Game Design Document for a VR Escape Room

The Toy Escape Hatch

Launch Date

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Modified from a Game Design Document provided by Oculus training.

Confidential Disclaimer
This Game Design Document has been prepared for review by Nicholas. All information is confidential and proprietary and should not be shared without written permission.

Overview of the Game

The genre of my game would be "Adventure Explore", as the escape room theme will be Toys Story. In the escape room, the puzzles, storyline, and overall atmosphere are tailored to the narrative that centers around the toys' quest to escape from Andy's room. The story unfolds through visual cues, interactive elements etc that brings the experience to life.

My inspiration references are from my love of toys and the old movie I would watch like the "Toy Story" series. My love for collecting figurines and toys in general is what made me think of it to be an escape room for others to enjoy. Adding a Toy Story theme to the escape room concept create a delightful and nostalgic adventure for players, making the escape room experience more engaging and memorable

The player will spawn in Andy's home in his bedroom, and the only way to escape from his room, you would have to find his favourite toys that he has scattered around. The player has to go around Andy's room finding the toys and placing them in the correct order. Once you have completed, Andy will drop the key and you can use it to escape.

Unique Selling Points

- Puzzle-Solving challenges -> Game is centred around solving different puzzles and challenges, each puzzle presents new and creative obstacles that the player must solve to progress to the find the next toy.

- Engaging Storyline -> It features a toy-themed storyline filled with humour and intrigue and players take on the role of Andy's friend and to escape from the room, the player has to find all 4 toys and put them in the correct order.

- Replayable -> Multiple ways to solve each puzzle, hence, players can go back and try a different way to solve the puzzle, making it enjoyable for the players.

- Virtual Escapism -> Players can immerse themselves in the environment of a scene similar to the "Toy Story" movie to solve puzzles and defuse situations which adds the element of excitement to the experience

- Challenging gameplay -> With many different puzzles to solve, and these puzzles may be tricky to some, it provides a sense of accomplishment to players when they successfully complete them.

