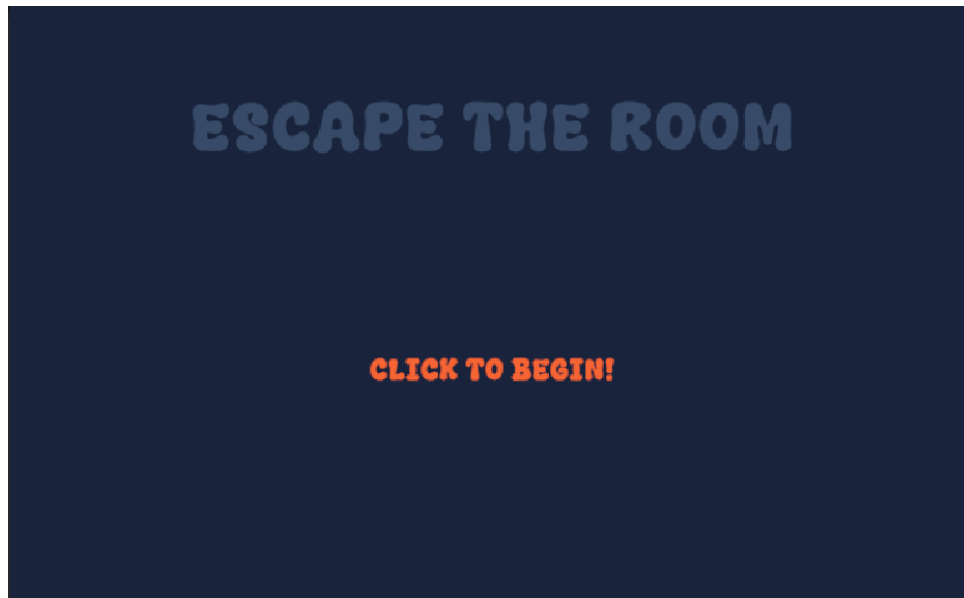
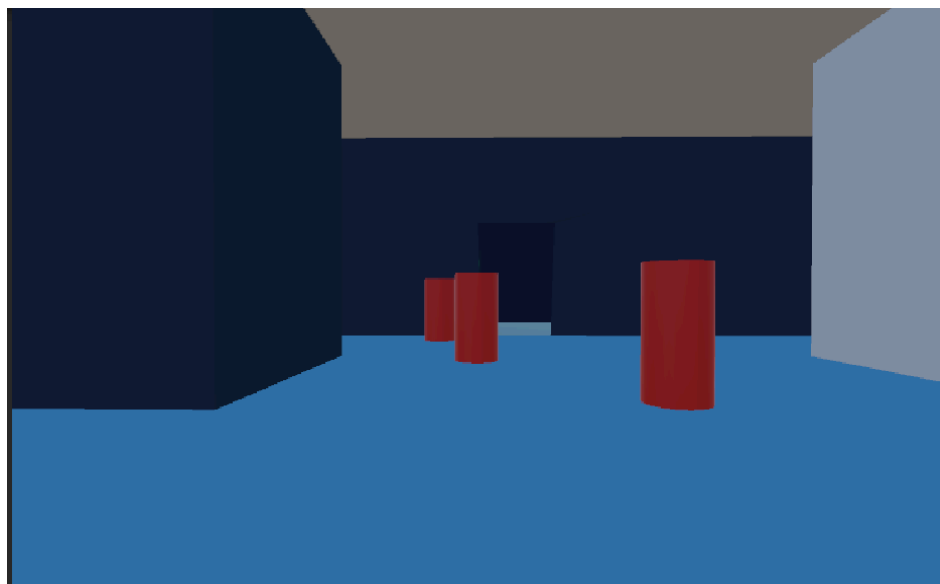


