**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 |