Game Design Document -

Room escape game

# Emotional problem the game solves

The gamer wants:

* to solve interactive puzzles
* to feel the suspense of an escape game
* a not to hard, not too easy game (in the flow channel)

# Concept, rules and requirements

## Concept

* An „escape the room” type of game
* Use the environment to solve puzzles
* Multiple levels of puzzles: utilize sound and light among other things

## Rules

There is no real rules of engagement.

Whatever the player is allowed to do will, or will not help.

Hints will be given to guide the player.

Win condition:

Successful escape from the room

## Requirements

### Inputs

* mouse and keyboard

### Outputs

* Popup messages
* Sound effects
* Light guidance

### Tasks

* Design room
* Place props and other objects
* Add sounds and soundtrack
* Design riddles, aim for 4 riddles:
  + pressure plate for final door
  + buttons open ceiling -> reveal clue
  + find answer on wall
  + solve text riddle
* C++ and Blueprint code
  + create first person character
  + code the grabbing functionality
  + create trigger volume for pressure plate riddle and to calculate mass on it
  + setup ceiling moving code
  + create control scheme (jumping, grabbing, using)
  + use blueprint to control use functionality

### Performance limits

* 3D application running Unreal Engine

### Assets (art, story, sound)

* Unreal’s Starter Content Pack
* Sound effects
* Layout of the room
* Individual puzzles

# Possible Future Ideas (The NO list)

* Time limit
* More puzzles + multiple rooms -> levels opening from one another
* Muliple soundtracks
* Hint system
* Settings menu
* Modding