechanics, manage, monitor and measure. While developing my game I tried considering some aspects of it as well.

Although I cannot perform extensive research on who my audience will be, I at least know that they will be players who like or are interested in playing puzzle games. This would mean that these people are most likely to pay close attention to every detail of the game. Meaning the players of my game will most likely notice if something is unusual. My game on the first playthrough does not tell the players that the main character is a burglar. But to allow players to notice something is going on, it purposefully creates questionable points. For example, the main character is depicted to have their smartphone with them when they use it as a flashlight, but they don’t use it to call an ambulance for the manager who is passed out on the ground. This creates a mystery separate from the mechanics of the game behind the scenes. Once players reach one of the endings, it will reveal that the character was a burglar, which solves that mystery. By purposefully creating problems and mysteries for my players, I am satisfying their motivation to solve problems and understand.

Another thing I would like to mention is the immersion of the game. It is usually viewed as a good thing to get players involved into the story and make them feel as though they are the main character. But this game does not give a high level of immersion. This is acceptable for this game for two reasons. The main goal of players who play this game is to solve puzzles, so a low level of attachment to the story was expected from the start. Another reason is because no one wants to get attached to a character only to be told they are actually a criminal.

## Length adjustment

My game is quite short, and like many escape games, it will be over after one playthrough, most likely never to be touched by the player again. I tried to extend play time of the game by making a failing condition and a second playthrough bonus.

Once the player uses up all of their available turns, the game is over and the character is unable to escape. Players will face a decision here to keep playing or not, but if we tell them that the content will be slightly different in the next game, it would increase the chances of them attempting it again. This could be because they don’t want to replay the same thing to be stuck on the same problem, because they are simply interested in the extra content, or because they want to go over the story again with the knowledge of the main character being a burglar.

## Difficulty adjustment

The game starts out with asking the players what they want the difficulty of their game to be. I wasn’t able to get test players for my game, so I am not quite sure if the current preset number of turns provided truly represents their names.

Another difficulty adjustment I made was to give hints for the door’s password as the amount of turns left decreased. As the time left decreases on the player’s second attempt at the game, the game will start giving general hints, and when there are 5 actions left, it will pretty much give the answer. There will be no new content after the second loop, so I assume people will most likely stop playing after the second game. Therefore, I wanted to make the second time around easier than the first.

### Other Notes:

* No back/forward or restart button
  + Because the game is based around a limited number of turns and it also has a feature for playing the game a second time.
* Broke locations down to lobby/counter/employee-only then branch out from there
  + This decreases the number of options on each screen, allowing user to make simpler choices at each point
  + More simple choices are better than having one step for a complicated choice
* Password
  + Decorated and organized number links to make them easier to press
  + Because the hint on the note and the actual password are different lengths, the input length is up to the player to figure out through their mistakes as well
  + Gives feedback and keeps track of what code has been pressed so far
* Audio
  + Dark music to match dark topic
  + Some sound effects to match scenario

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