

CS691 - Capstone Project - Spring 2024

Team 04 - Sprint 0

The Great Escape

(2D Puzzle Game)

Team Members:

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Introduction

"The Great Escape" reinvents traditional game design by prioritizing fresh, unconventional gameplay with a focus on seamlessly integrating puzzle-solving mechanics into both narrative and gameplay. The game encourages creative thinking, rewarding players for innovative solutions and adaptability. With dynamic difficulty adjustments, the AI responds to players' evolving skills, presenting increasingly complex challenges to prevent monotony and keep the gaming experience engaging and thought-provoking at every turn.

PROJECT DESCRIPTION

Reinventing Gameplay

Instead of following the well-trodden path of conventional game design, *The Great Escape* flips the script, offering a gaming experience that is fresh, unconventional, and deeply engaging.

Our focus on puzzle-solving mechanics, seamlessly integrated into both gameplay and narrative, ensures a uniquely challenging adventure at every turn.

Encouraging Creative Thinking

We've designed our game to reward players who think outside the box. *The Great Escape* demands creativity and adaptability, pushing players to continuously evolve their approach to overcome the game's obstacles.

The gameplay evolves with you; the more innovative your solutions, the more rewarding your journey through the game.

Dynamic Difficulty

Forget the monotony of predictable gaming. In *The Great Escape*, familiarity breeds challenge, not contempt. As players become more adept at navigating the game's puzzles and mechanics,



TEAM MEMBER ROLES AND RESPONSIBILITIES



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Wiki & GitHub





Personas- Game Players

Players get to enjoy and explore the story through challenging puzzles.

They get to interact with AI characters with interesting and moving background stories.

Points are rewarded which players can either customize their character's life or explore side quests.

This game is accessible on website.



Personas- Game Developers

Game Developers holds a degree in Game designing and have previously worked with unity.

They have passion for developing puzzle and narrative driven games.
Strives to seamlessly blend storytelling with innovative game mechanics.

The game inspiration is drawn from real life events.
Actively monitors players feedback and adjusts game mechanics.
Game developer aspires to leave a mark on the gaming industry.

PREVIOUS GAME BASED



LANGUAGES AND TOOLS



Game Engine



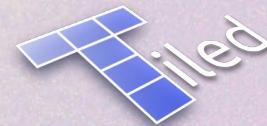
Graphics and
Animation Software



Sound and Music
Creation



Programming
Languages and Tools



Level Design
and Prototyping



Version Control

Teamwork Agreement

Participation

Active participation and punctual attendance are crucial for team success. Team members should communicate in advance if they'll miss a meeting, allowing for adjustments. Catching up on missed topics before the next meeting is expected, fostering accountability and ensuring a productive team dynamic focused on project success.

Communication

The team will communicate via WhatsApp and hold meetings on Zoom. Asana mobile software will track tasks, and dependencies will be noted in task comments. Final deliverables will be shared and edited using GitHub, WhatsApp, and Google Docs, promoting efficient collaboration and project success.

Work Division

The project will be divided equally among team members, with each responsible for timely completion. Delays affect overall team performance. Open communication is encouraged for members facing challenges, fostering a collaborative environment where issues are collectively addressed to meet deadlines successfully.



RETROSPECTIVE

★ What went well

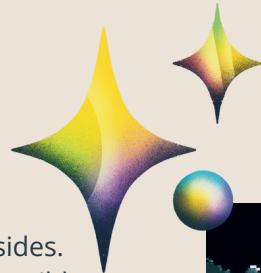
- Effective Distributions of tasks between the team members based on their individual area of expertise and discussions.
- Each member were motivated and proactive in team meetings and Group chats.
- Due active participation and on time completion of task we were able to complete the sprint on time.

★ What can be improved

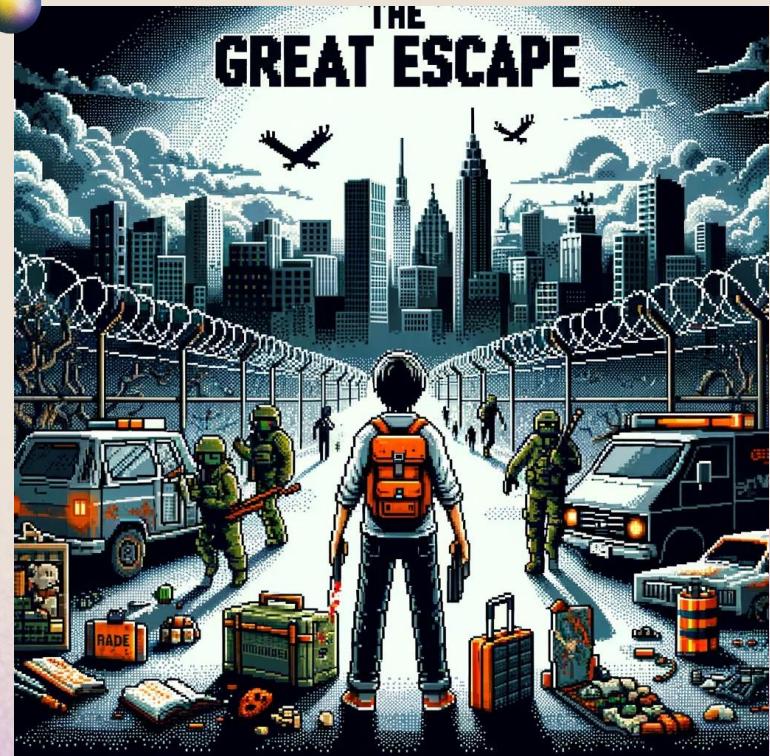
- Frequency of team meetings and discussion to finalize the tasks. So the each individual can have enough time to work.



