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Lab 1: Game Design Lab Manual

Group Project — Design Your Own Game

1. Game Vision

Core Fantasy:
"I want the player to escape from a high-security futuristic prison by using stealth, strategy, and gadgets."

Concept Pitch:

Shadow Escape is a stealth-action survival game set in a futuristic underground prison controlled by AI robots. The player must escape by solving puzzles, avoiding guards, and hacking security systems. The game focuses on smart decision-making instead of direct fighting.

Genre: Stealth / Action / Strategy

Setting: Futuristic Underground Prison (Sci-Fi)

Player Fantasy: Mastermind Escape Artist

Target Audience: 13+ Teens & Young Adults

2. Players

Single Player Game

Player Type: Human vs AI

Mode: Single-player Campaign

Player Design Sheet

Element	Description
No. of Players	1
Player Type	Stealth Escape Specialist
Abilities	Sneak, Run, Hack, Hide, Use Gadgets

3. Player Modes

• Exploration Mode
• Stealth Mode

• Combat Mode
• Hack Mode
• Inventory Mode

4. Goals (Objectives)
Primary Objectives:

• Escape the prison
• Complete all security levels

Secondary Objectives:

• Collect secret data files
• Unlock hidden rooms
• Finish without being detected

Objective Categories Used:

• Escape
• Capture / Destroy
• Exploration
• Time-based

5. Actions (Player Verbs)

Action	Input	Purpose
Move	WASD	Navigate map
Run	Shift	Move faster
Sneak	Ctrl	Reduce noise
Jump	Space	Avoid obstacles
Hack	E	Disable systems
Hide	F	Avoid detection

6. Interactions & Mechanics
Interactions:

• Collision with guard → Health decreases

• Collect keycard → Unlock door

• Enter camera range → Alarm triggered

• Hide in shadow → Enemies lose track

Core Mechanics:

1. Staying in shadow reduces detection meter.

2. Hacking terminal disables nearby security.

3. Alarm triggers additional guard spawns.

7. Game State
Player States:

• Position

• Health

• Stamina

• Detection Level

• Inventory Items

World States:

• Alarm ON/OFF

• Door Locked/Unlocked

• Guard Patrol Routes

• Difficulty Level

8. Challenges
Obstacles:

• Locked doors

• Laser security grids

• Surveillance cameras

• Dead ends

Opponents:

• Patrol guards

• Robot drones

• Security AI boss

Dilemmas:

• Move fast (risk detection) OR move slow (safe but time limited)

• Use gadget now OR save for later

• Fight OR hide

9. Resources & Economy

Resource	How Gained	How Lost	Purpose
Health	Medkits	Enemy attacks	Survival
Stamina	Resting	Running	Movement control
Hack Energy	Collect batteries	Hacking devices	Disable systems
Gadget Charges	Found in rooms	Using gadgets	Distract enemies
Time	Level start	Lockdown timer	Pressure element

10. Putting It All Together

Shadow Escape combines:

Vision – Stealth prison escape fantasy
Goals – Escape + side objectives
Actions – Sneak, Hack, Hide, run
Interactions – Detection, alarm, unlocking
Challenges – Guards, puzzles, time pressure
Resources – Health, stamina, energy

The game focuses on strategy over brute force and rewards intelligent play.