Keep Talking and Escape

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Revision: 0.2

1. Overview

1.1 Theme / Setting /Genre
- 3D Escape Room
- Low Fantasy
- (Point n Click) Adventure, puzzle

1.2 Core Gameplay Mechanics (Brief)
- Two Player Game -> Player interaction
- (Different Characters with different abilities, Different visual inputs)
- Object interaction (Collect, Combine items and Interact)

1.3 Targeted platforms
- PC (Windows)

1.4 Monetization model
The project is being developed as part of the Game Design study at MD.H Berlin.
Possible sales and publications of the physical and digital version of the game will be discussed with the MD.H Berlin after its completion.

1.5 Project Scope

1.5.1 Game TimeScale
This project is being developed within the planned project time of 3.5 weeks during the third semester.
In addition, the project is planned beforehand in the preparatory phase (15 weeks).

1.5.2 TeamSize
- Daria Kutepowa

  Game Design, Documentation, Playtesting, 3D Art,
  Technical Artist, Lead Artist
- Florian Fülling

  Game Design, Programming, UI Design, Lead Programmer, Scrum
  Master
- Anton Michel

  Game Design, 3D Art, Texturing, Product Owner
- Bill Halim

  Game Design, 3D Art, Texturing
- Jaika Franziskus

  Game Design, 3D Art, Texturing, 2D (UI) Art
- Lara Paul

  Game Design, Technical Artist (Lead)
- YoussefJammoul

  Game Design, 3D Art, Texturing
- Vanessa Pauly

  Game Design, 3D Art, Texturing

1.5.3 Licenses
All licenses for software and hardware used as well as premises are
provided by MD.H Berlin.

1.6 Influences (Brief)
Real Life Escape Rooms
- Original inspiration for the game

Point and Clic Adventures
- gamefeeling
- Puzzle Dependencies

Little Nightmares
- Design and Color scheme

Hello Neighbor
- Artstyle inspiration
- General atmospheric inspiration

Keep Talking and Nobody Explodes

- Two Players with different visual input and context solving a puzzle together

Portal 2
- Co-op inspiration

1.7 Project Description:

Semester project in the third semester of the bachelor degree course Game Design at MD.H Berlin.
The given task is to create a paper prototype and a digital game in three and a half weeks. Our goal is to develop a 2-Player-Coop Escape Game. We digitize this version as a PC Game.

2. About this project

- Studies at MD.H Berlin
- getting used to:
    - Structured Teamwork
    - Documentation of different development states
    - Digitalization of a paper prototype project
    - Presentation of the finished product and developing process
    - User Interface Design
    - Scrum
    - Create an Visual Identity
    - 3D Project workflow (Modeling, UV Mapping, Texturing)
    - 3D Game Engine (Unity)

2.1 Core Gameplay Mechanics

2.1.1 Coop-Game → Player Interaction

You have to talk with another player, because your character have different abilities and can only solute problems as a team.
Different Visual Input cause a reason for communication.

2.1.2 Object Interaction

You collect Items, combine them and interact with your environment.
Win condition

Find all types of keys and open five locks on the door to escape.

2.1.3 Puzzle Solving

You have to create and try different strategies of using limited numbers of items.

3. Gameplay and Rules

A gameplay description of each version can be found in the games packaging.

It's an Escape Game (Puzzle Adventure), which needs two player to cooperate, share their different information, try strategies and interact until they can open all 5 locks.

3.1 Paper version characteristics:

- A Game Master give you an introduction about your location and your cooperation partner.

- You have 2D pictures of the apartment to orientate.

- Human and Ghost (Player 1 and 2) have different visual Input

- First you have work as a team to free one player. You can interact with object by asking your Game Master.

- The Game Master will tell you what you can do and what you see.

3.2 Digital version characteristics:

- The apartment consists of 3d-models.
- No Game Master is needed.
- All descriptions are predetermined.

3.3 GeneralRules:

- Player 1 (Human) has an inventory and can take specific object.

- Player 1 (Human) can combine different things and interact between them and the environment.

- Player 1 (Human) has 5 Life Points, if Player 1 loses all, you will get a Game Over.