GAME STORY



In the future, a zombie crisis erupts in the city where the player resides. The military plans to completely quarantine the city, making it impossible for any living being to escape this desolate hell. As an ordinary college student, the player's home lacks sufficient food and water supplies, forcing them to take significant risks to gather resources. During this time, players must also collect radio messages, search for survivors, find weapons, and ultimately discover a way to escape the city.



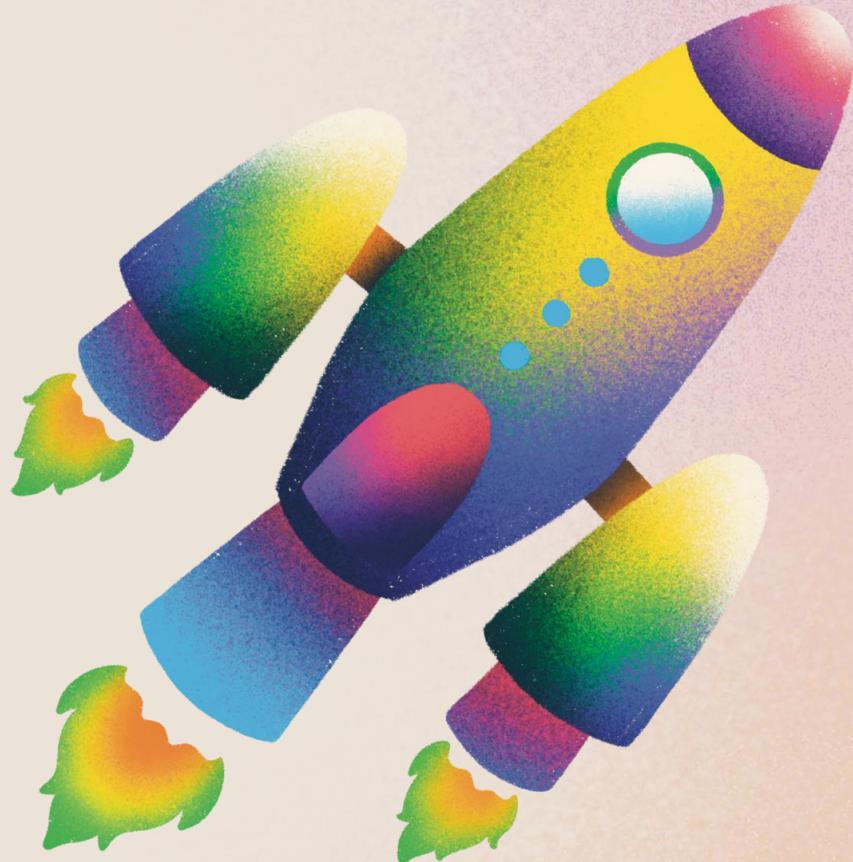
Visuals Design



"The Great Escape" will be presented using a flat 2D and top-down perspective. The game will feature a pixel art style but will incorporate particle effects and lighting to add depth. A day-night cycle will be integrated to enhance realism.



For the art assets, we will purchase most of them from places like Unity Asset Store, and some will be created by us through pixel art and generated with the help of AI tools.



Gameplay

Goal	Time Limit	Hunger System
Players need to discover the truth behind the zombie outbreak and escape the city alive.	There is a limited amount of time for escape, with daily limits on how long players can spend gathering resources.	The player's hunger decreases over time, necessitating the collection of supplies in the zombie-infested city to survive.
Combat System	NPCs	Information Gathering
Players can collect weapons to fight against zombies.	During exploration, players may encounter other survivors who can offer assistance or may become hostile.	Players will collect information in various ways, which will help them find out how to escape and learn the truth behind the zombie outbreak.
Puzzle Solving		
		Players will encounter puzzles in many locations, where solving them correctly provides resources and advances the game's progress.



Thank you for your time!





WRITE A
CAPTION FOR
THE PHOTOS.

