



THE MAD HOUSE



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Dr. Derek Manns

GDM 542-O 01

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SYNOPSIS

Alice is learning a new lesson by the family tree when she stumbles down the rabbit's newest hole. As she wakes up, she finds herself stuck in Wonderland yet again. The only difference? She's locked in the dungeon of the Queen of Heart's castle without a key. Her new mission is to beat the clock to escape from her cell and run back home before the Queen of Hearts awakens from her slumber. If the Alice wakes the Queen, a timer will be set, and she'll have only 30 seconds to find a way out of the castle.



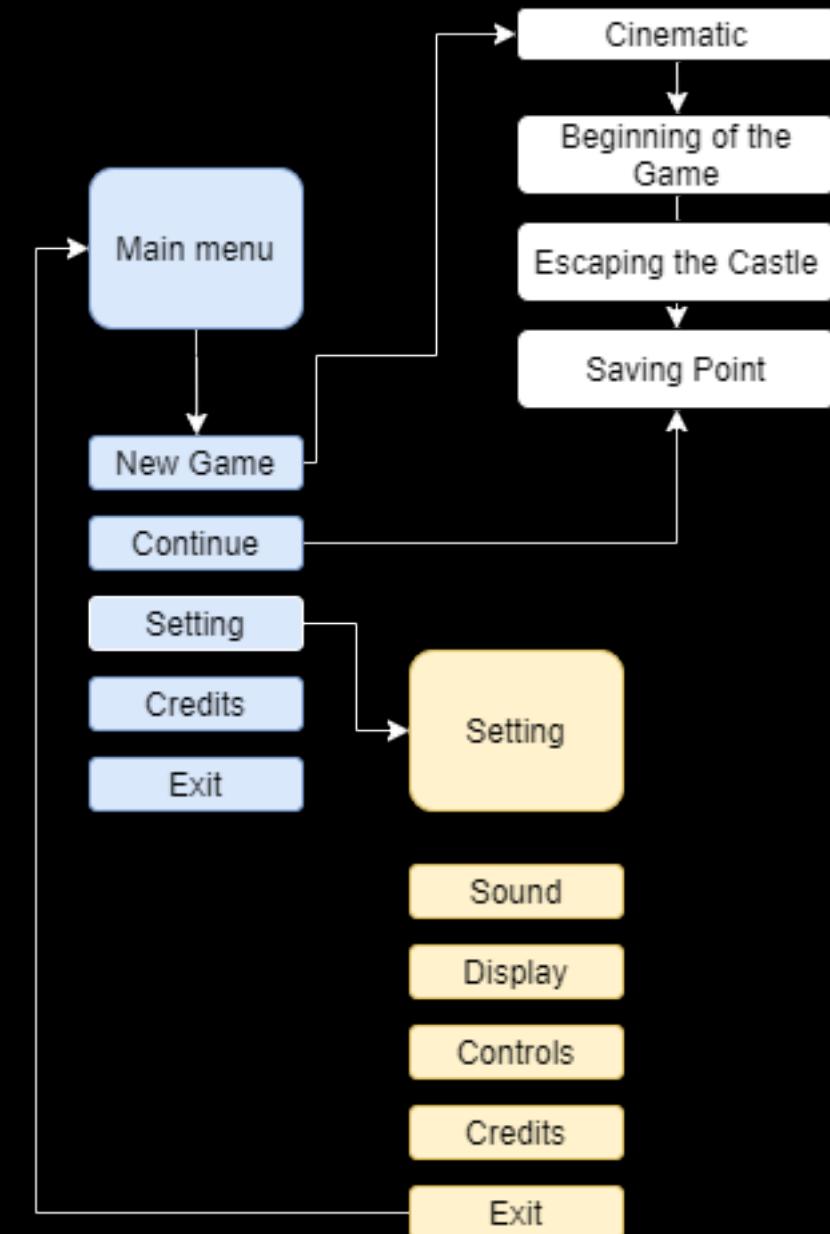
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GENRE & RATING



- Genre: Fantasy, Mystery, Puzzle
- Rating: E 10+ or T
- Camera POV: First Person

GAMEPLAY LOOP



AUDIENCE BREAKDOWN

Person # 1: Alexander Davis

Gender: Non-Binary

Age: 31

Occupation: Fashion Designer

Information: busy with designs but has leisure times
on the weekends.



