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CART253

Project 2 prototype proposal

Artistic Vision

I want to make an “escape room”-style point and click puzzle game. I originally had the idea to do this for Project 1 but then realized that it would take quite a bit of time and didn’t fit the topic of a “simulation” as much. When I think of games that are played in a browser, I think of mid-2000’s flash games, and when I think of flash games, I think of puzzle adventure games. Those used to be my favourite as a kid.

I still play a lot of point and click puzzle games in general even now. A recent series I’ve been playing through was the Rusty Lake and Cube Escape series by developer Rusty Lake. They were originally browser flash games I played as a kid that have been re-released on Steam. Revisiting the series made me remember how much I like it. Another source of inspiration could be the Zero Escape series on the Nintendo DS, or the Alice is Dead series, also a flash game - all of these are fun P&C adventures but also creepy and unsettling, with an underlying darker theme. I think that was a lot of the appeal to me. I wanted to do something similar yet keep it simple. A dark, bizarre room, a player inventory, and a bunch of items that interact with each other to solve the game and escape.

I’m inspiring myself by all aforementioned games, but again, since I’m keeping it simple, I just want a room with four walls and a couple items to look around and find. I’m also very programmer-brained, so my prototype is heavy on finishing all of the core code of the game as quickly as possible to have time to polish the aesthetics.

Technical Challenges

Since all of my game components will have to interact with each other, I think that’ll be my biggest challenge overall. Having an inventory system that works well is one thing, but I want every object in the scene to do something different when interacted with, and not only that, but also for all objects to fit together like one big puzzle. I’ll have to plan out every object and have a lot of variables to keep track of on whether or not certain puzzles are solved. I also will have to design everything!

I’ll need to have objects that add items to your inventory, objects that need an item to unlock or a set of items attached to solve the puzzle, objects that allow you to zoom in on them when clicked, objects that reveal another object, and so on. I also want a classic lock puzzle where you need to input a set of numbers to unlock a safe. I want the final door to be a collection of indented shapes to fit into different slots. All of these objects must connect.

I want to add audio to various actions as well, and maybe an audio source that makes the sound play louder the closer you are to facing that part of the room. Also, animations or cutscenes would be cool, which means keeping track of timers, too.

Sketches



ROOM 1

- door (opened by 4 cubes)
- dresser drawer (has knife, small gold box)
- small gold box (has red key)
- painting (number - missing)

ROOM 2

- taxidermy butterflies (r1 painting paper, number)
- angel sculpture (missing arm - pours blood)
- green cube (at angel sculpture base)

