**Visionaries – Proposal**

Visionaries is a game development team that consists of four members: Suyoung, Pearl, Emma, and Sara all assembled to make a puzzle-based Escape Room, similar to the Cube Escape series.

The general function of the game will be around the first perspective user investigating different objects/NPCs inside the 2D room to escape the place. Using mouse control, the user will be allowed to move between backgrounds (left/right) for investigation and click objects to either possess or interact with. There will be mini puzzles incorporated inside the main game such as spot the difference, rock paper scissors, and riddle to obtain hints or unlock a room. Another main function will be solving NPC’s request and receiving rewards that will be used to escape the room.

Since it is a puzzle-based escape game, users will be required to have common problem-solving abilities and some critical thinking skills to understand mini games. Therefore, the target audience for this game will be teenagers to young adults. Because it is a puzzle genre, both boys and girls can enjoy the game.

To complete this project, our team’s ability to use C# will be tested in many areas. Our knowledge of File Access, 2D arrays, Sprites, and Tiled Graphics would be necessary to incorporate. We will also need to apply the new knowledge we gain along the way to integrate sound and how to make the background change from the mouse click event.

The major challenge that is expected to be faced while making the game is incorporating mini-game functions inside the main game. Some research needs to be done for background transition and ways to make mini-game results appear in the main game (Opening Door, Giving Item etc). There are also concerns regarding how to make users possess items and make items properly interact with game objects.

Thank you for reading this proposal. Our team is always accepting of critical feedback and are willing to make adjustments to the game

Sincerely,

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| --- | --- | --- | --- |
| **Suyoung Eun**  Project Manager  Programmer  Art Director | **Sara Teklemichael**  Programmer  Script Writer | **Emma Gibbs**  Programmer  Art Director | **Pearl Baburaj**  Programmer  Sound Effect |

(Game description) The game’s user interface will be all in first person, where the player has been trapped by their evil teacher in their high school. The player must find a way out before 8pm, which is time the janitors leave and lock the school entrance doors. There is no way out other than those doors so if the clock hits 8pm and the player isn’t done, they lose. A timer may be added to get the player on their feet and think quickly for each level or just the entire game in general. Although, the evil teacher has not yet left the school and is wandering the halls of the 1st floor, so player must be careful!

* + Setting: Closed Highschool
  + Plot: The player has been trapped by their evil teacher in the school, it is their job to escape before the timer runs out using items
  + User Interface (1st perspective)
  + Allow user to ultimately escape the room from solving mini quests and interaction with NPC’s
* Target User
  + Teenager to young adult range of game where it does not require much of brainwork to solve the puzzles.
  + An audience younger than this age range might not be able to solve the puzzles or understand the interface(?)
  + Gender non-specific
* Programming skill required to code the game.
  + C# Language
    - Tiled Graphics (Creating map)
      * File Access (To load Map)
    - Sprite (NPCs)
    - Loops / Nested Loops
* Some challenges that are expected to be faced

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* + Glitches
  + Bugs
  + Errors occurring in code for things were independently learning (such as adding sound, etc...)
  + How to switch background Screen when moving to another escape room
  + If Unity is used, learning how to use the software may be difficult
  + If Visual Studios is used, the project may take longer than expected/Poor interface problem etc.