AUDIENCE BREAKDOWN



Person(s) # 2 & 3: Gabrielle and Katie Diamond

Gender: Female

Age(s): 14 & 12

Occupation: Full-Time High and Middle School Students

Information: Typically, busy with classes and will take any chance to avoid having to do homework.

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GAME GOALS



- Main Goals
 - Escape from the Queen of Heart's Castle and return home
- Sub Goals
 - Don't wake the Queen
- Moment-to-Moment Goals
 - Collect the 6 deliverables
 - Don't get noticed by the guards

UNIQUE SELLING POINT

Alice in Wonderland is a timeless classic in Disney history. Our game plays to the player's strengths, tugs at the heartstrings, and fills them with suspense and satisfaction.



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WEEK 2 FEEDBACK

“...I love that you got it right in terms of Queen of Hearts vs the Red Queen... You have a solid concept, a solid theme, and really my comments are nit-picking for more details because I am excited to hear more about it and what exactly the two of you have planned for it....” – Aaron Y.

“...Love the idea, it sounds like a lot of thought has gone into it and every aspect of how the game will be played was figured out...” – Robert E.

“...Again, I really like what you got going...I can't wait to see what you come up with for the rest of the castle.” – Aaron Y.

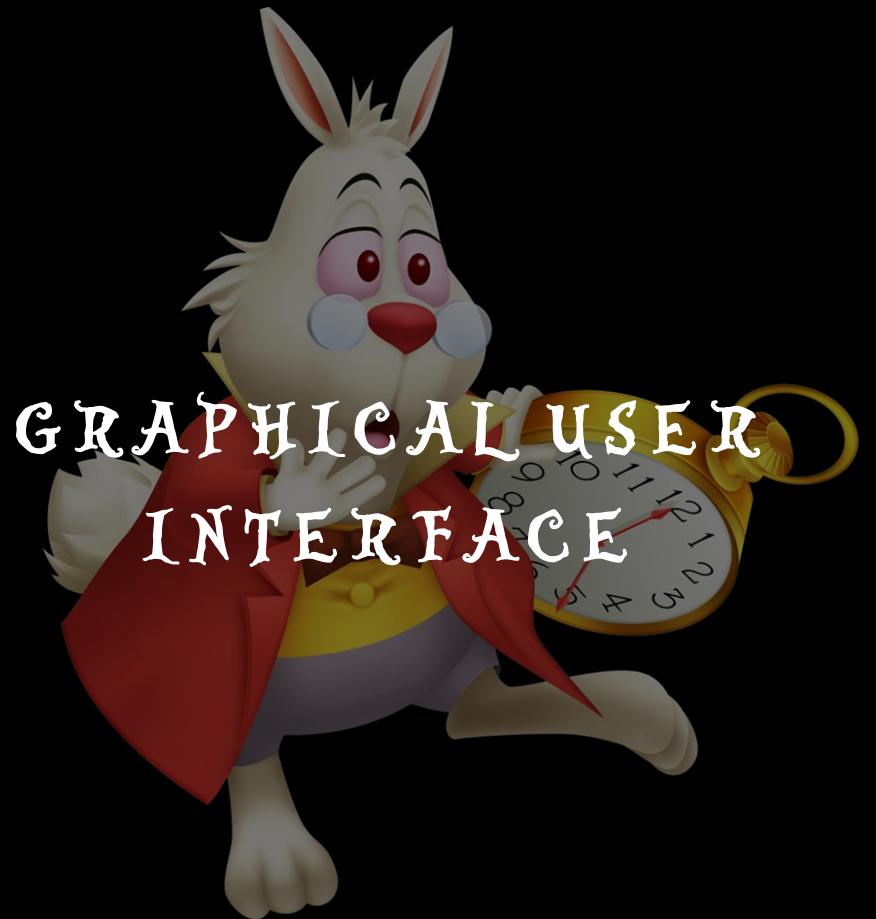
“...I really liked y'all's idea for the game. I think that the gameplay was very insightful. It showed me exactly what the game is about...I really can't wait to see the final product...” – Deborah D.

ANY QUESTIONS?