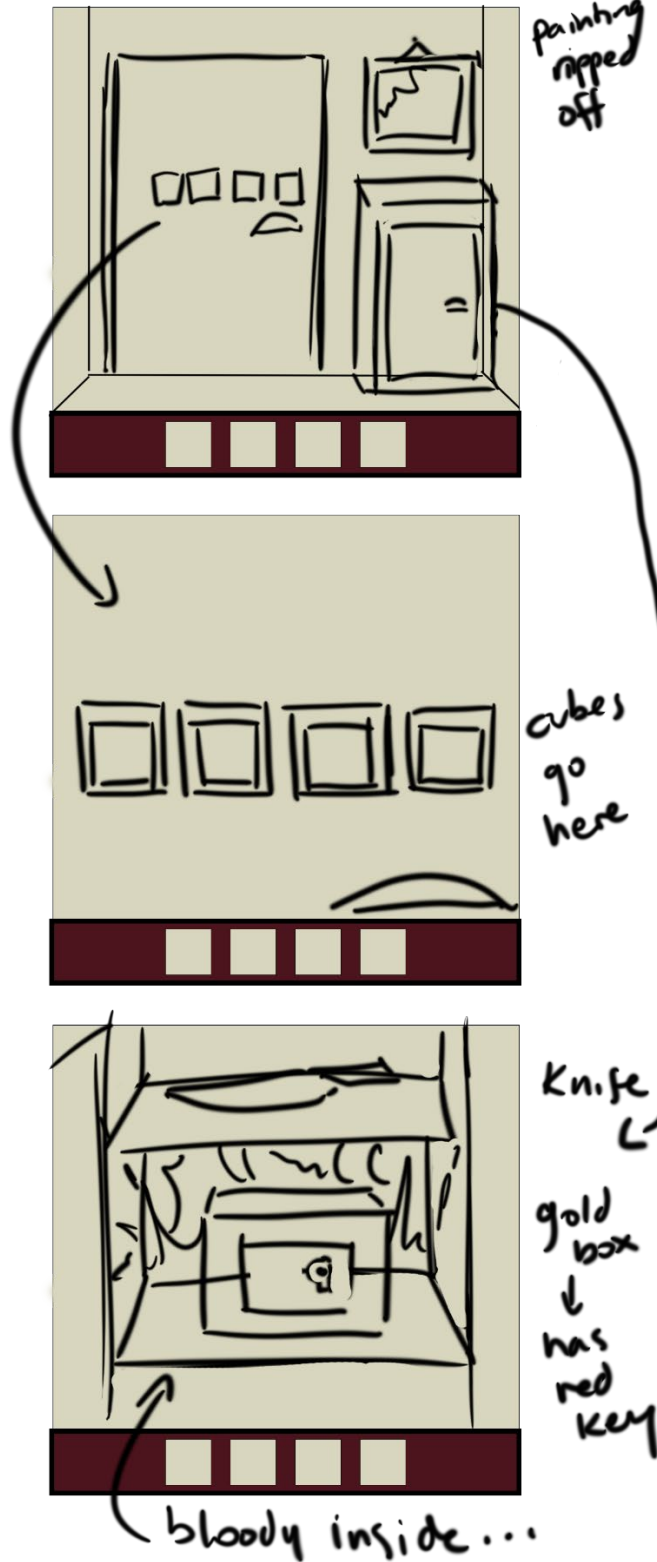
ROOM 3

- cupboard blue lock (arm, number)
- cupboard red lock (blue cube, missing animal shard)
- radio (gold key)
- animal sculpture (missing mouth, reveals empty cube)
- painting (number)

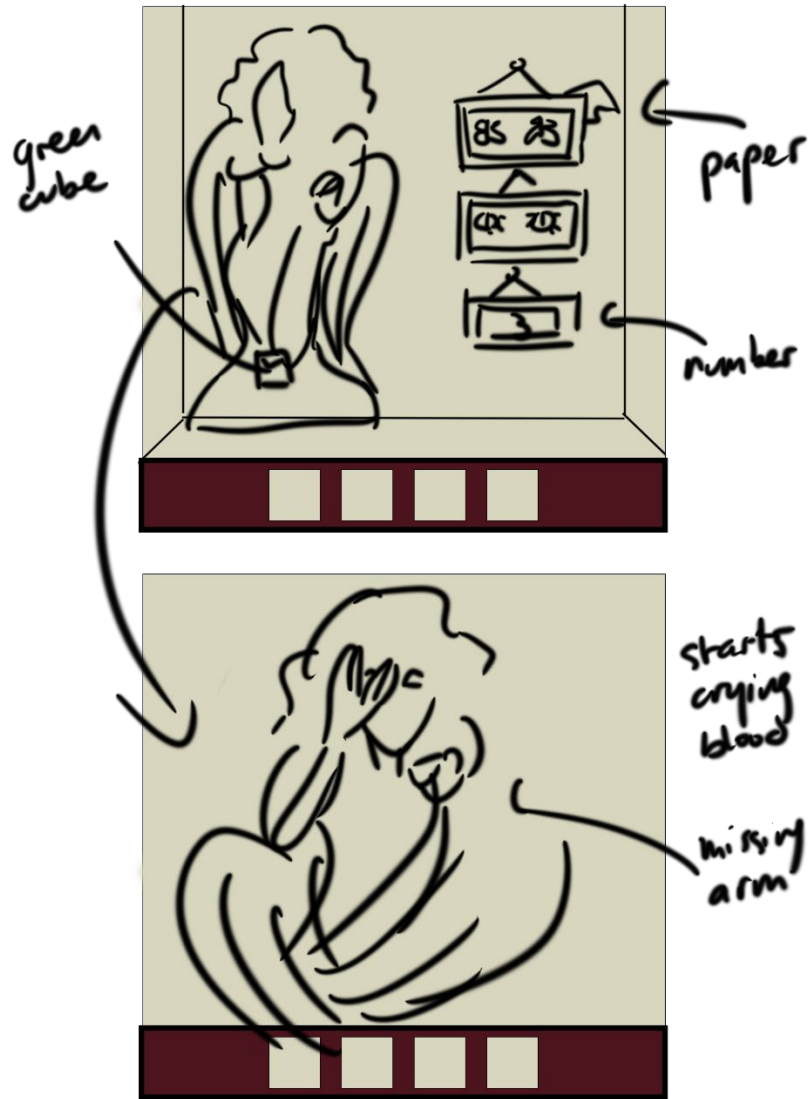
ROOM 4

- safe (yellow cube, radio code)
- window (hides number, dead bird)
- dead bird (blue key)

