# Game Design – Factory Escape

## Ideas

* FPS – Safari books course
* Quicksnap prototype tutorial in Intro to game design book – goal of the game is to photograph something top secret like:
* Creatures – genetically modified for war
* Weapons – prohibited weapons for illegal trading
* Plan the layout using the Stealth Unity scene for inspiration. Incorporate some features like a lift, laser alarms, sirens, low walls between pillars etc…
* Incorporate elements from the action adventure prototype in Intro to game design