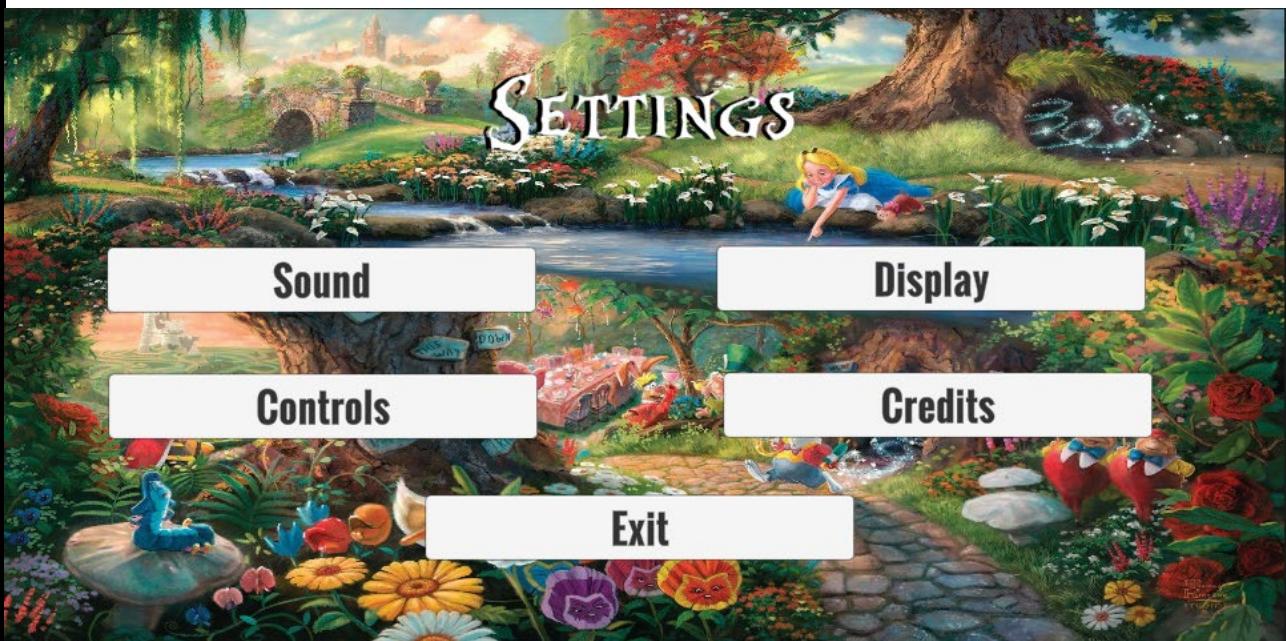


BACKLOG

- Theme: The message the game is communicating to players is to never trust strangers and the art of solving puzzles or escape rooms.
- Mood: The emotional tone is tension and frustration. We chose these to convey our game because of how complex escape room puzzles can be. Players will find this suspense-filled game a national treasure as you help Alice find her way home.



(Kinkade, 2021)



