



Epoch Escape

Adam Burkhalter

Candelaria Herrera

Michael Hsieh

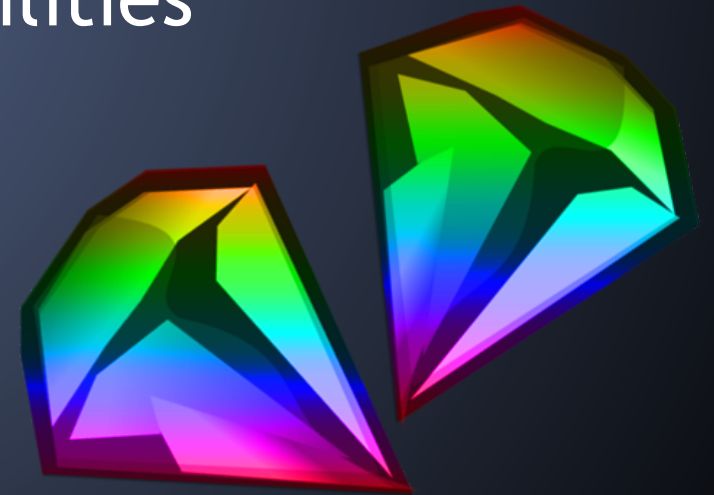
Micah Lee

Terry Rogers

Game Overview

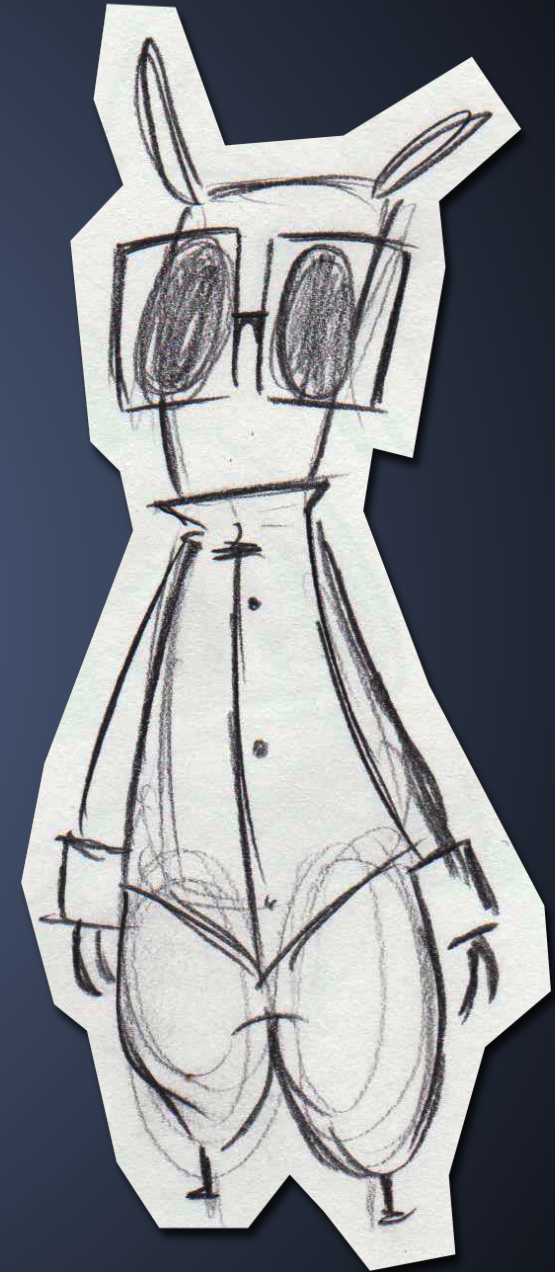
- Single player stealth puzzle game
- 2D top down world on an alien space ship
- Players navigate puzzles collecting power core fragments to unlock the next level
- 6 playable characters with unique abilities
- Replay value

Mission: Escape the Lab!

