

# Numbers for Herr



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## **Document History**

Version	Date	Summary	Author
2021.1	09-08-21	Initial Draft	Beatriz Rodriguez
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## **Game Summary**

Numbers for Herr will be a 2D Escape room. The idea behind this will be that the player, Herr, will go through a series of obstacles in which they will have to solve riddles. Once all the riddles and puzzles are solved in the room the player will move closer and closer to the exit. The riddles and puzzles will help her get out and escape. All puzzles will be related in a way that allows the player to follow a story line. Escape before your next.

## **Target Audience and Platform**

- Ages 13 - 20
- Rating teens; 13+
- Mobile phone
- Will be in landscape mode

## **Game Plan**

- Free to install on phone with ads
- Ads will be used to give the player a small hint on how to move next

## **Game Overview**

### **Core Mechanics**

- Timmer that pressure the player to move through the levels quickly
- Section where the player puts in numbers like a log
- Pop-ups so the player can look at sections with a good look

### **Player Experience**

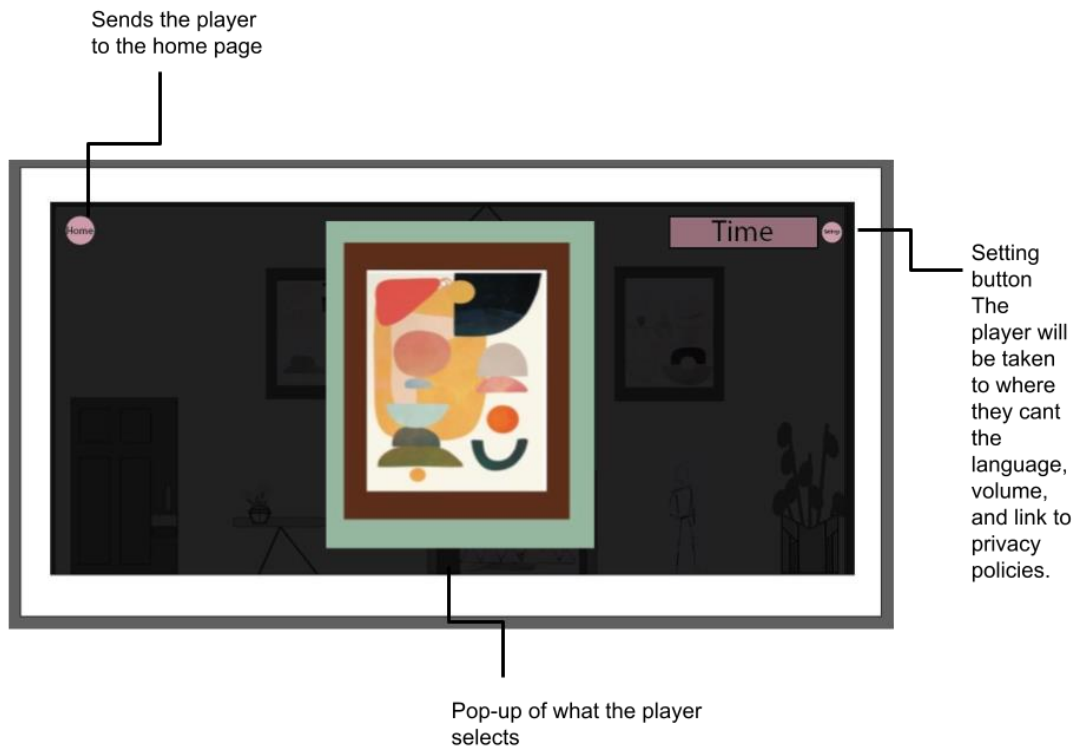
The player, Herr, wakes up in a dark room. After looking around there will be a note that says she has to escape before he, Logan, comes to get her next. The player then will go around and find clues to help them escape and get out. Once the player has collected all the numbers, they must put it into the keypad. If the player gets the code right, they move to the next room till they make it all the way out od the house.

