Gameplay Video

3-5 minutes long

Parts

First 3 minutes is Juan's part.
Last 2 minutes is Maciej's part.
Maciej, if you run out of time, then at least we'll have 3 minutes :)

What to cover

Note how the game starts with clear instructions.
The mod is really effective in communicating the type of game we envisage.
- It shows the very basic mechanic of objects fitting into slots to trigger some effect (like a key in a lock)
- It shows that some objects will be hidden
- It shows one of the many puzzles we'd like to build: the Tarot cards fit into these slots. The Tarot corresponds to the words in bold, and the order is indicated by the date at the top of each note.

What the final game would look like, if we do receive funding:
- Custom lighting
- Immersive audio
- Hint system

Script

Hello, this is an escape room game called **A Night At Locke Manor**.

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We'll cover these topics in this video:
- The **prototype**, and the question it aims to answer
- One **goal** I tried to achieve, like contextual help, and ensuring players don't get stuck
- **Future plans**, if we get funding

The prototype

The game was made as a mod using Escape Simulator. At the time of making the game, the modding engine didn't allow for very much customisation. You can do things like re-texturing, or making custom objects using some visual trickery, but this was quite laborious to achieve. It doesn't support custom sounds, so the game only has some basic sounds like footsteps, and rubbing noises when handling objects. It also doesn't support authoring cutscenes, so any story elements have to be communicated using objects or notes in the room.

Regardless of all the limitations and difficulties, this mod is a gameplay prototype, and the question we wanted to answer was whether we can make a fun slice of an escape room game with at least one meaningful puzzle.

We, and our playtesters think that the prototype is very effective in communicating the type of game we envisage.
- It shows the very basic mechanic of fitting objects into slots that trigger some effect, like putting a key in a lock
- It shows that some objects will be hidden
- And it shows one of the many puzzles we'd like to build, like the Tarot cards which unlocks the little box

Contextual help

During this module, I set myself a challenge to make the game so intuitive, that playtesters can know everything they need to know to finish the game just by playing it.

We start off facing the door we're meant to unlock, and our attention is drawn to this note, which reads "The way out is through this door. The key is in the box to your right."
We see that some of these letters on the note are emphasised, and they spell Tarot, which underpins the next puzzle we're about to solve.

If we look to our right, we see the box, and we find that it is locked. Right in our field of view is also this gadget with 8 slots, and in one of the slots we find a Tarot card. So, within the first few seconds of the game, we have clear instructions as to what to do, and a very clear hint that Tarot cards fit into these slots, and we need 8 of them.

Future plans, if funded

If we do receive funding, the final game will be built using something like Unreal engine, and we would be able to build things like a hint system and more elaborate puzzles, but more importantly to supercharge the immersion by implementing moody lighting and spooky ambient audio effects.