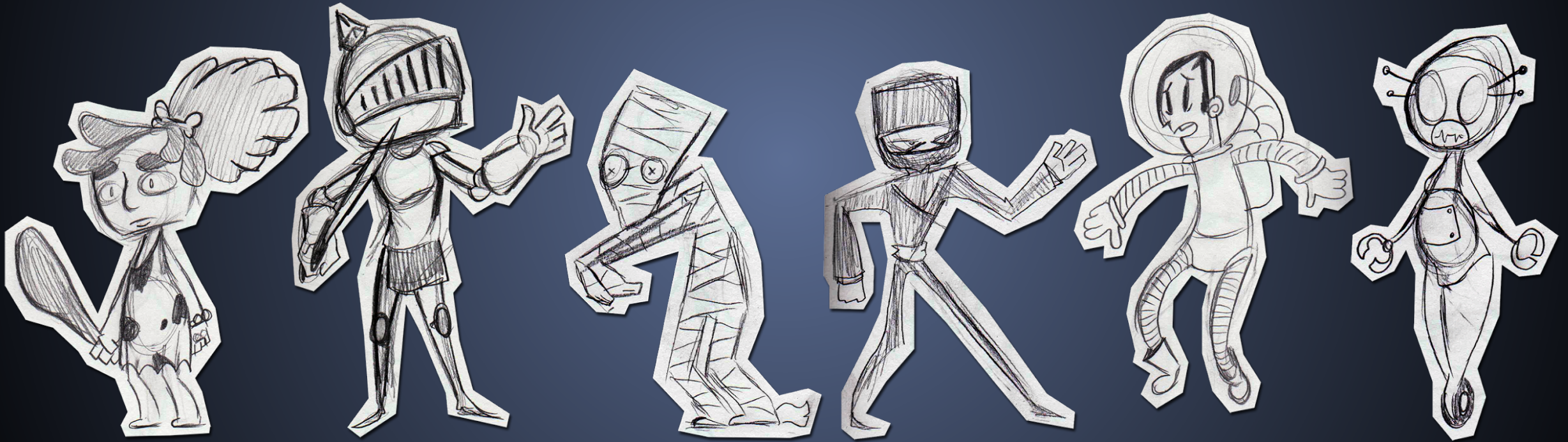


Narrative

- Alien scientists have captured human specimens from throughout time!
- To get back, our heroes must escape the alien facilities and steal their time machine



Cast of Player Characters



Cave Girl

Knight

Mummy

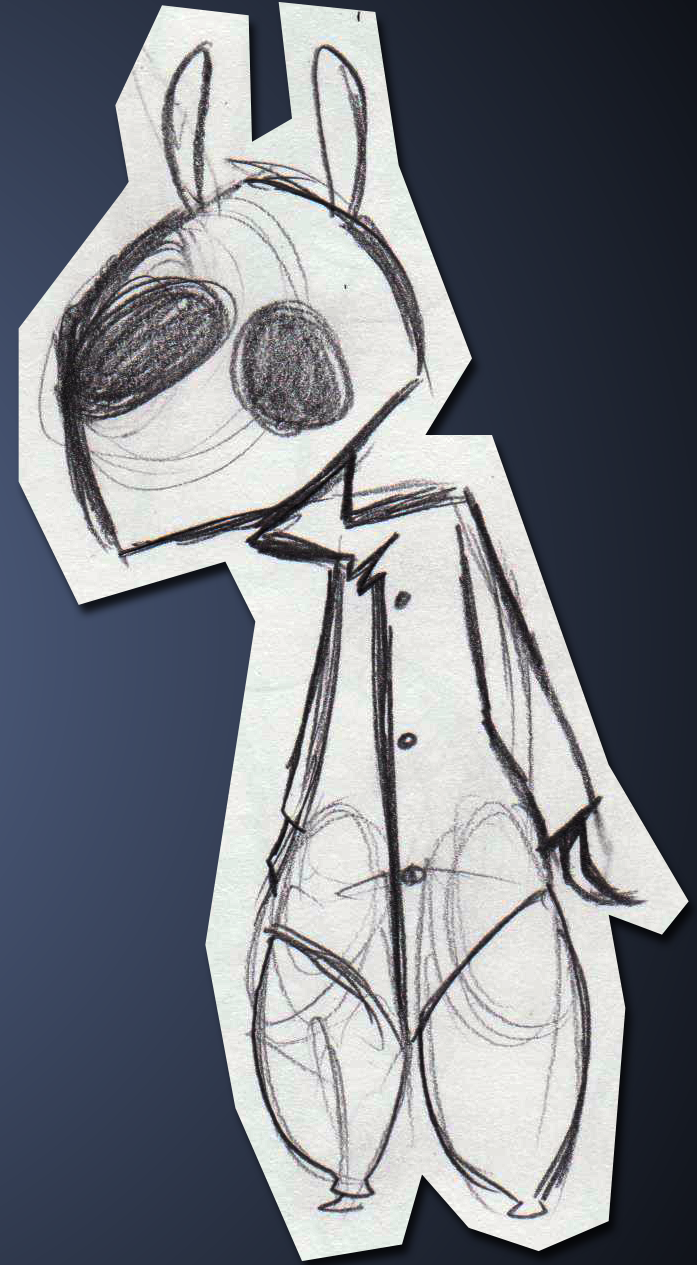
Ninja

Astronaut

Robot

Game Mechanics

- Shifting Walls
- Detection Bar
- Booby Traps
 - Trap Doors
 - Slippery Floors
- Special Abilities
- Power Cores