## Story

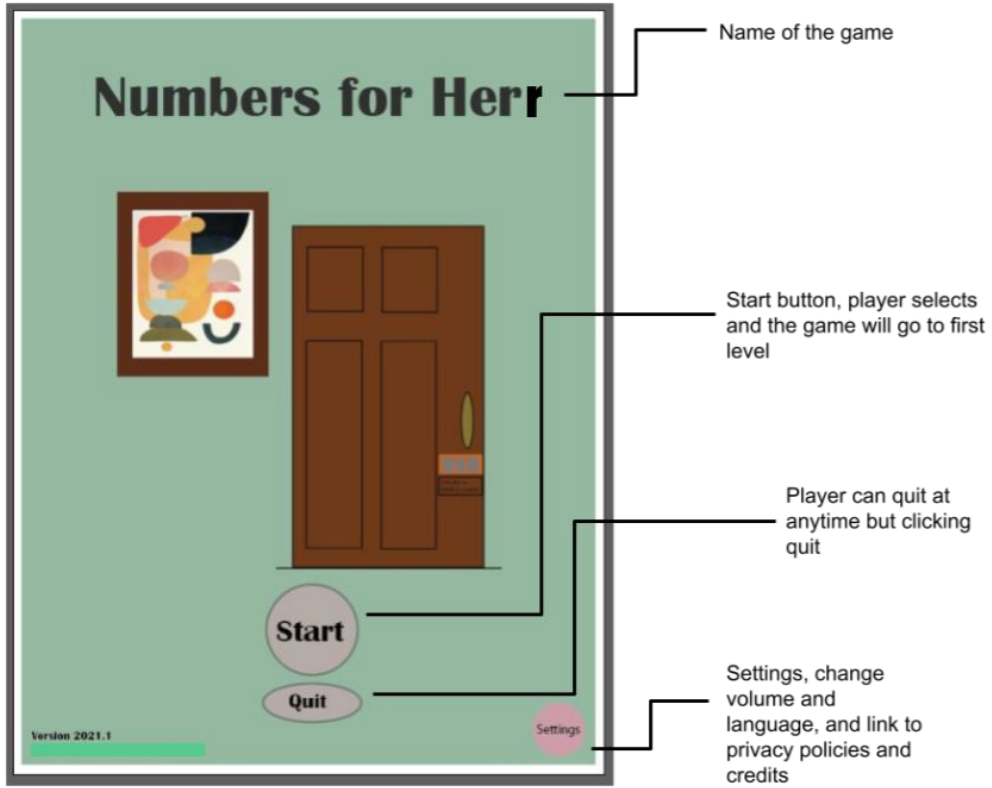
After the tragic death of Herr's husband, she runs to the arms of an old friend and ex-lover. After spending time together and getting better and recovering, Herr notices that things are very strange because Logan, old friend, and ex-lover, never wants to hang out at his place. To do something nice for Logan she goes over to his house with a plan to set up a nice picnic. She gets to his house, and everything is normal she remembers that Logan used to hide a key under a ceramic frog. Herr enters the house to see that Logan was there and he has been waiting for her to come as soon as she steps into the house the light goes out. When the light comes back Herr finds herself in a room and must get out before Logan comes back. Little did she know that Logan set up clues to help her escape just to watch her squirm and struggle.

## User Interface

### Gameplay interface



## Home page



## Win Screen

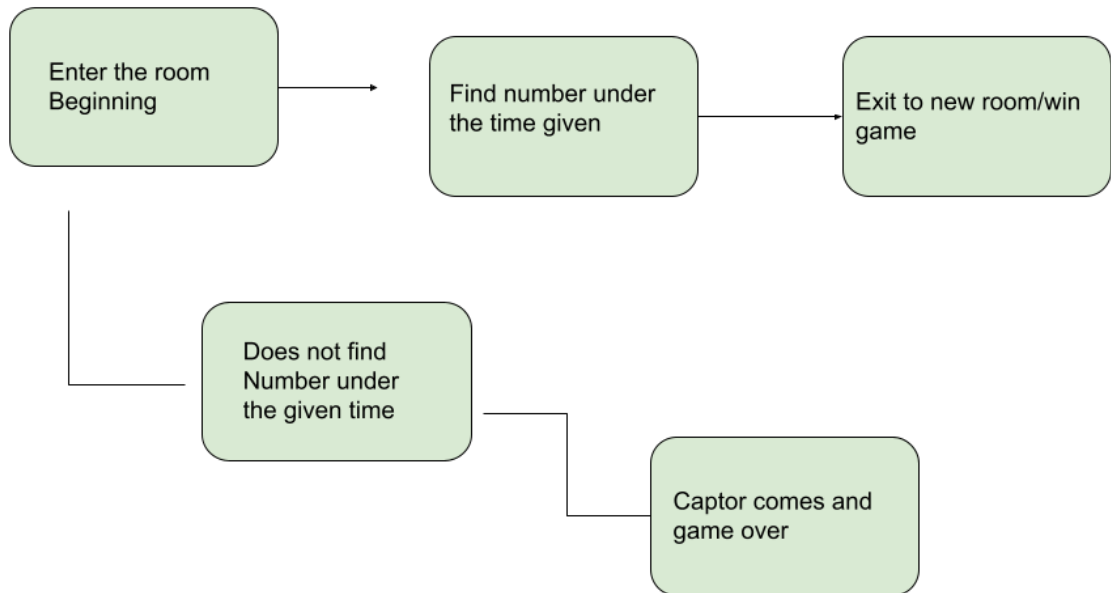


## Lose Screen



## Levels

Numbers for Herr will have two levels. Each level will get harder as her moves through the kidnapper's house to get out free. Herr will have to find clues to solve the number pad that currently has the door locked.



## Assets List

### Art List

- Art
  - 2D art
- Music
  - Creepy soft music
  - Will be playing softly in the background to create intensity
  - <https://freesound.org/people/CheeseConQueso/sounds/181776/>
- Animations
  - Game over animation
  - Winner animation
  - Intro animation for game opening
  - Intro animation for game beginning
  - Logan animation
- Sound effects
  - Unlocking door
    - <https://freesound.org/people/acrober/sounds/86129/>
  - Door opening
    - <https://freesound.org/people/InspectorJ/sounds/431117/>
  - Footsteps as Logan get closer
    - [https://freesound.org/people/Nox\\_Sound/sounds/490951/](https://freesound.org/people/Nox_Sound/sounds/490951/)

### Writing List

- Writing
  - All riddles
  - All clues
  - Story script
- Level Design Documents
  - Level 1
  - Level 2