Escape Room GDD

Game Design Document (GDD):

- **Overview**: The theme of my game is a haunted library, As someone who is passionate about reading and books I thought this could combine two of my passions together; gaming and reading. The haunted element was added as an extra element to keep players engaged.
    - **Gameplay Mechanics**: The player controls are very basic with a door that requires a key in the first level shown in the prototype. There is a time limit to the game. When the timer ends, the game is Over. It is a very simple game.

Action	Keyboard	Xbox Controller	PlayStation Controller
Move Forward	W	Left Stick Up	Left Stick Up
Move Backward	S	Left Stick Down	Left Stick Down
Move Left	A	Left Stick Left	Left Stick Left
Move Right	D	Left Stick Right	Left Stick Right
Jump	Spacebar	A Button	X Button
Sprint	Left Shift	Left Stick (Press)	L3 (Left Stick Press)
Crouch	C or Ctrl	B Button	Circle Button

- **Levels**: Right now there is only one level to this game.
    - **User Interface (UI)**: There is one objective in this game for right now, It may get more and more complex as I continue to work on it.
    - **Art and Audio**: The visual look for this game is creepy and dark. I wanted the library to feel old and haunted. There us haunted audio as well as a librarian's ghost chuckling.

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Game Design Document

1. Conceptualize the Theme and Story

- **Choose a Theme**: The theme is haunted Library.
- **Create a Storyline**: You're trapped in an **ancient, forgotten library** deep beneath a university. The ghost of a former librarian has locked the room and will only let you go if you uncover the "Book of True Names" hidden among cursed tomes and shifting shelves.

2. Plan the Layout and Flow

- **Room Layout**: The first level is a simple room of a library with bookshelves and places to look for the key.
- **Flow of Activities**: The player will walk up to the podium that is under the spotlight and an objective will be triggered that will explain to the player their task to find the pages scattered throughout the game to unlock the door in each level. The player will have a countdown that starts upon the beginning of the level. They have until the endo f the countdown to find the page. Each level is a different area of the library and the player must search until the have found every page.

Beta Testing: I did a small amount of testing with myself and family.

Feedback Loop: I will continue to gain feedback as I keep improving the game. .

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