

Game name: The Escape

DESIGN DOCUMENT

Setting

An Empty School will be the setting. The player will be on a particular floor of a school building. There will be rooms with different types of challenges. The player would start at the top floor. He would have to clear all the challenges of a floor to go to the lower floor and like this he will finally escape the building.

Characters

The main character is a student. He is trapped in the school and is trying to escape the building. In order to escape, the player would have to face all the challenges and clear them.

Game play

The game is divided into different floors. There will be different rooms on a floor which will have different challenges. The player has to go into each room and face the challenge it has. The player will automatically start inside the room of a floor and completing the room would take him to the next room. Then he would have to clear the next room's challenge and this is how the game would progress. After completing all the rooms of a floor, the level will be completed and the player will be transported to the next level. The next level will be the floor under the previous floor. Each floor will have challenges a bit more difficult than the previous floor. After completing all the floors, the character will be considered to have escaped the building. GAME OVER.

Floor 1

The first floor will have just one room. The player would automatically start inside the room. there would be desks and chairs in the room. They will have numbers written on them. the player would have to arrange them properly. The movement would be in all directions and the player would drag just the chairs and make them reach their respective desk.

Floor 2

The second level will have two rooms. The first room will be similar to that of floor 1 with the same challenge of arranging desk and chair. But it will be more difficult as they would have a larger number of desks and chairs to arrange. And there will be another room where there will be adventure. The room would have water on the floor. The player has to jump over the desks and reach the other end. Any wrong jump would lead to the character falling into the water which would end the room challenge and the player would have to start at the starting of the floor.

Floor 3

This floor will have similar rooms as above with a bit more difficulty. But the difference in the floor is that there will be the first bully fight here. In the bully fight, there will be another room where there will be a bully child. It is like a boss level in any game. The bully child would keep throwing balls at the player. The player has to jump or duck in order to dodge the balls. If a ball hits the player the game ends.

(Like these 3 floors we can have several other floors with different combinations of these three types of challenges. The bully fight can have more than 1 bully and then the player can also indulge in throwing things at the bully. They can have power graphs which decrease at a certain amount whenever an object hits them. The level will be timed.)

Rules

1. The Desk chair room

The player will move the chairs only. He will simply drag them and put them near the correct table. If the chair comes in some close distance of the table it will be considered correctly placed. The player cannot pull but only push so great care must be taken. The level will be timed and failing to complete in a given time would take you to the starting of the floor. Orientation of the chairs also matters and they must lie in a certain range of angle so as to be considered correctly placed.

2. Jump over the desk room

This room would have a standard look of a classroom but the floor would be covered by a layer of water. The player would start at the top of a desk and would have to jump from one desk to another in order to escape the room. He would have to plan the direction of jumps. He would have to complete it in a limited time. (There can be rewards on the desk which can add to the score.)

3. Bully fight

There will be a room in which there will be another character which we will call a bully. The bully will be throwing a certain number of balls at the player. In order to survive he would have to jump or duck as per requirement. The level will be timed and if the player survives the entire time the room will be considered complete.

Tutorial

A test level with one room of each kind can be used as a tutorial.

- The Desk chair room
- Jump over the desk room
- Bully fight

The rooms would be simpler and smaller in scale than the actual game. The movement and functions are fairly simple.

The player will move with the help of the WASD keys like any standard game.

- W-forward
- A-Leftwards
- S-Backwards
- D-Rightwards
- X-Throw
- Z-Duck
- Space-Jump

The player would be instructed to use each key twice, after which the game would assume that the player has learned the move.