

Project Title: Unity Escape Room Game

Group: Charlotte, Indira, Louise & Sam

Description: A puzzle-based escape room style game built in Unity.

Why? We wanted to take the opportunity to extend our experience of learning to learn languages to Unity and C#, whilst building a game that we would ourselves want to play!

MVP Acceptance Criteria

1. A first-person escape game built in unity for desktop, that allows movement and interaction.
2. The game should display a single room to the player that contains collectable items (reflected on screen when collected) and interactive objects / puzzles.
3. The game narrative / clues should be delivered to the player via a dynamic dialogue box.
4. The game should have a start menu and end credits.

Possible Extensions

1. Add further puzzles and / or a second room that the player can discover, with associated puzzles, objects etc.
2. Add character image / face alongside the dialogue box - this could be updated to reflect characters mood / state of mind.
3. Dialogue box appears only when necessary.
4. Make game playable on mobile devices.
5. Add sound / improve effects.

Risks

1. Need to learn how to use Unity and C#, and how this interacts with Git / allows for collaborative working. Mitigation is to spend time doing basic tutorials etc. and research collaboration options prior to project to ensure all members of group are comfortable learning this.
2. Project scope getting too big for given timescales. Mitigation is to keep to strict planning and review to ensure this is well managed throughout.

Exclusions

1. No multiplayer option.
2. Resolution of overall narrative - project is intended to be Chapter 1 of the game ONLY.

Prerequisites

Downloading and installing Unity and relevant extensions for VSCode.