

Locked In - Game Update Presentation



RedBox Games

Game Overview

The game is still following the same narrative.

It's a thriller, exploration and puzzle game.

Reece's level is in a warehouse.

Callum's level is in an office, upstairs from Level 1.

Zac's level is in a maze.

Game Style

Realistic art style.

Playthrough style for Reece's level is parkour like. Sneaking, running and jumping to complete tasks and avoid enemies.

Playthrough style for Callum's level is similar, the player needs to sneak and explore a level and complete puzzles all whilst avoiding enemies.

Playthrough style for Zac's level is traversing through a maze whilst avoiding AI enemies.

Blockout Video - Reece

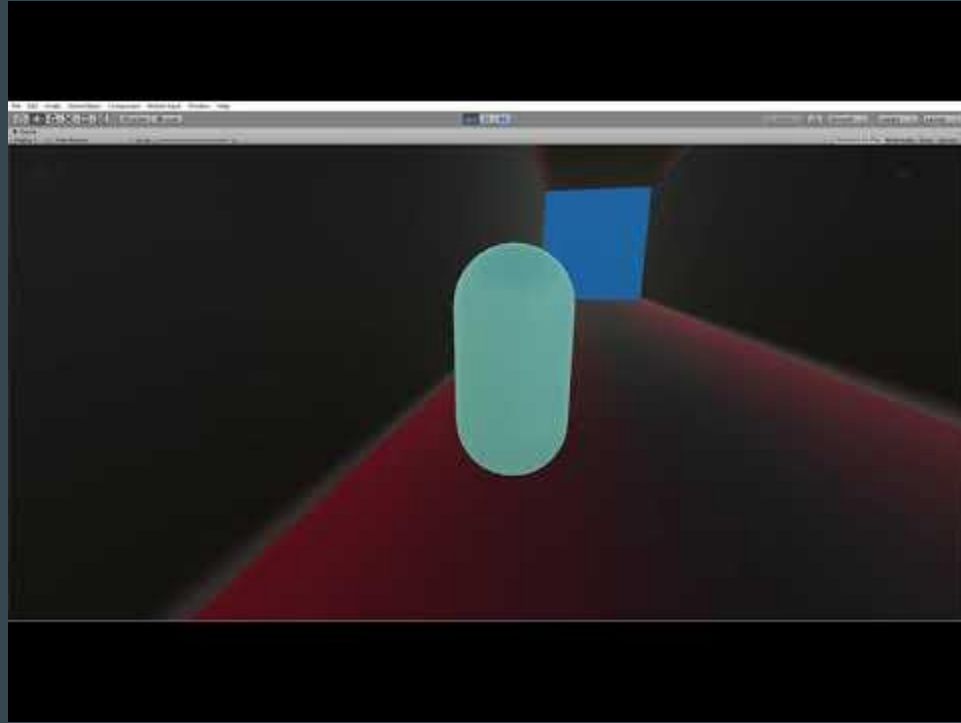


<https://vimeo.com/user76916862/review/300462154/b77ac1912b>

Blockout Video - Callum



Blockout Video - Zac



What's Changed

Kelan left so we lose out on his level.

Zac's level was cutdown due to time constraints.

Reece's end of level transition changed to accomodate for the loss of Kelans level.

Zac has removed the door mechanic where a door opens automatically on a timer.

Reece's level is now bigger than the designs indicated.

Callum's level has been slightly altered in comparison to designs.

What's Next

Need to figure out whos taking on each part of Kelan's workload.

Creating assets for use in game and implementing them.

Fixing the AI problems we have using the current script.

Fixing bugs present within the game.