Game loop

The player's locomotion style will be teleportation as it is the easiest way to move.
- Player will spawn in Andy's room
- Player are able to move around with the headset and utilize their VR handset to interact or grab onto objects to bring it closer to them
- Goal of the game: Player to escape the room by solving the puzzles or finding the toys which are scattered around. Once all are found, the player has to put it in the correct order and a key will be given to them to escape.
- Toys to find: Teddy Bear, Rubix Cube, Ball
- How to find
    - Teddy Bear: to find the teddy bear among the toys, books and plants that is placed on the shelf
    - Rubix Cube: to solve a puzzle and once the puzzle is solved, the rubix cube will be given to the player
    - Ball: the ball will be scattered on the floor along with other toys to confuse the user on what they are looking for exactly. This would be one of the easier puzzles compared to the other three puzzles.
    - To put the toys in the correct order, if the order is correct, the key will drop and be given to the player to escape. If wrong, the key will not be given to the player till they get the order correctly.
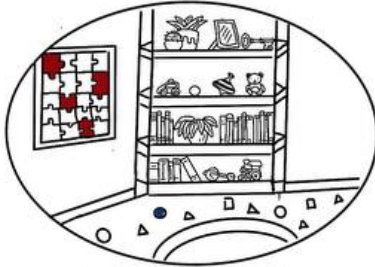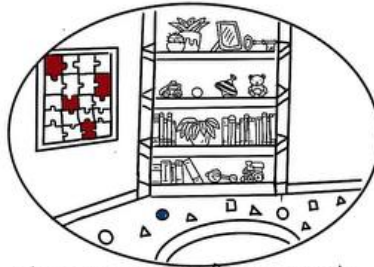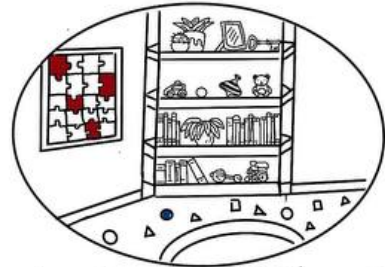
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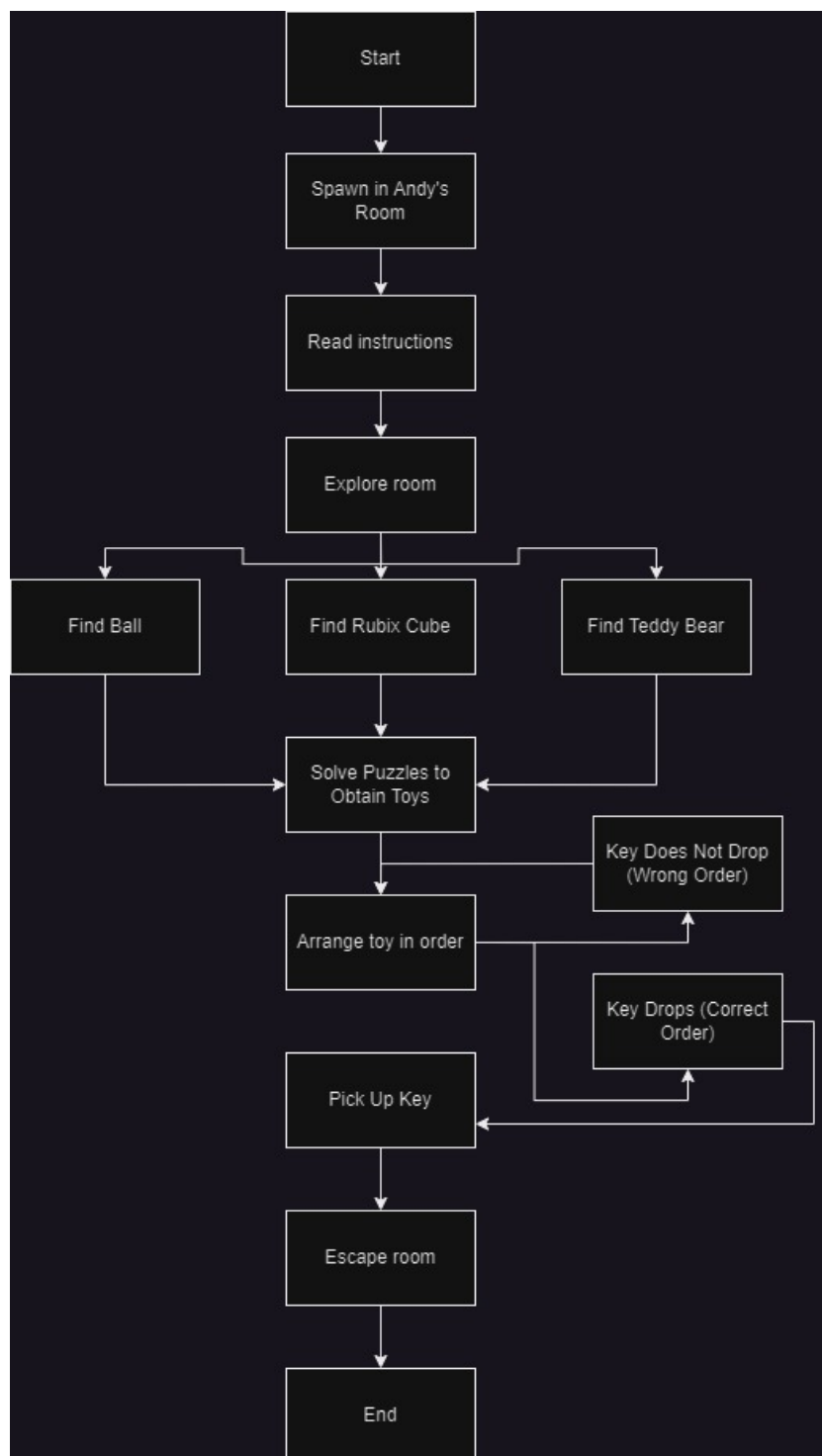
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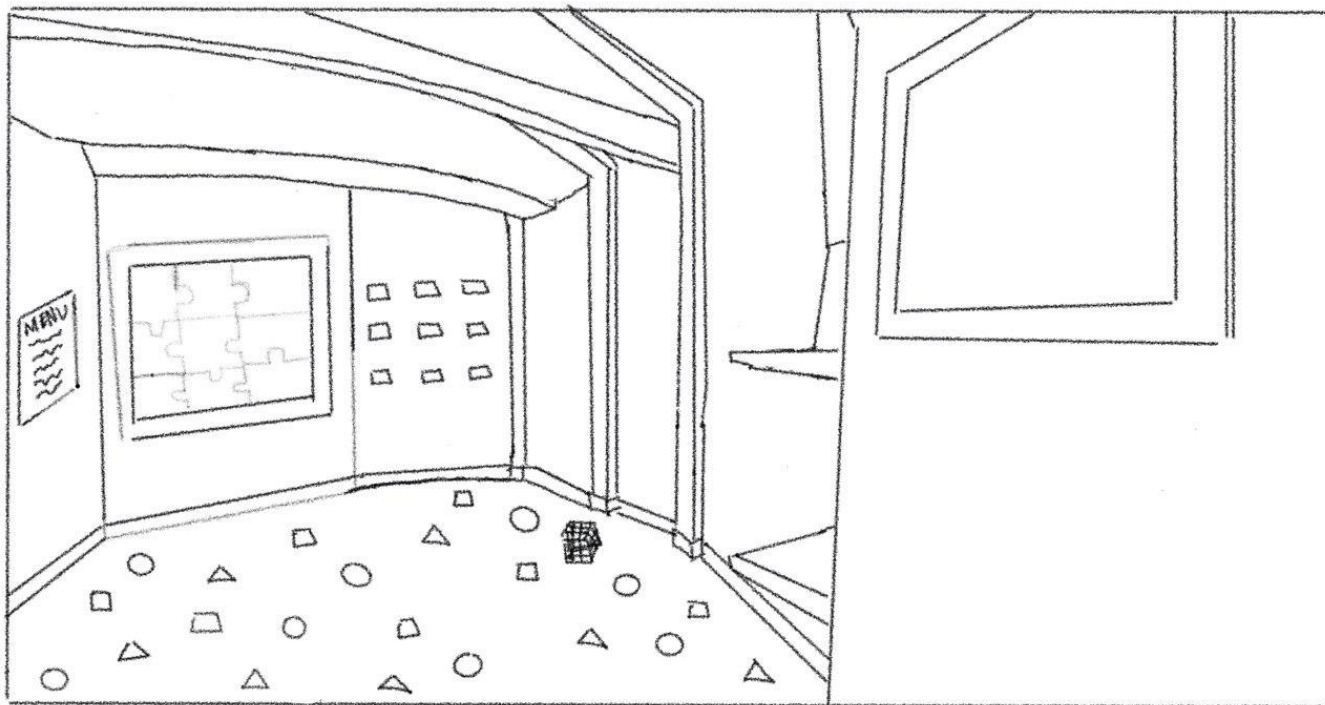
Storyboard