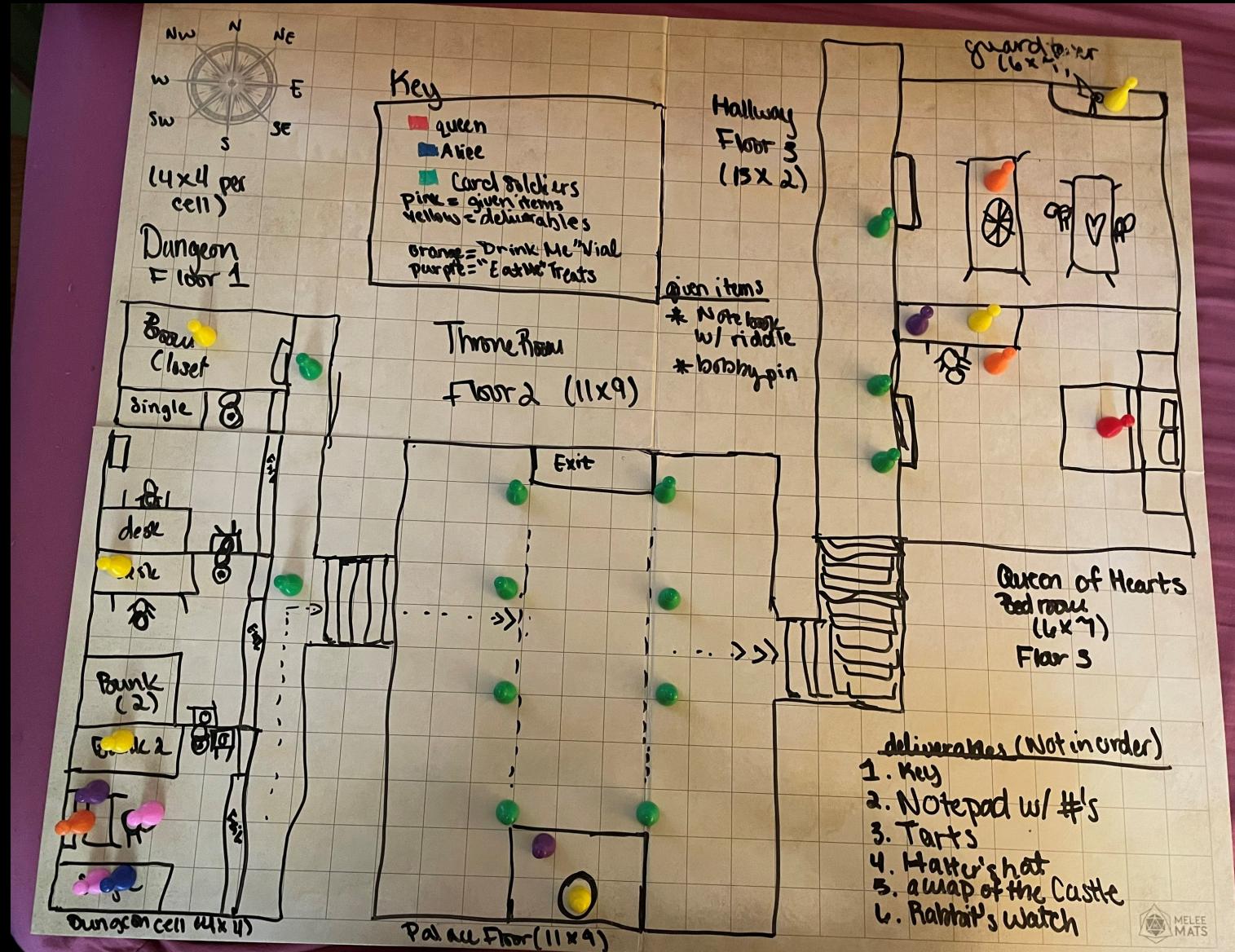
(López, 2010)

