**Janitor Game**

**Game Setting:**

The game is based in a school. The school has 2 floors with different rooms. Some of the rooms are open and accessible while others are locked and the player has to break in using different tools to complete objectives. The player character will be in **first person** mode.

**Game Characters:**

The game characters include a janitor who is a kidnapper and is after the player. The player character can be either male or female. The player can be allowed to select the character.

**Game Modes:**

The game has two modes:

**Normal Mode** - In this mode, the janitor can detect the footsteps of the player and walks quickly towards the player. Player has to run and hide behind walls and doors to lose the janitor behind. In this mode, the janitor detects the presence of the player when the player opens the door to enter or exit. The janitor cannot detect the player through footsteps.

**Hard Mode -** In this mode, the janitor runs towards the player after detecting the presence of the player through any kind of movement. The only way to escape the janitor is to outrun him by passing through different class doors and hiding in a cupboard or under the teacher’s table.

**Story Line:**

The game starts off with a back story of a janitor who kidnaps school kids and keeps them in the **abandoned upper floor** of the school in locked rooms and cupboards. After the school is over due to summer vacations, the player character decides to investigate the ongoing crimes the janitor is committing and help the kidnapped students escape. Hints are provided at the start of each level to guide the player which objects to use to move through the game.

The first level begins with the janitor cleaning the floors of the school. The player secretly enters the school from a backdoor. The door remains open and the floor becomes dusty. The janitor sees the dirty floor and starts looking for the player.

Janitor keeps the children in different locked rooms and cupboards. A hint will be provided at the start of each level that will guide the player which objects to use to break the lock. The player will find the objects by going through the rooms and labs. The objects will be made visible by making them glowing or placing and arrow head pointing towards the object.

After breaking the lock, the player has to find a way out of the school to escape from the janitor. In both normal and hard mode, the janitor will run towards the player as soon as the lock is broken.

If player are caught, the janitor will start dragging player and the level ends.

In the end of this game, the player has to help the last kid escape by entering a combination of numbers to unlock the door. The combination is hidden in the form of digits inside janitor’s room. Player has to find the combination in limited time or the janitor will catch the player when the time is over.

Janitor Character: [https://www.mixamo.com/#/?limit=96&page=1&query=&type=Character](https://www.mixamo.com/" \l "/?limit=96&page=1&query=&type=Character)