Assignment 3 – GDD

Haunted House Escape Game - Design Document

1. Summary Haunted House Escape is a 2D side-scrolling puzzle adventure game where the player explores a mysterious, abandoned mansion filled with hidden secrets, eerie puzzles, and supernatural occurrences. Using environmental interactions, logic-based puzzles, and item collection, players must uncover the truth behind the haunted house and ultimately escape before it's too late.

2. Genre The game is a mix of adventure, puzzle, and horror genres. It draws inspiration from classic point-and-click escape games like Hooda Math Escape but enhances the experience with free movement, immersive exploration, and atmospheric horror elements similar to games like "Little Nightmares" and "Inside."

3. Story The protagonist, a curious investigator, stumbles upon an old, decrepit mansion rumored to be haunted. After entering, the doors slam shut, trapping them inside. As they navigate through dark corridors and eerie rooms, they encounter ghostly apparitions, cryptic messages, and puzzles left behind by the previous inhabitants. To escape, they must solve riddles, unlock doors, and piece together the history of the house. Sound design plays a crucial role, with unsettling whispers, sudden creaks, and distant echoes heightening the tension.

4. Control Scheme

- **Keyboard Controls:**
  - 'A' = Move Left
  - 'D' = Move Right
  - 'E' = Interact (pick up items, open doors, trigger objects)
  - 'Click' = Interact2 (complete puzzles)
  - 'Esc' = Pause Menu

The game features a simple GUI displaying the player's collected items in an inventory bar and subtle hints when near an interactive object.

5. User Progression Players progress by solving puzzles that unlock new areas of the mansion. The game is structured into different "floors" or "wings" of the house, each with unique puzzles and horror elements. The final challenge leads to the main entrance, where players must complete a final puzzle to escape. The game ends upon successful escape but includes multiple endings based on discoveries made throughout the game.

6. Game AI While the game does not feature complex AI enemies, it includes scripted ghostly apparitions and paranormal events that react to the player's actions. Some puzzles involve moving ghost NPCs or objects triggered by the player's movement.

7. Network Usage The game does not require network connectivity but may feature an online leaderboard where players can compare escape times and completion percentages.

8. Sample Screenshots (Mockup images will be attached, showcasing the layout of rooms, UI design, and sample puzzle interactions.)