

Abandon Mentality

"The curiosity of young Iris leads her to possibly the loss of her own mentality, or worse her death."

Authors:

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Date:

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Executive Summary

Abandon Mentality is a 3D escape room game where you use your intelligence and puzzle solving skills in order to escape from the rundown Asylum in where you are trapped. Some of the key aspects are listed below:

- Abandon Mentality is an exciting 3D Puzzle game that takes place in a Asylum found in Pennsylvania.
- The game is time based which means that the player really needs to think quickly in order to escape
- If the player fails to escape, the deranged patient that lives in the catacombs will surface and take you with them.

Game Overview

High Concept

Iris Russwurm meets the *Byberry Asylum* in 3D.

As **Iris Russwurm** grew up in the small town of Byberry, Pennsylvania, her mother always told her never to go near the building at the end of the street. As she grew up, her curiosity increased. She researched into the building and found out it was an old asylum and the most concerning part, why it closed down. Many people went in but not all of them came out. Those that did get released were found dead two days after. The year is 2002, Iris's curiosity is peaked, she keeps hearing and reading things happening within the asylum that was closed down 12 years ago. She sneaks out and heads for the asylum. It is mostly in ruins, graffiti everywhere. She pries open the door, squeezes in, only for it to slam back shut behind her. She hears a mechanical whirring and metal scraping on metal. Her fear peaks as she realizes, she is trapped. All of a sudden, everything goes black.

Genre

Puzzle-based horror escape room game which includes a single player solving puzzles, progressing from room to room, and racing against the clock in order to make their final escape. **Crimson Room**, a single-roomed escape game, is a popular game within this same genre. We will take our personal experiences with other escape rooms to help shape the puzzles we create in order to make it feel like an actual escape room would.

Hooks

Throughout the Asylum, uncover the mysteries of why it was closed down as you try to escape and save your life from the patient that lives below. Listed below are some of the key features that this game has to offer to the player:

- **Uncover the truth** about the Asylum and why it was abandoned through Iris's struggle to understand why she is trapped.

- **Brain Teasers** with increasing difficulty from room to room.
- **Escape in time** before the deranged patient captures Iris.
- **Multiplayer permitting** allows for friends to team up and work together faster to solve Iris's escape from the Asylum.
- **Challenge your wit** with problem solving and logical thinking skills to find the answers to in-game clues.
- **Discover** who the patient is that lives below the Asylum is and what they are doing there.

Gameplay Highlights

- **Interactive environment** giving the player the sense that they are participating in freeing Iris from inevitable dire straits.
- **Single player and Multiplayer**, Iris Russwurm is the main character and in Multiplayer mode we can create some of her friends.
- **Dark and creepy** rooms that give the player a sense unsettling and the extreme urge to escape.
- **A massive Asylum** equipped with different levels and different escape rooms with increasing difficulty, challenging your problem solving and logical thinking skills.
- **Audio and Visual effects** that matches the theme of the game.
- **User interface guides** that show the player how to play the game properly
- **Items** will be **removed** from your inventory assuming you do not need the pieces for a later puzzle as well.
- **A watch** on the bottom right of the screen engages the player in a higher level of complexity and challenge.
- **Interactive Inventory** allowing the player real time access to their tools needed to solve puzzles, clues, their escape.
- **A Map** that shows which doors are locked and which ones are able to be opened.
- Have an **open source** project for puzzles so that the game will always get new puzzles which makes it different every time.
- Include additional rooms for **DLC** in the future for perhaps seasonal deals like Halloween

Online Highlights

Join Iris and her friends in online to have more challenging puzzles to solve! Or have a friend play with you locally so that it is less creepy to go into the Asylum alone:

- **Cooperative multiplayer play** via the Internet or local.
- **Challenging missions available online** that are not provided in the single player mode.

Technology Highlights

- **Unity game engine** for the games physics and handling. As wells as audio and gameplay music.

Art and Audio Highlights

- Audio will consist of both background music and sounds from **interaction with the environment**.

Hardware

This game will be designed for the personal computer market. Mainly because the tools necessary to produce the game are available on there. The **minimum** requirements in order to run the game are listed below:

OS: Windows 7 SP1+, macOS 10.11+, Ubuntu 12.04+, SteamOS+

Processor: SSE2 instruction set support.

Memory: 4 GB RAM

Graphics: NVIDIA Geforce GTX 570 or better

Storage: 2 GB available space

Production Details

Development Team

Scott Shadday:

Qualifications: 3+ years of programming experience in C/C++, JAVA, SWIFT and some Software Design at the University of South Carolina

Role: Secondary Systems Engineer, Testing Engineer, QA Tester

History: I have 4+ years of military service in the US Army including experience with operations planning/management as well as logistical management. I have a certificate in Mechatronics from Midlands Technical College and I'm currently studying Computer Engineering at the University of South Carolina. During my time at USC I have gained experience with several different programming languages as well hardware/software programming. Additionally I have experience with app programming and development through my senior project.

Kyle Gabriel:

Qualifications: 3+ years of programming experience at the University of South Carolina College of Engineering and Computing

Role: Product Engineer, Game Designer, Document Writer

History: I have and am currently working for University Technology Services in the information security department where I write scripts in Python to automate daily tasks. And I have Android Studio experience where I have created apps and have tested them on my phone.

Denise Davis:

Qualifications: C/C++ programming, Technical design specifications.

Role: Systems Engineer, Product Engineer and Technical Document Review

History: I have four children who play online video games. My interests are through them. My role usually is to control their time spent playing video games and completing homework. I have developed a version of Pong and Breakaway in C for computer science classes a long time ago. My video games of choice are Galaga, WSOP, and 2048. I have participated in real escape rooms and find them exciting and challenging.

