CS485 Final Project Report - Escape Room
Group Name: Get Out Games

**Members:** Michael McDermott, Lorenzo Flud, Ahmad Dehaini

**Url to Repository:** https://github.com/mmcdermott011/EscapeRoom
Url to video demo: https://youtu.be/bxju2FV4Vnc

Description of Game World:
The game world is confined to a building with multiple rooms and an escape tunnel. The user was unknowingly abducted and brought inside of the room as a sort of twisted test. They only have a limited amount of time to escape before the game ends. Pictures of the different rooms are listed below.
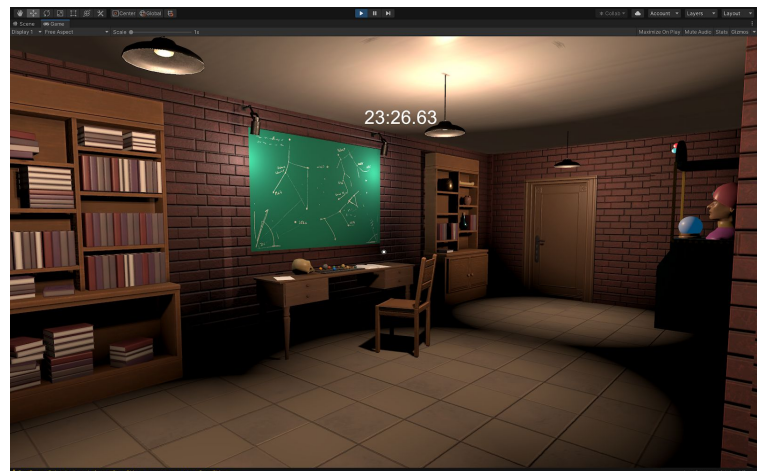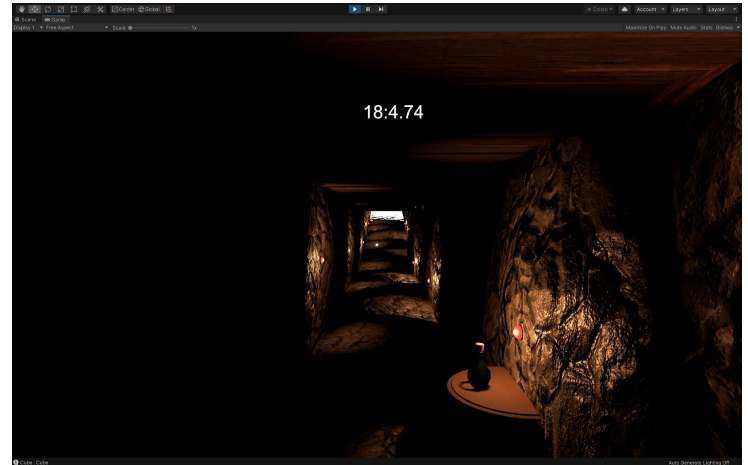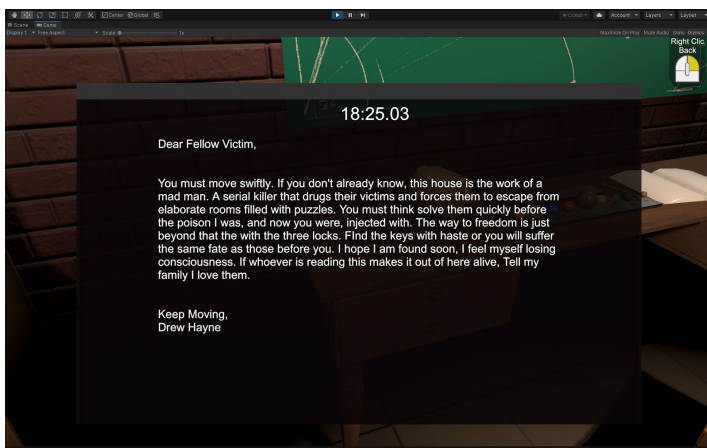
Introduction of Game Play:

Escape Room is a mysterious first person narrative game that mimics real-life escape room puzzles. The premise of the game is that you are stuck in a room or building and need to search for clues and solve puzzles to discover new items and unlock doors to ultimately escape captivity.
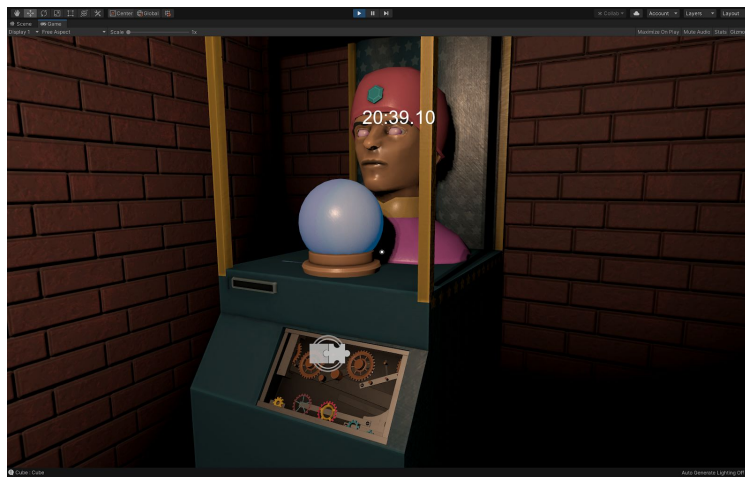
How to Play The Game:

To run the game, open the project in unity editor and navigate to the main menu scene in the project through Assets -> Scenes -> Main Menu. Press the play button.

From the main menu, choose a new game and you will be placed in the room.
Use your arrow keys to move around the room, and you can interact with objects by clicking on them if a circle appears around them. Press escape to show the menu. Explore the room and find clues to figure out how to escape. Hints are displayed on screen if you try to open a door that is locked or access a puzzle that requires an inventory item. Time is ticking, escape within the allotted time in order to win or suffer the consequences. There are multiple notes from previous victims in each room that give some hints and many puzzles to solve that will either trigger doors to unlock or disperse an inventory item you will need later. Below are some, but not all of the puzzles and items you will see in the game. You need three keys to exit through the last door and venture down the tunnel. Complete the game in less than 25 minutes or your character will die and a game over screen will appear.

References:

AssetPack:
https://assetstore.unity.com/packages/templates/systems/first-person-narrative-adventures-complete-puzzle-engine-131623

Audio Reference:
https://www.youtube.com/watch?v=VagES3pxttQ

Team Member Contributions:

Michael: I did the main design of the first room, designed and implemented the unicode number pad that triggers the opening of the first door. I did the general design of the second room and implemented the logic puzzle with the planets that triggers the opening of the desk drawer, unlocking of the brick sliding wall, and the fortune teller puzzle that disperses the tarot

card inventory item. In the upstairs room, I implemented the lever that activates and moves the barbed wire gate, and the tarot card puzzle.

Adam: Worked on report, Worked on main room and set up multiple objects and clues that lead to doors keycode. Specifically I created and left clues in the first room in order to escape it, Created the final tunnel which leads to freedom and the lighting within, Helped create the upstairs room and design the interior.

Lorenzo: Setup of unity collaboration and cloud build, creation of timer and television text, creation of notes and storyline. Implementation of the third room, the art on the walls, secret cabinet behind wall painting, and barbed wire surrounding the tarot card puzzle. Recorded all voice over for the character and implemented the Game Over screen and ending sequence when the player completes the game.