James Archer

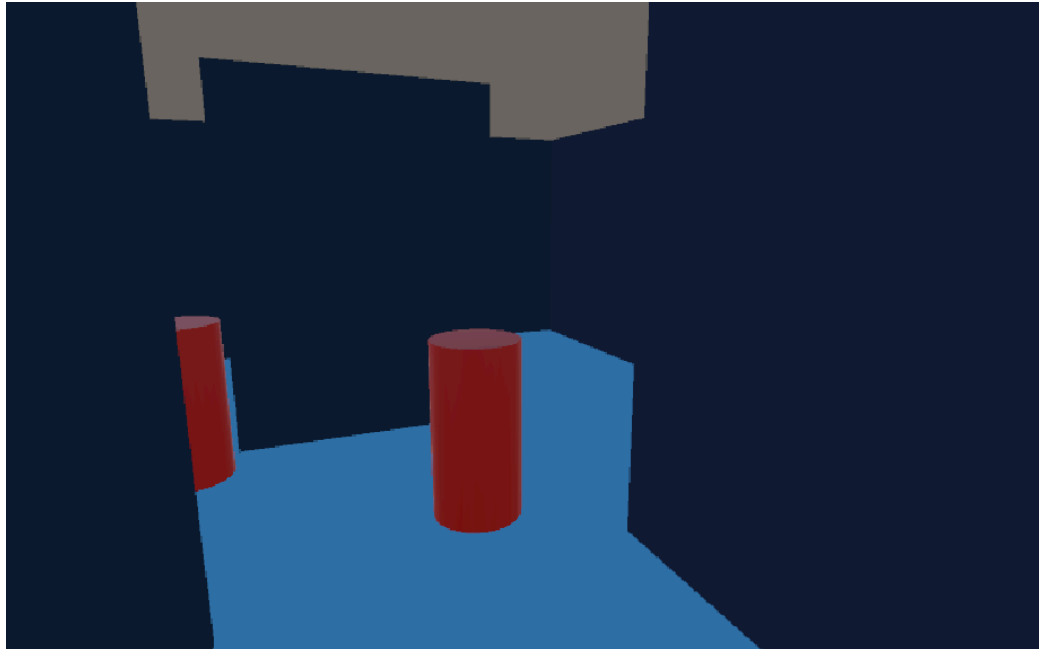


In my game, titled Escape the Room, the player must, well, escape the rooms. The user plays as a thief that has stolen something valuable and is now trying to escape the house. But be careful! After your presence has become known, the guards are on high alert! If they catch you, they will report you to the authorities and your spoils will be lost and you will be sent to jail, in theory. However, luckily for you, your scientist uncle has been concocting a brand new Invisibility Potion and has lent you some vials. You will have more than you need for this task but let it be known that you can only take so many at once lest you risk becoming permanently invisible (hence the cooldown)! Also, luckily for you this house only has two rooms.

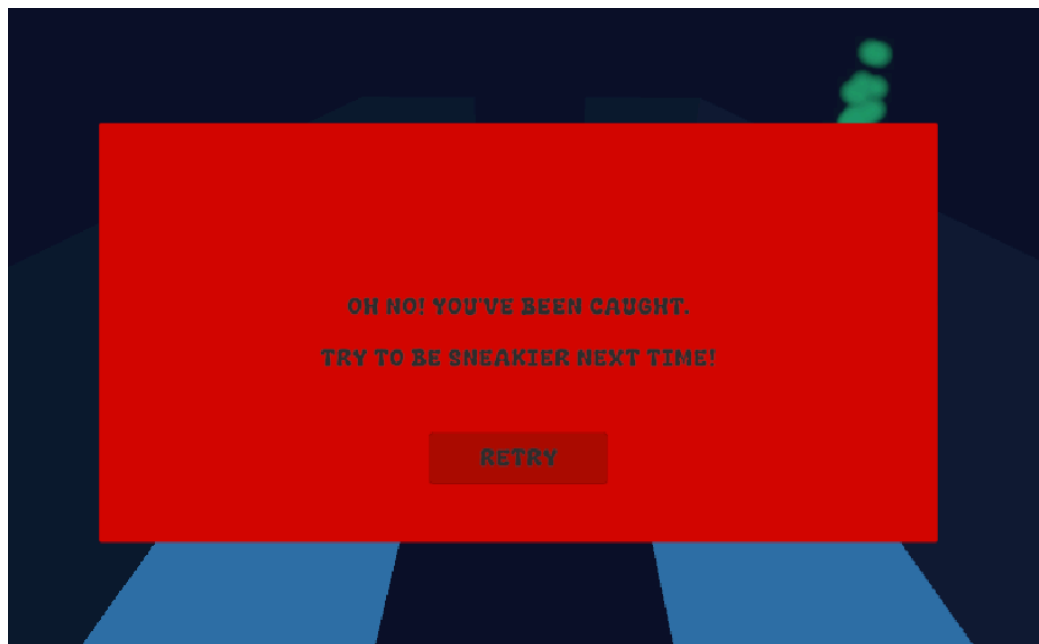
The first room has four guards to avoid. They patrol back and forth along parallel paths. There are not many blindspots in this room, but if you can time your advance correctly, you will breeze right by.



The second room only has two guards, however, they patrol the length of the corridor, making it more difficult to avoid their flashlights. Fortunately, this room has several smaller corridors jutting out from the main one that make good hiding spots.



You were blessed with the innate ability to talk yourself out of any situation! Therefore, no matter how many times you are caught, you can retry and spawn back at the start of the level you are on.



Good luck escaping!

If I were to continue developing this game, there are a few key things that would be first on my list. First, fixing the retry bug so that the player is actually sent back to the correct position. It isn't necessarily game breaking but more just annoying. I would also want to add more levels. Finally, and perhaps the most important change would be to let the guards see in a cone shape instead of just a line. This was an element of my high bar, but I think this would improve the game tremendously as right now some situations are fairly unrealistic when the player squeezes by when it seems like they definitely should have been caught. It is also easy to skirt the guards' line of vision in situations when a cone would catch you. I believe this would greatly improve the quality and experience of playing my game.