- Player 2 (Ghost) see other things than Player 1.

- Player 2 (Ghost) can use Telepathy to move some objects.

- You win, if you can open all five locks.

3.4 Puzzle Dependency
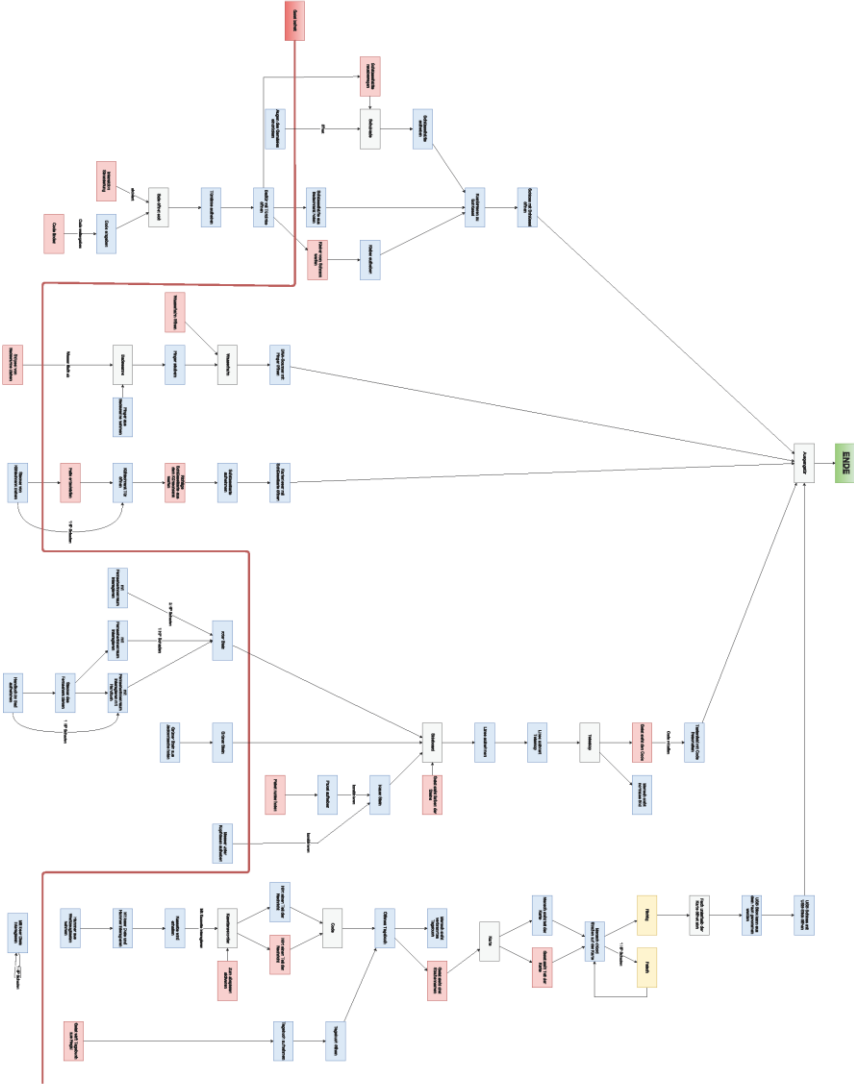
4. AssetsNeeded

4.1 2D-Art

- Controller UI

- NumBlock UI

- Geist Camera

- Credits

- Game Over Screen

- Nemo Screen

- Interface

- Inventory

- Menu Buttons

- Telescope Picture

4.2 3D-Art

4.1.1 Kueche

- Augenglas fix
- EBK
- einfacher topf
- Gabel
- Glas
- großer topf
- Jalousie
- KücheKühlschrank
- KücheTisch
- Kuechenstuhl
- Löffel
- Messer
- Mülltonne
- pfanne
- Schüssel
- Tasse
- Teller_flach
- teller_Tief
- Topf

4.1.2 Arbeitszimmer

- Berlin Karte
- Bücherregal
- Bücherregalinhalt 1
- Dokumente
- Heizung
- schreibtisch
- Schreibtischlampe
- Schreibtischstuhl
- Schuhe_mit_Schuhmatte
- tagebuch fix