Cooper DeStefano:

Qualifications: 3+ years as a computer science major at University of South Carolina, with experience in Java, C++, and C.

Role: Product Engineer, Game Designer, Document Writer

History: I have worked on designing a game solo for a previous course. I also frequently play online games, and read about the development process that went into them.

Tiffany Abernathy:

Qualifications: Unity and Unreal Game Engine Experience, Development of 3 Small Games Prior, Multiple Years of Programming Experience Across Multiple Languages.

Role: Game Designer, Technical Lead, Product Engineer

History: I have worked for VTB at the University of South Carolina helping develop the S3D2 Software for the Navy for two years in November of 2018. The games I have created thus far one was in Unity(< month) and two were in Unreal(< month and 3 months). One involved navigating a room within my work office and “hacking” into the varying people’s computers by completing different levels of a small minigame that I found a tutorial for online. The next one involved shooting x amount of “orbs” that resembled my bosses at work to win, yes they played it, yes it was hilarious and they did know it was happening. Then the most recent, which was the most thought out was called Portrait of a Tree. This one can be read about by [Clicking Here](#). Experience in many escape rooms prior being the reason I wanted to make this game.

Budget

As this game is designed for the purposes of a course and is not intended for public release, we do not intend to spend money on the production of the game. We will use the resources that we have on our personal devices and those provided by the school to make this game, but we do not have money set aside for licensing or hiring additional team members.

Schedule

- August 24th, 2018: Team meeting and agreed to make ‘Escape’ game
- September 7th: Finalized title “Abandon Mentality” project and establish an initial design and begin Game Treatment document
- September 14th: Present initial design and treatment document
- September 21st: Puzzles, story, game design and layout are finalized
- September 28th: Programming and visual implementation of environment/rooms
- October 5th: Character creation and implementation within the environment
- October 12th: Character movement, control and interaction testing
- October 19th: Puzzle creation and interaction testing
- October 26th: Individual room implementation and testing
- November 2nd: Character movement/interaction testing within individual rooms
- November 9th: Individual rooms connected and sequenced together
- November 16th: Beta testing of composite demo game
- November 23th: Bug testing and corrections of finalized demo
- November 30th: Final Demo testing and refinement
- December 7th, 2018: Demo Game

Competition

For our competition, there are no major studios designing any escape room games currently and the ones already on the market have been played by only a few hundred people. The only game that seems like it would give us the most competition would be **Tales of Escape** which is developed by onSkull Games. This game looks like it will have future updates for desktop and VR gaming. It has only one level to escape from. And there are DLC. However, users will have to pay for them. And many of the users are complaining about the prices they are charging. Our game will include more than 1 free room. As well as user friendly controls so that the player doesn't have a difficult time navigating the levels. In the future, we plan to include movements for the physical controllers. As well as more levels with better content to keep players entertained by themselves or with their friends.

Game World

Backstory

As Iris grew up in the small town of Byberry, Pennsylvania, her mother always told her never to go near the building at the end of the street. As she grew up, her curiosity increased. She researched into the building and found out it was an old asylum and the most concerning part, why it was closed down. Many people went in but not all of them came out. Those that did get released were found dead two days after their release.

The year is now 2002, Iris's curiosity is peaked, she keeps hearing and reading things happening within the asylum that was closed 12 years ago. She sneaks out and heads for the asylum. It is mostly in ruins, graffiti everywhere. She pries open the door, squeezes in, only for it to slam back shut behind her. She hears a mechanical whirring and metal scraping on metal. Her fear peaks as she realizes, she is trapped. All of a sudden, everything goes black.

Later she wakes up in the asylum with a map, and a watch that's set to 1 hour. She had heard rumors of the mentally-deranged patient living underneath the asylum in the catacombs, but never did she expect it to be true. He is claimed to trap any explores inside and give them only two options, an excruciating death at his hands or for them to complete his game and escape. She only had one option.

Objective

The player's objective is to travel through several rooms in the asylum to escape before time runs out. They will do this by solving puzzles, uncovering clues, and using tools to interact with the environment. They will go through several rooms, each of which will present unique challenges for them to solve.

Characters

Iris Russwurm

Age: 16

Personality: Intelligent, Curious, Adventurous

Mission or Story Progression

The player character, Iris, wakes up in the main corridor of an abandoned asylum. To get out she has to solve several puzzles that have been placed by the mental patient that has locked her inside, in addition to the environmental puzzles caused by the decayed state of the asylum. Scattered around the rooms are clues to the history of the asylum, its patients and the cruel treatment that was happening there while it was open, as well as tools that she will need to escape. As she travels through the building, solving more puzzles, the history of the asylum will be fleshed out more and more, and her knowledge will grow about what will happen to her if she fails to escape in time.

The story is branching, that is why the character must find all the pieces of a puzzle before it will make sense. The character may have 2/4 pieces for puzzle 2 but may be able to complete puzzle 3. The story progression will depend on how the player goes about exploring the asylum. However, certain parts will require certain puzzles to be done before moving on giving a linear story somewhat as well. In the end the player will have to have all of the 12 puzzles done before they will be able to escape, where the overall story of the asylum's history is not what she will use to escape, it is why she is trapped in the first place.

The only "lose" condition is if she does not make it out in time, if this is the case the mental patient will be heard laughing in the back followed by her screaming. If we can piece together a scene for this, we may do that as well. In addition to the main character dying, right before the "Game Over" screen the sound of a door opening will play followed by, "Iris are you in here honey?" opening up the possibility of DLC.

Author of Original Template: Ernest W. Adams