CORE MECHANICS AND SYSTEMS

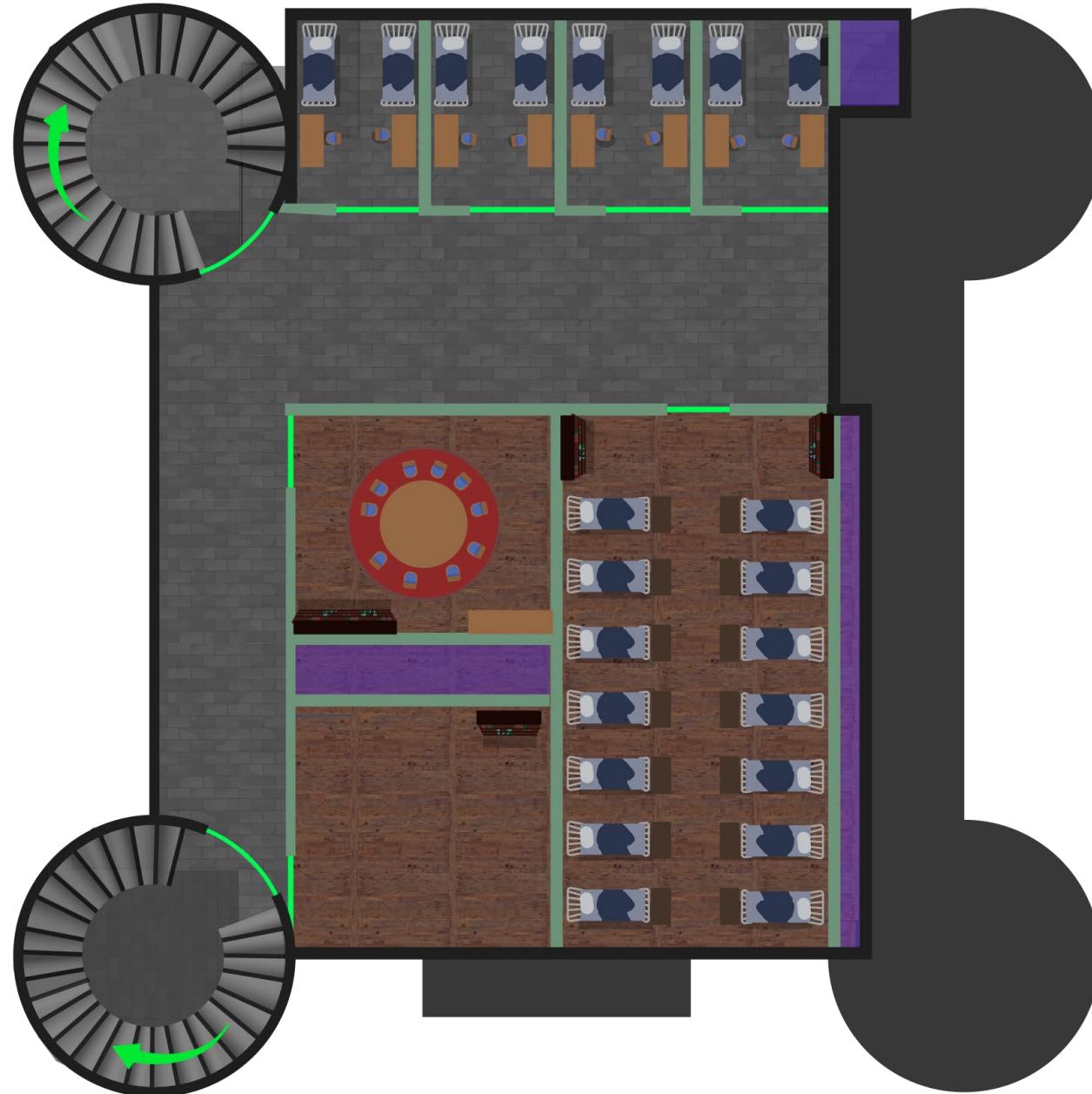
- Characters: Alice, the Queen of Hearts, and the Deck of Card Soldiers
- Skill/Chance: Alice can shrink using the “Drink me” potion or grow using the “Eat me” treats. If woken up, the Queen of Hearts will scream “Off with her head!” and signal the Card soldiers to get Alice. The Card Soldiers can catch Alice if they see/hear her.
- Objects: “Drink Me” potion, “Eat Me” treats, a Key, a Notebook, a plate of Tarts, Mad Hatter’s Hat, Rabbit’s Watch, a Map of the Castle, & a Riddle
- Core Actions: Alice is locked in the dungeon and must use the tools within her cell to unlock the door. Once the door is unlocked, if she is small, the soldiers guarding the dungeon will not notice. However, if she is regular sized or larger, they will send her back and close the door. She must next follow the riddle left to her by the Mad Hatter to find the next five clues within the castle walls.
- Core Systems: Walking, running, jumping, drinking/eating