4.1.3 Badezimmer

- Badewannefix
- BadFenster
- BadMedizinschrank
- BadTür mit Klinke
- BadWaschbecken
- bloody code
- Eimer und Wischmop
- Handtuch
- Handtuchheizung
- Handtuchschrank
- Hustensaft
- Medizinflasche
- Pille
- Putzmittel 1
- Putzmittel 2
- Putzmittel 4
- Schampooflasche
- Shampoopfuetze
- tablette
- Tablettenschachtel
- Toilette
- Türrahmen_Bad
- WC-Ente
- Werkzeugkasten

4.1.4 Schlafbereich

- AB-Anlage
- Aufgehängte Jeans
- Bett
- Boxershorts
- Gefaltetes shirt
- Hemd
- jacke
- kleiderbügel
- Kleiderschrank
- Kleiderstapel
- Lose Diele
- Mantel
- Nachtkasten
- Nachttischlampe
- Safe
- SchlafzimmerKommode
- Shirt
- Socke gefaltet
- socke
- Teppich
- UkeBild
- unterhemd
- unterwäsche
- Wandregal

4.1.5 Schlösser

- dna scanner
- Kartenleseschloss
- schloss_halb
- USB_Schloss
- Zahlenschloss

4.1.6 Stuff

- Behälter mit Organen
- Bilderrahmen
- Glasses
- Holzfigur
- Kerze
- Wandbilderrahmen

4.1.7 Wohnzimmer

- Djinn Lampe
- Kassettenrekorder
- Sideboard
- Sofa
- Standuhr
- Staubsauger
- Tv Tisch
- TV
- TV_Kabel
- TV_Kabel_ausgesteckt
- Vorhang
- WZ_Teleskop
- Zimmerpflanze

4.1.8 Items

- blauer stein
- Finger
- Hammer
- Kassette
- Nemo
- Paket
- Schlüsselbund mit Schlüsselkarten
- Schlüsselhälften
- Superkleber
- Taschenmesser
- USB Stick

4.1.9 CharacterList

Player 1 (Human)

Player 2 (Ghost)

4.1.10   Materials

We created for all 3d-models one or more textures.

4.2 Sound

4.2.1 Music

Outside Noises
https://www.zapsplat.com/music/traffic-city-moderate/
https://www.zapsplat.com/music/paris-traffic-nation-roundabout-big/
https://www.zapsplat.com/music/traffic-pass-by-quiet-some-light-construction-in-distance/
https://www.zapsplat.com/music/light-traffic-passing-parked-car-internal-recording-2/
https://www.zapsplat.com/music/light-traffic-passing-parked-car-internal-recording-1/

Random Environmental Sounds
https://www.zapsplat.com/music/descending-dark-horror-harp-with-drone/
https://www.zapsplat.com/music/horror-hit-dark-and-creepy-2/
https://www.zapsplat.com/music/knocking-hard-on-solid-glass-door/
https://www.zapsplat.com/music/heartbeat-3/

Damage
https://www.zapsplat.com/music/knife-stab-hard-wet-fleshy-blood-01/

Credits Musik
http://audionautix.com/Music/Clouds.mp3

Menü Musik
http://audionautix.com/Music/Atlantis.mp3

Aufheben von Gegenständen
https://www.zapsplat.com/music/glitter-glue-pen-squeeze/(edited)
Kombinieren von Gegenständen
Erfolgreich
https://www.zapsplat.com/music/multimedia-alert-tone-chime-bright-positive/
Failed
https://www.zapsplat.com/music/selection-deny/

Markier Sound
https://www.zapsplat.com/music/user-interface-tone-stop-incorrect-alert/

Wasserhahn Sound
https://www.zapsplat.com/music/metal-sink-no-plug-tap-turn-on-water-run-then-off-2/

Tür
Schließen
https://www.zapsplat.com/music/door-slam-shut-1/
Öffnen
https://www.zapsplat.com/music/bathroom-door-unlock-2/
Blockiert
https://www.zapsplat.com/music/internal-wood-door-bathroom-rattle-trying-to-open/
Move
https://www.zapsplat.com/music/door-creak-weak-quiet/

