

CIS 568 Game Design Practicum

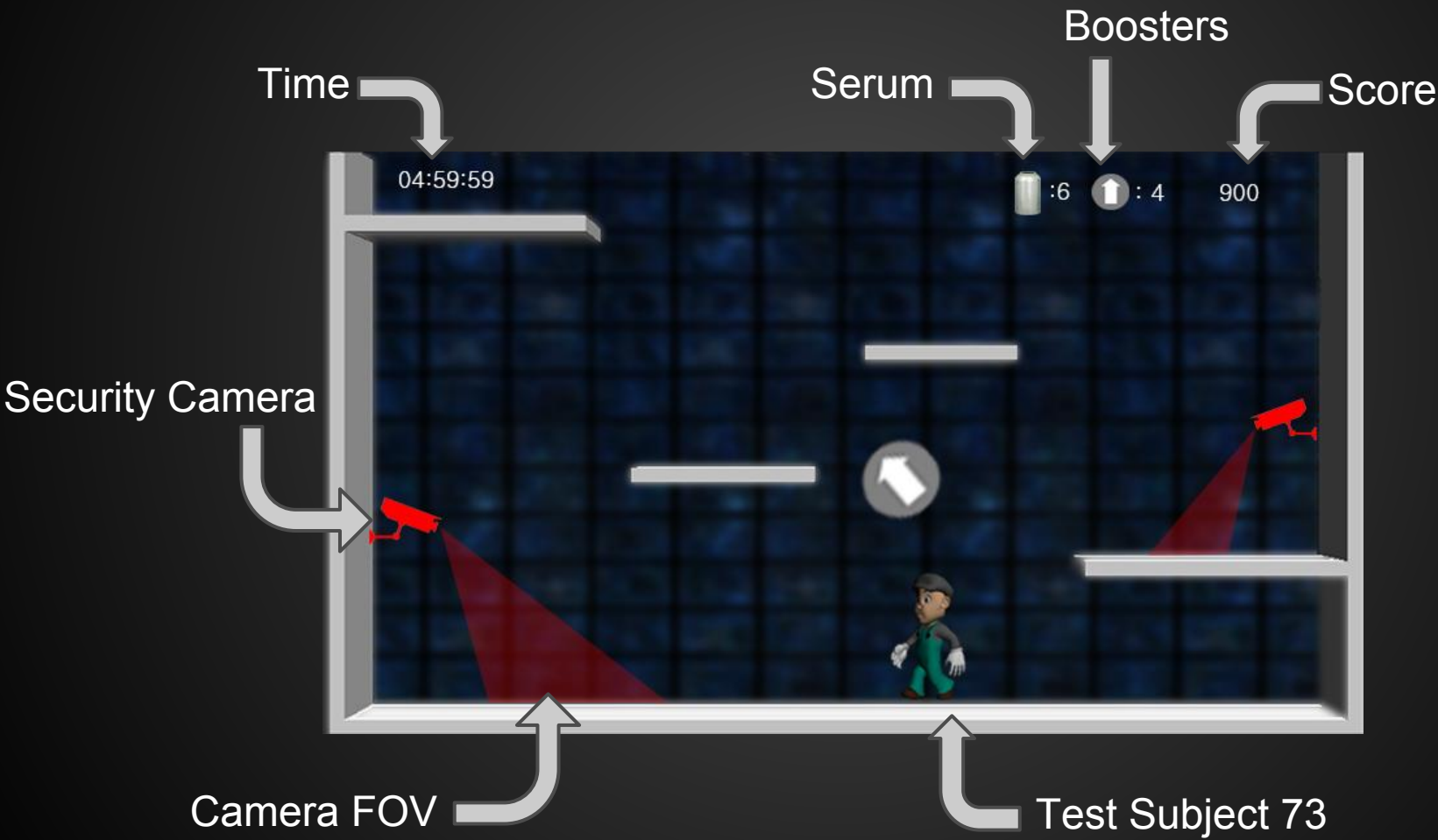
ESCAPE!

Karan Srivastava
Gundeep Bhamra
Yoon Ho Chang

HIGH CONCEPT

- You are test subject 73 in the evil BlackSpell Laboratories for an experimental serum that grants you weightlessness!
- Sick of being a guinea pig, you decide to make a run for it one night
- You have to escape from the lab while avoiding numerous security cameras
- To achieve this, you have two powerful tools - **Serum and boosters**
- **Serum** makes you float straight up and **Boosters** thrust you into a certain direction that is not reachable through just floating.

LEVEL LAYOUT / STORYBOARD



MAIN GOALS & OBJECTIVES

- Main Goal :
Escape the lab without being detected by the security cameras
- Sub Goals and Objectives
 - 1) Use as little resources (i.e serum, boosters) as possible
 - 2) Escape as fast as possible
- There will be a few levels, since the laboratory has a complex building structure, but each level will have the same goals and objectives

UNIQUE FEATURES

- Three ways to move the character
 - 1) Direct Movement : Walk left or right
 - 2) Serums : Toggle gravity on and off
 - 3) Boosters : Using repulsive forces to thrust objects in certain directions
- Simple controls, yet very challenging
(resource management, time management, and strategic route planning)
- 2D Platformer game with a mario-esq gameplay, with adventure game elements (i.e placing boosters / avoiding objects along the way), while maintaining puzzle game elements (i.e escaping from a map)

DEMO

Enjoy!