Game Description:
GAME is a two person co-op escaping game. Two character are in two different rooms, and each player is controlling one of the character. Two players need to sit together and communicate to solve puzzles. Two player have to solve puzzles in a limited time period to escape from the room.

Design Pillars:
There are several design pillars (Core design ideas) in the design process:
1. Co-op
2. Communicate
3. Let players try and think

Game Design and Development Process

Brainstorm
We decided to make a co-op two people room escaping game. And we are going to develop this game by using quick prototyping method. We also made a bold move, we decided to start from nothing. We are going to use Maya as our modeling tool, and unity as game engine.

Main Idea set as Fundamental
1. 3D and first person view
2. Two players are in two different rooms
3. They can communicate by text and voice
4. They have limited view to see other player's move

Level design goes before modeling
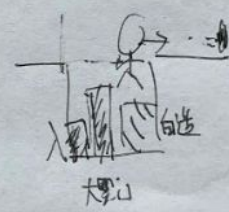We need to make sure we have a developed level design before modeling. So the model we can reduce the time we spend on revising models.

Design Reflection

In the process on making the game, we made many different changes to the game in order to make it intuitive and fun.

The first change and the most important change we made in the game is that we changed Player 1's skill from shooting bullets to throwing hammers. The design thinking behind the change is the intuitive design. Shooting has the function of kill in people's mind. However, in our game it is used to break the door and getting out. We figured out this and try to find a new ability which follows people's intuition. We changed the bullets to hammer so that player can pick them up and throw them out. This is a lot more intuitive than shooting bullets. We all agree that intuitive design is the biggest design pillar we need to follow in the designing and testing stage.

At the start of the design process, we actually had a lot of thinking and ideas of what this game should be. However most of them are not achievable. Game designers need to know their programmers' ability and find the best design in the limited design space. Use throwing hammer instead of shooting as player's ability is not the best design idea, however it is the most practical one and the most intuitive one. We do not need to change our code that much and we can achieve our goal. Use the least effort to achieve the best effect also becomes our philosophy after this project.