ORIGINAL LEVEL DESIGN BREAKDOWN

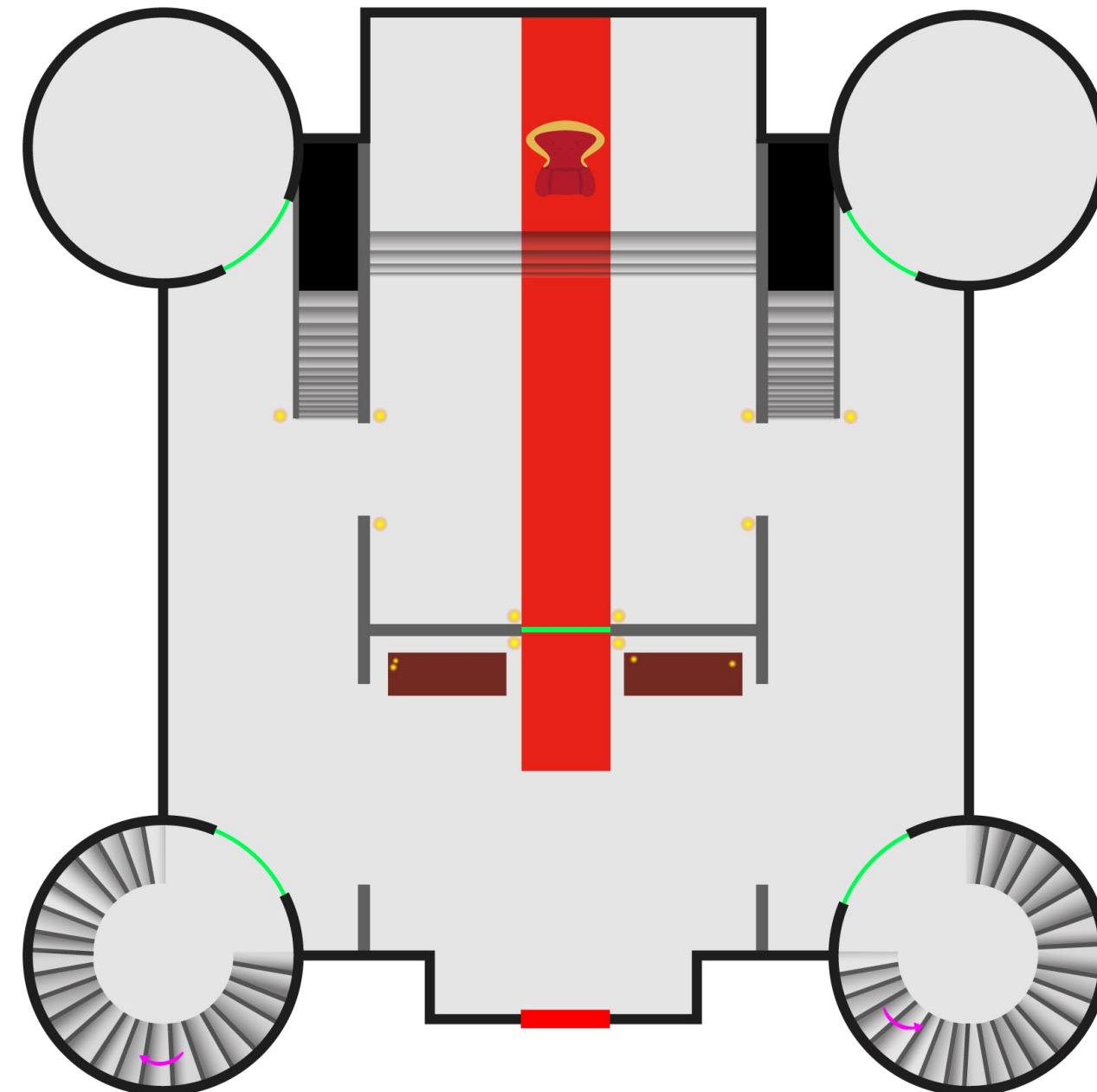


PHASE 1: LEVEL DESIGN BREAKDOWN



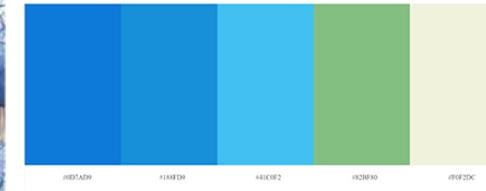
Dungeon Floor

PHASE 2:
LEVEL
DESIGN
BREAKDOWN



Main Room

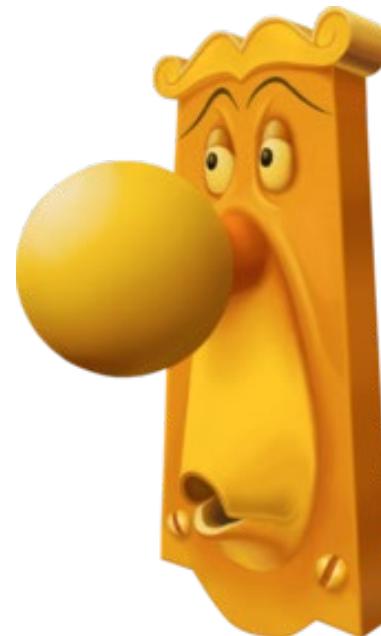
INTENDED AESTHETICS



(López, 2010)

DEVELOPMENT TECHNOLOGY & PLATFORM

- Unity 3D in C# programming language
- Visual Studios Community 2019
- Made for Windows or PC
- Alice in Wonderland themed Unity 3D Asset (\$10)
- Audio: Royalty Free



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(López, 2010)

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