

TEAM “GET OUT GAMES” PROJECT PROPOSAL

Escape Room

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PROJECT TEAM & ALLOCATED ROLES

- GAME DESIGN
 - Game Concept: Michael
 - Core Mechanics: Michael
 - Interaction: Ahmad
- PROJECT DOCUMENTATION
 - writing of the High Concept Document: Lorenzo
 - writing of the Game Treatment Document: Ahmad
 - writing of the Design Document and Progress Report:
 - writing of the Final Project Document: Michael
- MANAGEMENT
 - keep track and backup code base: Michael
 - make sure people are getting things done: Ahmad
- 3D/2D MODELING: Everyone
- PROGRAMMING
 - GUI programming: Michael
 - Game play: Lorenzo
 - Camera Control: Ahmad
 - Character control: Lorenzo
- TESTING
 - test each level systematically: Lorenzo
 - report bugs to coders: Ahmad

ESCAPE ROOM

HIGH CONCEPT DOCUMENT

One of every human's greatest fears...being trapped in a claustrophobic environment with no clue how to get out. In this game there is only one way out and the only way to get there is to use your mind. Search for clues in the room you are in and solve puzzles to free yourself. This is a single player first person game.

Features

- The point of view is first person with all of the limitations that humans are subjected to.
- The "playing field" is a single room that is filled with items that you can use to solve the puzzles in order to escape.
- Countdown clock shows the players' time left until certain doom.
- Rules are adapted simple and clear: You are limited to whatever you can think of and the laws of physics.
- Some comedy touches: The hint machine hurls sarcastic insults at you if you continue to ask for help.

Player Motivation

Players put themselves in the place of the unnamed protagonist. They have to solve the puzzle and fight the clock in order to survive. Players compete to solve the puzzle in the shortest amount of time.

Genre

3D puzzle solving game.

Target Customer

Gamers who enjoy challenging puzzles and satisfying solutions in a fun environment.

Competition

Race against the clock to survive and challenge other players to see who can complete the room the fastest.

Unique Selling Points

- Puzzling game that is made intuitive and fun.
- Additional levels can be added later for those who want more complexity.
- Environment design and object will immerse the player and invoke adrenaline.
- Simple concept, but challenging to master.

Target Hardware

Personal Computers. Might move to consoles in the future.

Design Goals

- **Challenging:** Make the gameplay intuitive but not simple.
- **Thought Provoking:** Requires the user to use his/her critical thinking skills and to think outside of the box to solve problems.
- **Compelling:** Make the solutions fun and satisfying in order to maintain player interest. Make the player want to finish the game.

Characters

There are only two characters in the entire game, the player and the hint machine.

The Unnamed Protagonist: The unnamed protagonist has been imprisoned for unknown reasons and must escape in order to survive. The only information he/she receives about their situation is from the hint machine.

The Hint Machine: The hint machine is a mysterious source of aid to the unknown protagonist if he/she requires it. The question is... Can the unnamed protagonist trust the hint machine (or whoever is in control of it) whose motives are unclear.

ESCAPE ROOM

GAME TREATMENT DOCUMENT

Executive Summary

Escape Room is meant to be played by one human player. The player moves around the room using the keyboard in search of hints and clues on how to escape the room within the allocated time. The only other “character” in the game will be the hint machine which is designed to hand out possible hints to the user. The user will have a certain amount of hints he/she may use. These hints are meant to help the user when they feel stuck or running out of time. The user will be able to interact with certain objects around the map in order to find the clues. Looking around the map or under objects as well as solving puzzles will lead to more hints or “keys” to escape.

High Concept

The idea of this game is to give the user an adrenaline rush as he/she tries to escape the room within the allocated time. The idea is to give the user the feeling of being stuck inside the room while being in the comfort of your home. The intriguing part of the game is, even if the user was able to escape, getting a better time will always keep the game interesting. Another way to add a fun twist would be to challenge your friends to see who can get a better time, or having multiple levels of difficulty that will add twists the solution of getting out of the room.



Attached above are a few examples we have looked at to model our game after. Depending on the amount of time we have to work with as the semester progresses we will decide whether 1 or multiple rooms would be a reasonable goal for us. Our plan is to model the project after some of these examples.



Genre

Single-level puzzle solving game with an adventurous feel

Hooks

- Simple concept, get out of the room as soon as you can
- Challenge puzzles and clues to escape

- Compelling setting that keeps the player interested in what is going on around them

Technology Highlights

The game will be designed using Unity3d. Audio will be sourced and designed by Michael McDermott. There will be a variety of unique sounds and startling noises to prompt players that either something has been accomplished or that they are making the wrong choice in the game.

The target hardware for the game will be desktop PC and Mac. The game will be 64bit and should require a minimum of 4GB of memory.

Production Details

Current Status

We are currently setting up the codebase and sketching out design and art details of the game.

Development Team

Ahmad Dehaini: Interaction, Camera Control, Bug Reporting

Lorenzo Flud: Gameplay, Character Control, 3D/2D Modeling

Michael McDermott: Audio, Core Mechanics, Build & Codebase Mgmt

Schedule

March:

- Setup of codebase
- Establish layout, story, and theme of room
- Source assets and design any as needed

April:

- Core programming of game
- Create all rules, object interactions

- Create prompts for user
- Source and create any audio needed for game
- Test on target platforms
- Decide if there will be time for additional levels / stories

May:

- Final testing, bug reporting
- Optimization and correction of any errors

Competition

The main competition to this game will be similar escape-room and puzzle style games like Faraway, Myst, and The Room.

Game World

Objective

Figure out the layout of the room, all its objects, hidden or in plain sight. Using tools and clues around you, figure out a way to escape the room before time runs out.

Characters

You are the only acting character. There will be a Hint Machine helping push you in the right direction should you need any help.
