Escape Room

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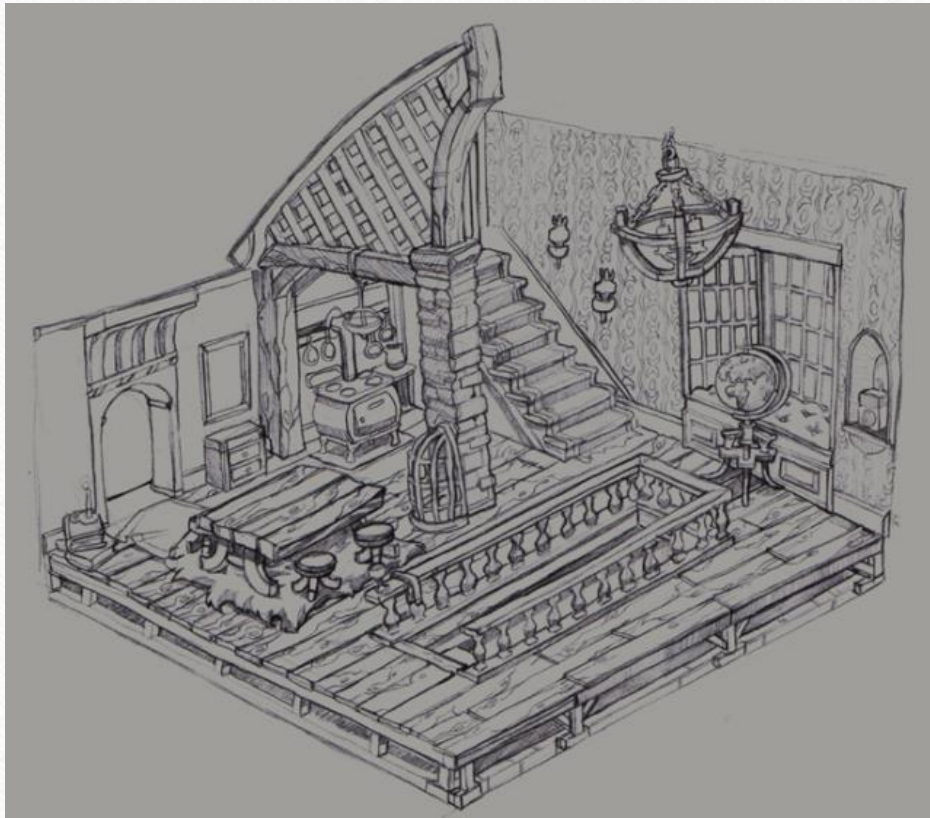
Escape The Room

- A simple escape the room game involving one room and multiple puzzles in order to solve to escape.

- Will have an inventory system at the bottom to hold items that you have for later use of either using or combining materials you find throughout the room.

- No story right now, but might be telling a subtle story within the game later

- Might want to add interesting puzzles involving increments of time.

Aesthetic

HURRICANE CLAW LVL 1

SORCERER	WEREWOLF	TROLL
HP 25/25	HP 54/54	HP 57/57
DEF 0/2	DEF 5/5	DEF 2/2
ENERGY 4/4	ENERGY 4/4	ENERGY 2/4

Sight/Game Map

Cabinet	Main Doorway (Start)	Window	Painting

Each one of these will have different items and tools.
- Keys
- Code
- Stick + Gum