

-Locked In-

**-Main Programmer-
Liam**

**-Main Artist-
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**-Main Composer-
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**-Secondary Artist/Secondary Programmer-
Tala**

Lore:

-A student is stuck in their highschool at night, lights out, all alone. The player's mission is to escape unharmed. BUT, throughout their journey they will face many obstacles and puzzles to solve, along with the lingering stress of being in danger and killed by what haunts that school at night.

Game Layout:

-The building will consist of 3 floors and a basement.

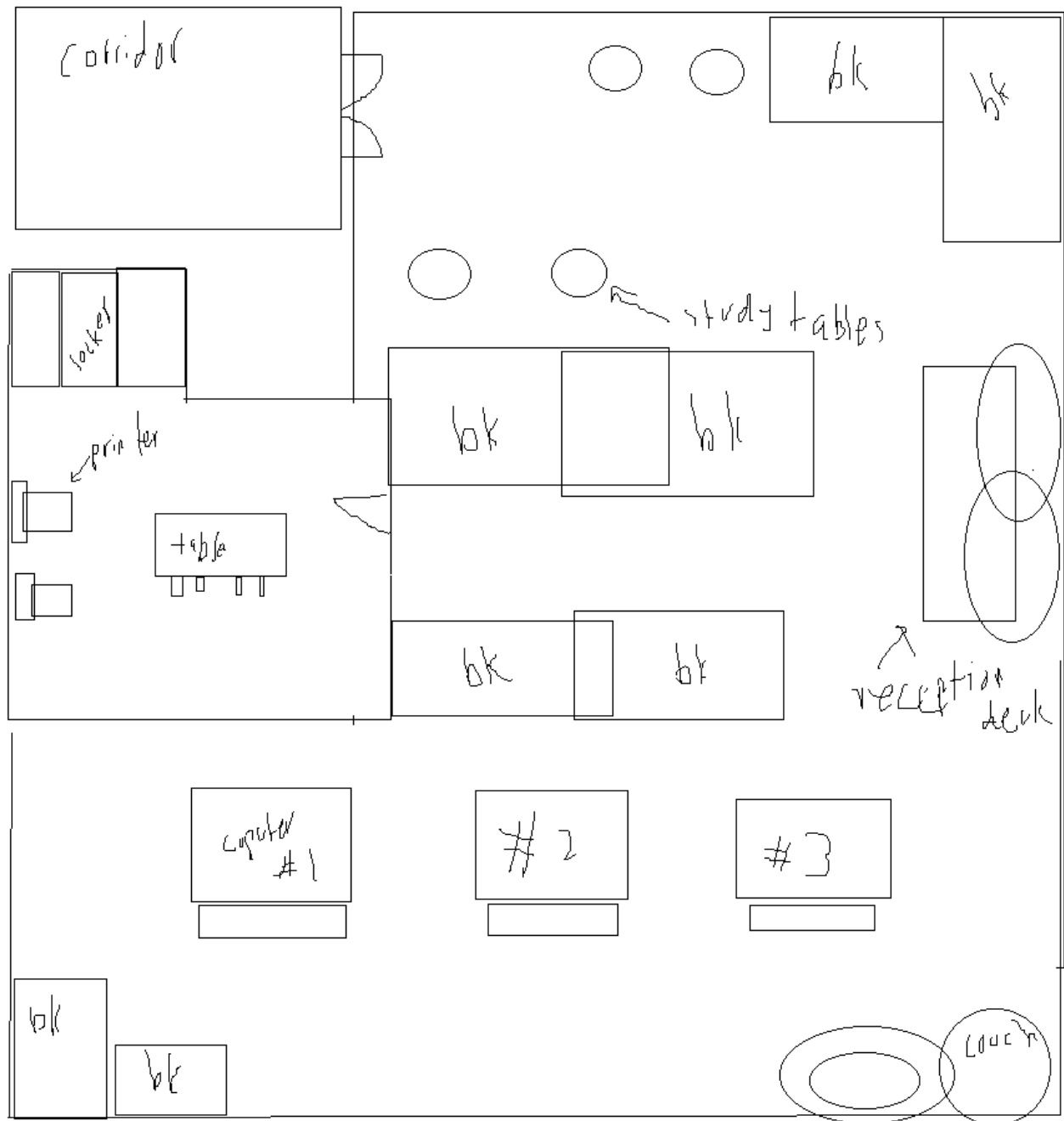
-Floor 3:

*The math classroom, where the player has to solve a few math questions in order to obtain the code and leave the room.