this shows where the player will spawn when first entered into the virtual environment


this shows the first puzzle of "Find Teddy". to find the teddy, it is hidden in the shelves with other toys and player must find it amongst the toys.

this shows the second puzzle of "Find the Rubix Cube". to get the rubix cube, player need to solve a jigsaw puzzle, and once solved, it'll drop and give to player.
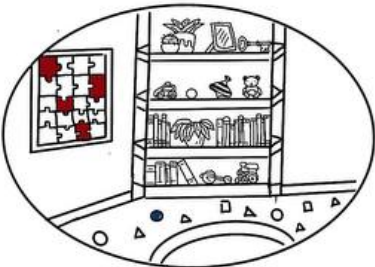
this shows the third puzzle of "Find the Ball". to find the ball, it is blended in with other objects and the user has to use the clues to find it
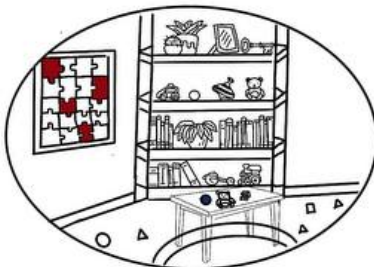
this shows the player putting the three toys in order to receive the key from Andy

this shows where the player places the toys in the correct order and retrieved the key to escape the room.