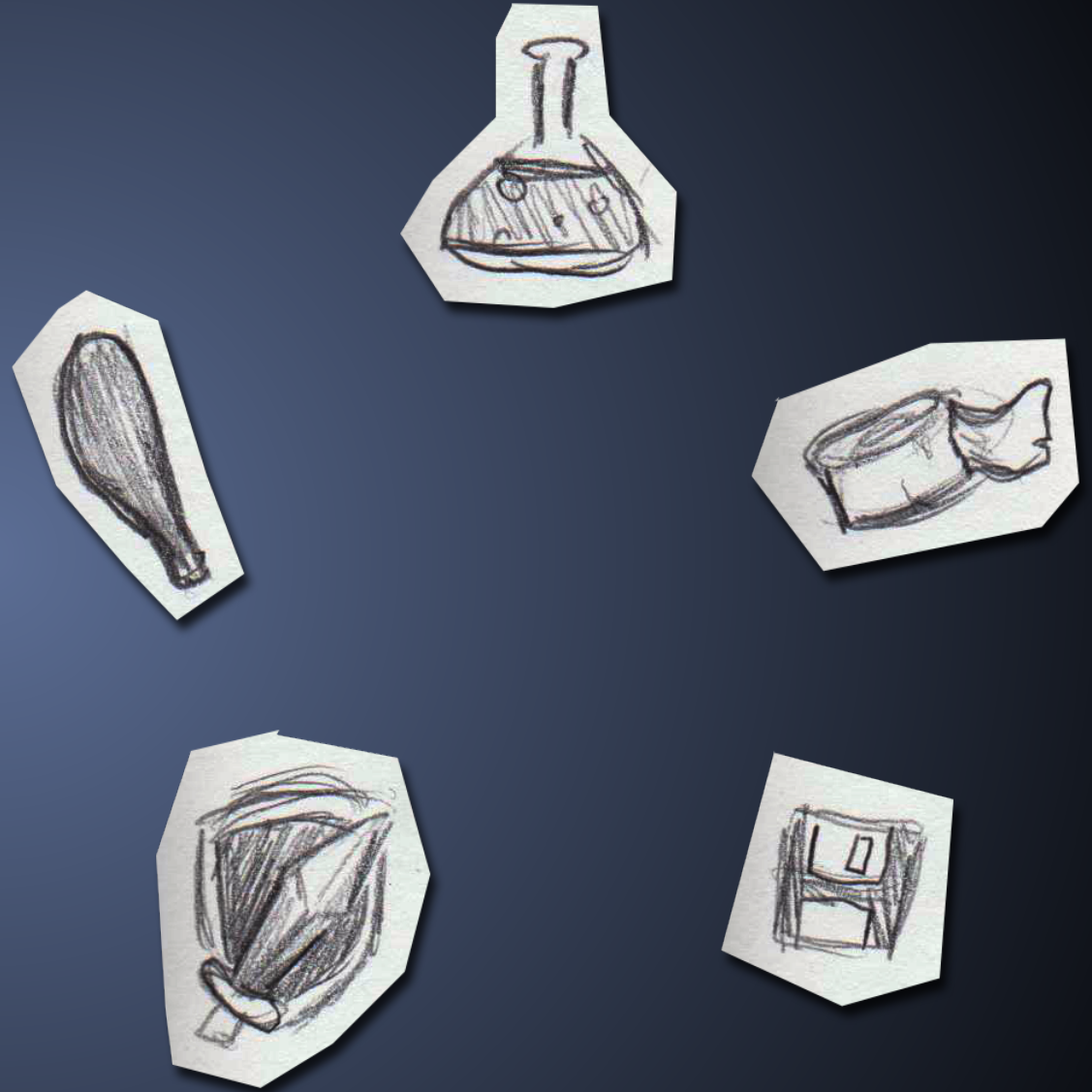
Guards

- Alien Scientists
 - Patrols on pre-determined routes governed by level design
 - Possesses detection areas that are clearly visible to the player
 - Can be knocked down
- Cameras
 - Statically placed devices that oscillate back and forth
 - Fixed on walls that may shift