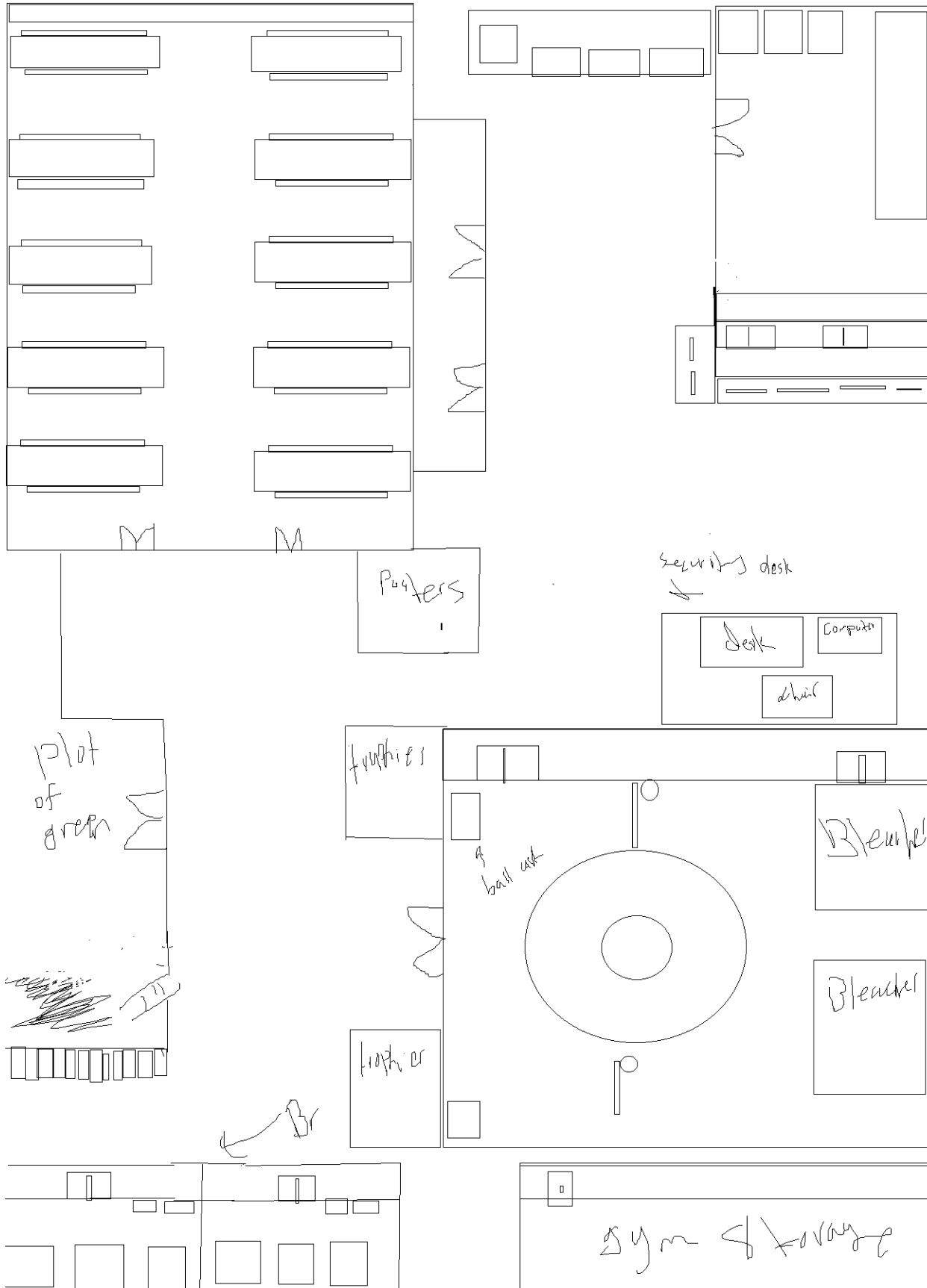
-Floor 2:

*The history teacher awaits the player in the library, the home of knowledge in any school. The player must figure their way out from the maze of bookshelves in order to advance in the game.