Gameplay Scope

- How long is the game?
  - The game can take up to 10-15 minutes.
- How many levels are there?
  - There aren't any levels but there are 3 toys to find all over the room and you would have to place it in the right order at the end once all the toys are found in order to escape from Andy's room
- What is the average playtime?
  - One puzzle can take up to 10 minutes.
- What are the objectives?
  - The objective is to find the missing toys that are scattered around the room and place it in the right order at the end in order to escape from Andy's room. There are interactive elements, hidden clues, and challenges to contribute to the immersive Toy themed experience
- How many playable characters? Can you customize or upgrade them/what can you customize or upgrade?
  - There is only one playable character which is the character you spawn with, and you are unable to customize the character yet.
- What is the Game World like?
  - Designed to capture the charm of Andy's room, featuring iconic elements from the Toy Story universe
  - Element environment include shelves, bed, play areas, hiding the clues and challenges that is contributing to the escape room overall experience
- Sound and Music:
  - The game features a nostalgic soundtrack inspired by Toy Story, enhancing the overall atmosphere with familiar tunes.
  - Sound effects, including the bustling sounds of a child's room, contribute to the immersive escape room experience.

Art Style

Include a description of your art style and supplement it with art concepts or inspirational concepts. Describe your style for the environment, characters, UI, etc. You can also link to a different area it lives in.

"The Toy Escape Hatch" is a 3D cartoon concept VR game. The lively and vibrant room that brings the iconic Toy Story scene to life, designed to replicate Andy's room, with the colourful walls and shelves filled with toys. The player is taking on the role of Andy's friend to find his favourite toys that he has misplaced around his room. There will be various tools and puzzles to help the player to solve and escape from the room. All the assets in the scene can be interacted. The player will be in a first-person view and hence, they are able to view the hands of the character which adds a personal connection to the virtual space.

The UI is designed to be intuitive and non-intrusive to maintain the immersion of the VR experience. The information such as the toys to collect, puzzle hints are integrated to the environment seamlessly. Most of the assets are interactive which encourage players to explore and engage with the environment. From picking up toys to manipulating tools and solving puzzles, the game leverages the immersive capabilities of VR to create a hands-on and tactile experience.

The tools and puzzles are strategically placed throughout the room which offers challenges that blend seamlessly with the theme. The puzzles may involve arranging toys in a specific orders, finding the toys itself etc.

Player Profiles Stories

Describe the ideal player profile. For example, Sam enjoys narrative-driven games such as Edith Finch while Alex is a completionist who likes to spend hours purchasing or earning all the upgrades in a game.

How would different players approach your game? Walk through the game loop and explain the focus of each player profile.

When Sam first enters the game, during dialogues, he would look around his surroundings and see what objects can be interacted with while digesting the information and the goal for each by the narrator. With every puzzle, Sam would be able to go through with ease but can often be caught off guard by missing out on a step to solve the puzzle.

For Alex, he would be able to listen to the narrator until he is finished and follow instructions given by the narrator. Adam would struggle solving puzzles as fast as Sam, but Alex is motivated to continue as he wants to be able to escape from Andy's room and find all the missing toys in the shortest amount of time possible.

Milestone Schedule

- Milestone 1: Work on Game Design Document & Production Schedule
    - Date of Delivery: Week 5
- Milestone 2: Continue to work on Game Design Document, and start on Storyboard and flowchart
    - Date of Delivery: Week 6
- Milestone 3: Game Design Document is completed, room for improvement can still be made if needed.
    - Date of Delivery: 29 November 2023, Week 7
- Milestone 4: Mid-semester Break, to continue to work on scene building, interactivity etc.
    - Date of Delivery: About 3 weeks
- Milestone 5: Programming interactivity/Continue on interactivity, inclusive of work done in milestone 3 and 1-2 functional puzzle should be done
    - Date of Delivery: Week 10
- Milestone 6: Integration, user testing and debugging
    - Date of Delivery: Week 11
- Milestone 7: Output final build
    - Date of Delivery: Week 11