Escape the Loop

Description

This is an immersive escape the room game with one twist: the room is only one piece of a repeatable architecture. The player must essentially escape the same room multiple times, gathering different clue from each room. In order to compile all of the data from this architecture loop, the player must remember how they navigated in the 3d space.

Art/Research Statement

I am trying to evoke a feeling of disorientation within the player using spacial loops. The dissonance that accompanies finding yourself in the same place you just left should achieve this goal. I want the player to feel lost in a familiar environment, to be detached from the homey room I will create, to think "I know where I am, but not really." The experimental elements I will be using most are procedurally generating rooms with small key differences like scale, color, and placement of items. If a user gets lost or overwhelmed with the repeated prosaic rooms while playing and manages to escape and suddenly be rewarded at the end with a wholly different landscape, then I will have succeeded by my parameters.

How it looks now:
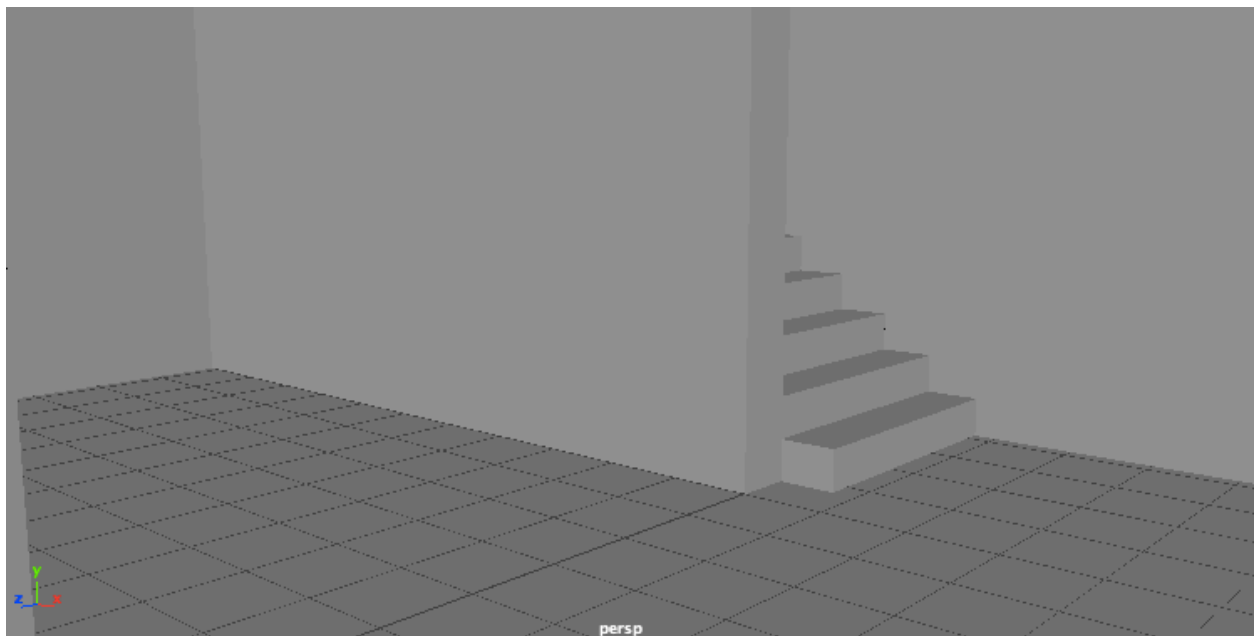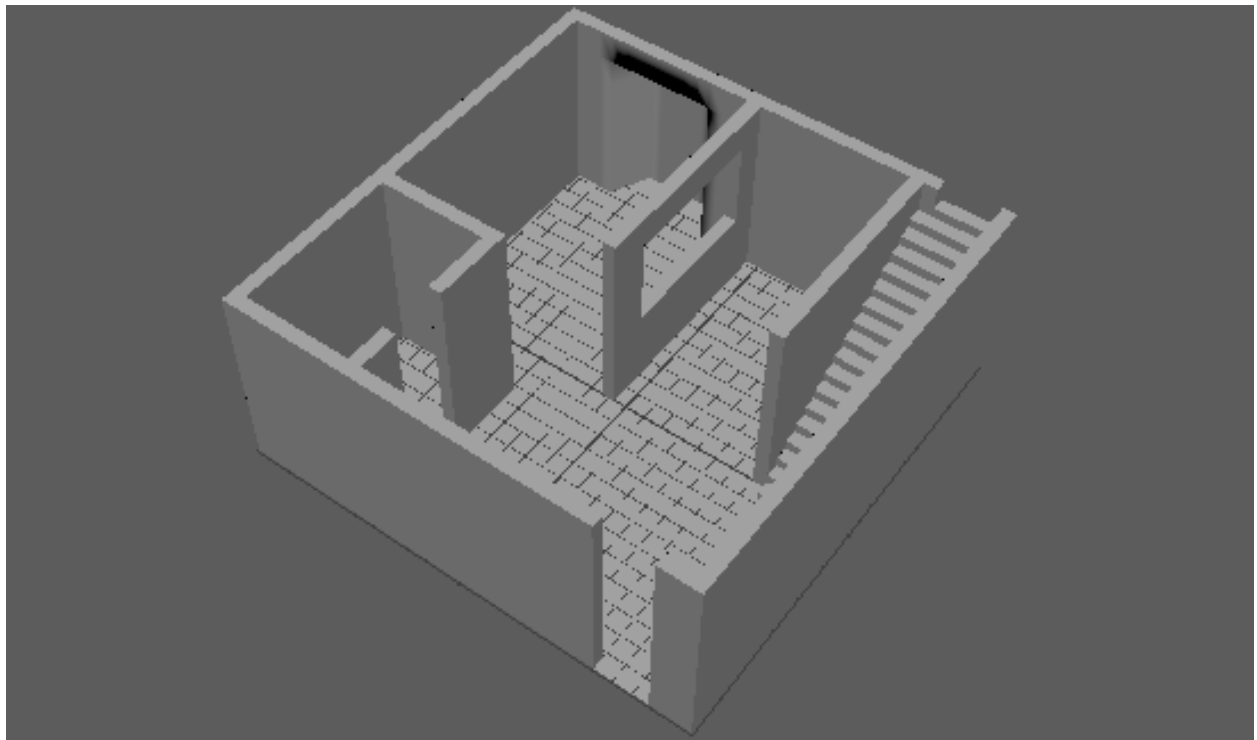
3 Game References

Escape the room (ios app)
Gone Home
The Stanley Parable

3 Outside References

Stranger Than Fiction (2006)
The Hand
Darkness Light Darkness by Jan Svankmajer