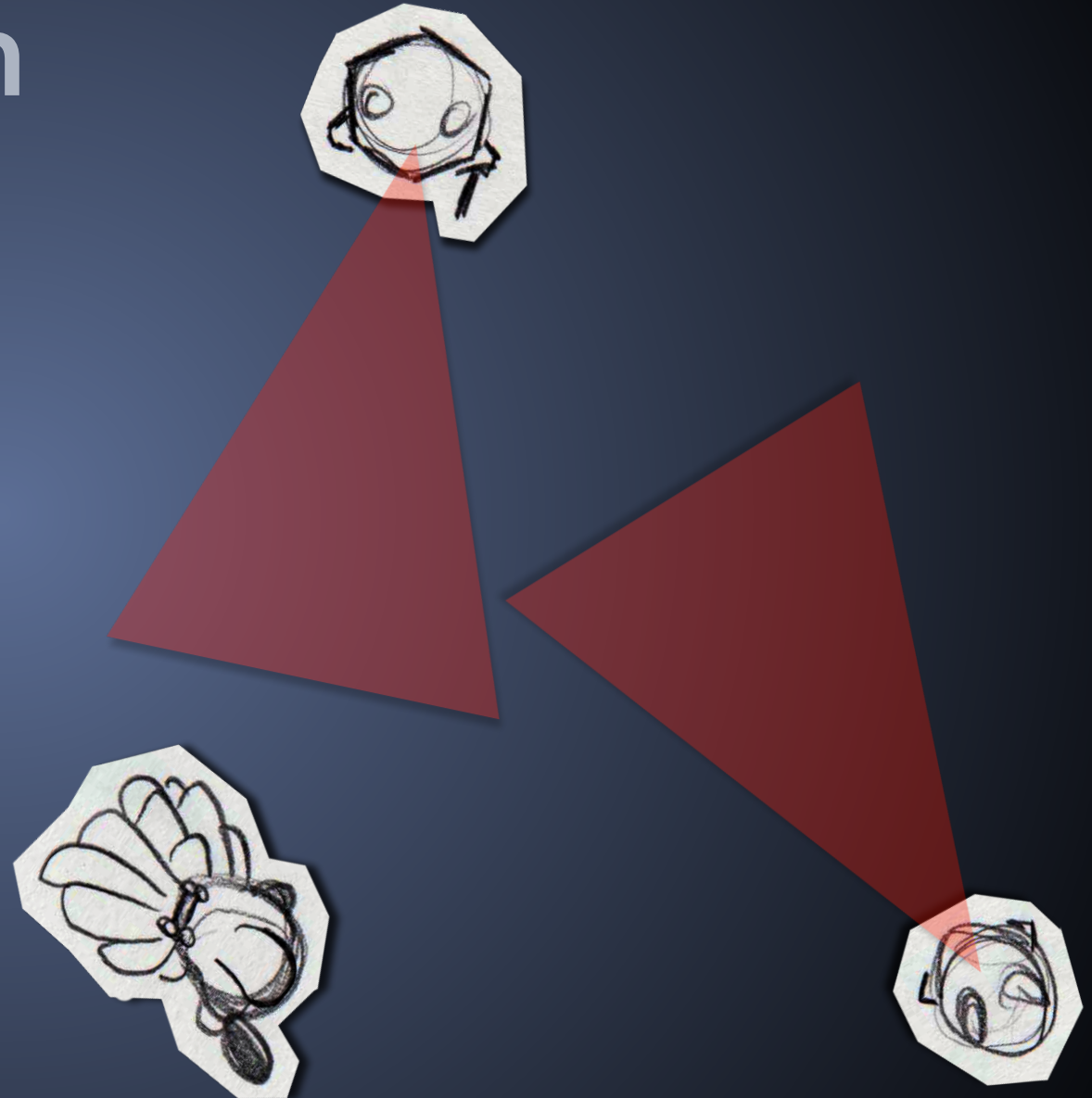
Items

- Power Cores
- Inventory
 - Throwable
 - Consumable
 - Able to use abilities
- Flasks
 - Full or Empty
- Alien Memos
- Character-Specific Items



Level Progression

- Collect Power Cores
- Avoid Detection
- Difficulty Increase
 - Detection Area Increase
 - Harder Puzzles
 - Larger Levels
 - Guard/Camera Frequency
- Boss Fights(?)



Challenges in Development

- Scope of the project
- Volume of Assets
 - 3rd party sound/art
- Path finding for advanced guards
- Level Design
 - Moving walls placement
 - Game may feel bland if not enough levels