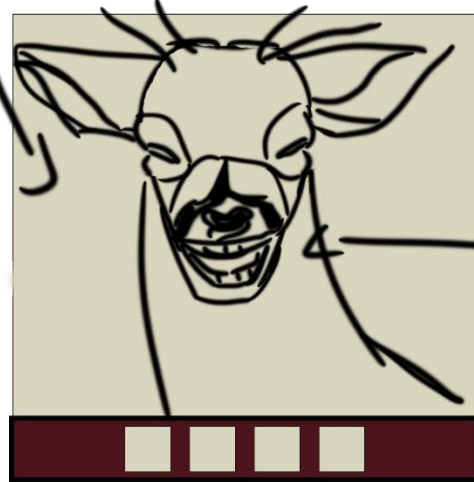
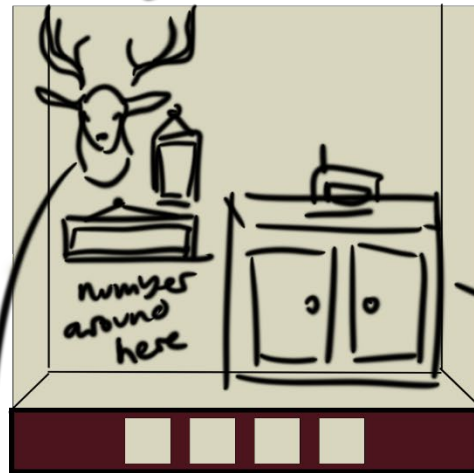
room 1



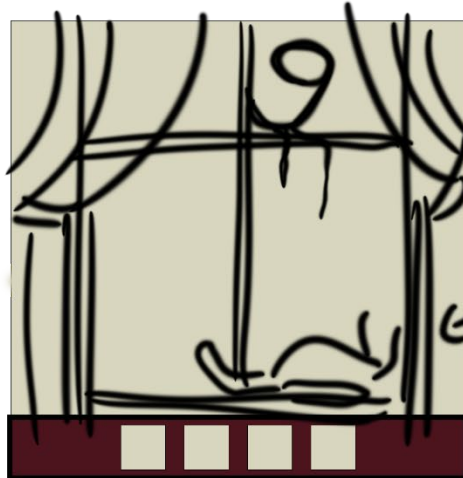
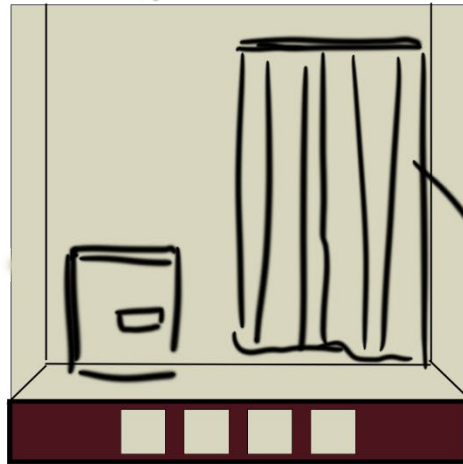
room 2



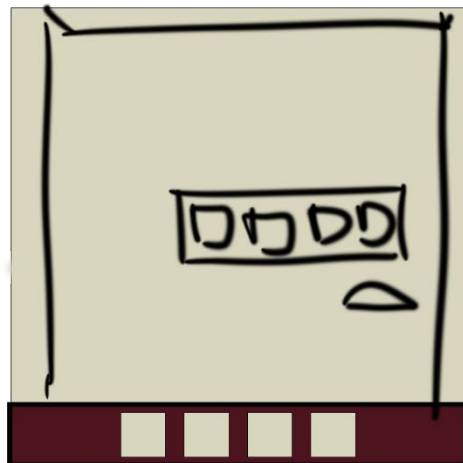
room 3



room 4



dead
bird
(has **B**
key
inside)



Safe
number
code
has
radio
code +
y wbe