Kühlschrank

https://www.zapsplat.com/music/drinks-fridge-door-open-1/
https://www.zapsplat.com/music/drinks-fridge-door-close-2/

Toilette
https://www.zapsplat.com/music/plastic-toilet-seat-down/
https://www.zapsplat.com/music/plastic-toilet-seat-up/

Ofen
https://www.zapsplat.com/music/fast-metal-door-slam/

Schublade
https://www.zapsplat.com/music/parcel-cardboard-box-slide-on-wood-floor-1/

Psycho Message
Chojo Sound Corporate in cooperation with Youssef Voices Inc.

4.2.2 Scripts

FirstPersonControllerGhost.cs

- Ghost Controller

MouseLookGhost.cs

- Ghost Controller

ItemDatabaseHandler.cs

- Static Class/ Loads the YAML Item Database/ Can also write and Validate the Data readed

Item.cs

- Datatype to store item data

ItemDatabase.cs

- The Item Database. Contains the item data.

MapButton.cs

- Button object for the map handler

NumButton.cs

- Button object for the num pad handler

Credits.cs

- Handles the interaction at credits scene

FadeIn.cs

- Fade in object to fade in to the scene. Not in use.

FadeOut.cs

- Fade out object to fade out the scene. Not in use.

LogoScene.cs

- Script for Logo scene to change to next scene after amount of time

MainMenu.cs

- Script to manage the main menu

RotatingMainMenuCamera.cs

- Script to rotate the camera for main menu

BackgroundSound.cs

- SoundManager to play sound as environmental Sound

GameManager.cs

- Central script to store core data

GameOverManager.cs

- Manages the game over screen

Inventory.cs

- Manages the Inventory/ Redraw Inventory

ItemManager.cs

- Manage item of Inventory/ Async. Data validation on Startup/ Data Validation for Item combination

SoundManager.cs

- Contains core sounds of the Game

Splitscreen.cs

- Scrip to force aspect ratio

StartMenu.cs

- Manage ingame menu

UiManager.cs

- Manages Button/ Redraw Interface

AnimationController.cs

- Animates Object under special conditions

GhostParticleHandler.cs

- Generates the particles for the ghost character

Highlighting.cs

- Manages the highlighting for character

ImageCanvasHandler

- Leightweight close Image script

ItemCombineSlotHandler.cs

- Slot Handler for inventory slot

ItemSlotHandler.cs

- Slot Handler for inventory slot

MapHandler.cs

- Manages the map and map buttons

MessageBox.cs

- Script for answering machine. Plays a sound after configurable seconds

NumButtonHandler.cs

- Manages the num buttons

ObjectInteractionListener.cs

- The core script of the game/ Handles the Input and interaction with items.

Defines.cs

- Sorage for project wide needed strings and other stuff

5. Schedule

Sprintplanung 1

Epics	User Stories
Gamengine/ Dev	Absprache mit Chojo, 3D asset Implementierung, Spielersteuerung, siehe Trello
Art:	
Moodboard	Donbesprechung, Referenzen
3D Assets	Siehe Trello

Sprintplanung 2

Epics	User Stories
Gamengine/ Dev	Programmieren
Art:	
Moodboard	Ein konsistentes Moodboard entwickeln und besprechen.
3D Assets	**UV Maps**, Texturing
Story	Texte (erst Rätselrelevant)

Sprintplanung 3

Epics	User Stories
Texturen	Die Texturen für jedes Möbelstück fertig.
Gamengine/ Dev	finish
Character	Eine graphische Umsetzung für die spielbare Version zu finden.
Licht	Ein stimmungsvolles Licht umsetzen.

Sprintplanung 4 (26.2.-28.2.)

Epics	User Stories
Abgabe	Verpackungsdesign, Datenträger
Gamengine/ Dev	Polishing
Präsentation	PPP
Musik	Lizensfreie Musik suchen
Interface/Startbildschirm/Inventar/inventaricons	2D entwürfe, Assets
Gamengine/ Dev	finish

A detailed description of each person's work can be found in their work reports, which are attached to this document.