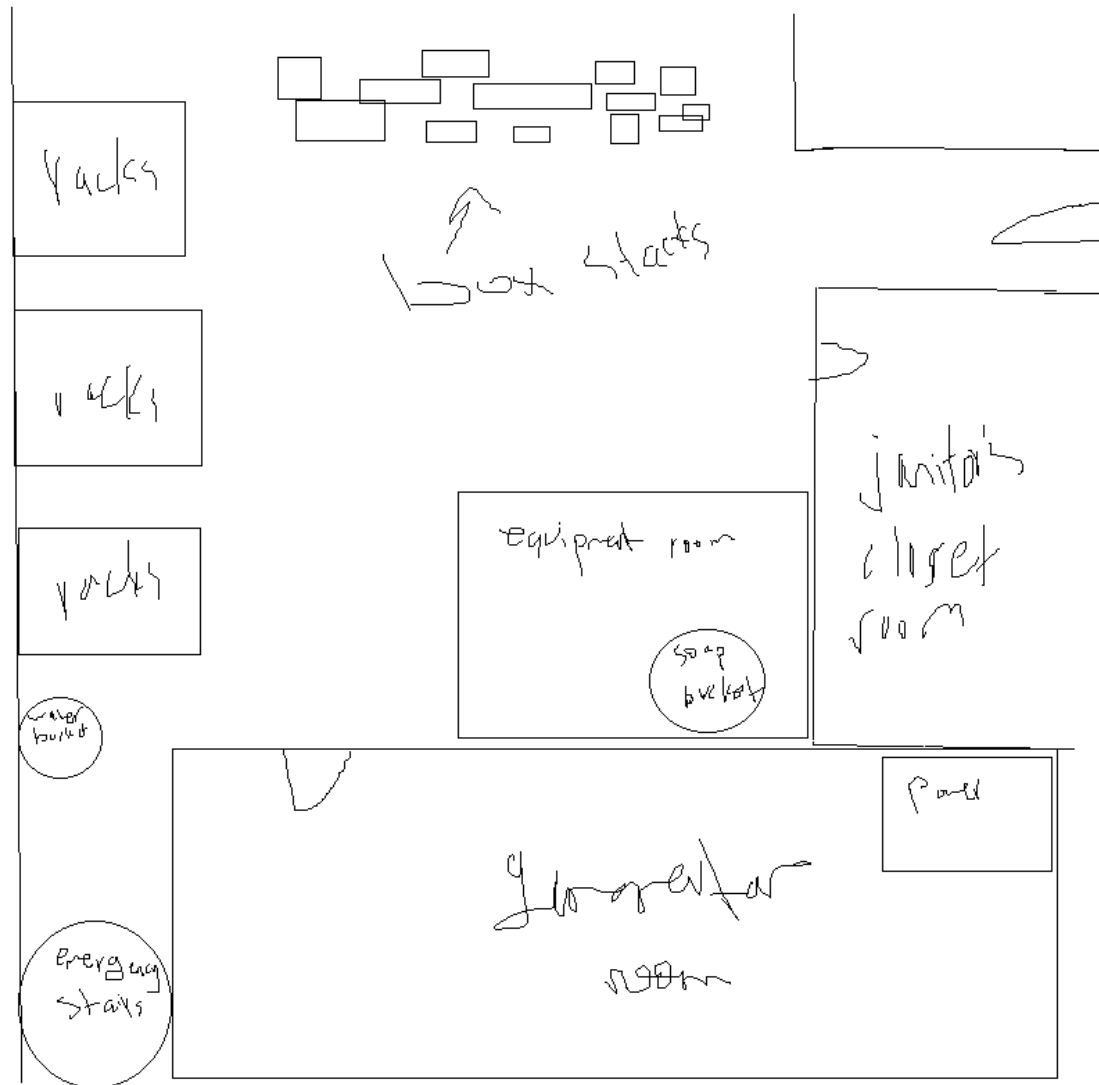
-Floor 1:

- There will be a cafeteria where the sweet lunch lady provides the player with food and snacks in exchange for currency in the school.
- There will be a P.E teacher in a gym, where he forces the player to play dumb games in order to let them go to the basement.



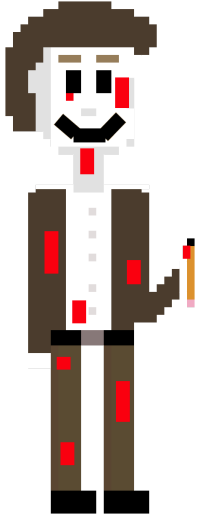
-Basement:

- The janitor awaits the player in the rotten and old basement with a broom, the final boss.

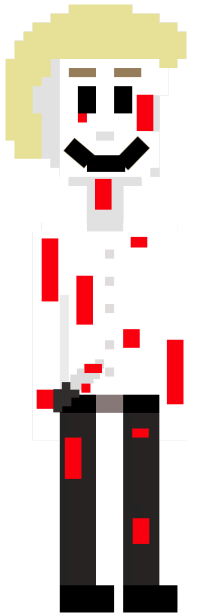


Enemies:

- history teacher: throws pencils at player



- janitor: hits you with broom
- lunchlady: feeds you poisonous food
- math teacher: asks player math questions that if player gets wrong will damage the player



- gym teacher: attacks with balls

Game mechanics:

- player has a backpack to store items
- enemies have a field of vision which if the player crosses the enemy will attack the player
- sprinting: allows player to run faster for a short period of time, then recharge the stamina
- crouching: makes you slower but enemies won't be able to detect you unless you are in their field of vision
- player can make a mess to make janitor clean it up to distract them
- player can search the lockers and drawers in order to find currency, items, etc.



Items:

- money: currency to exchange with lunch lady
- food: boosts stamina and recharges health
- keys: unlock certain areas/rooms
- Weapons: different one for each floor that stuns enemies temporarily. Calculator (math teacher), computer with Chat GPT(history teacher), baseball bat(deflects the balls back to hit the gym teacher, but has lower damage than the original} (gym teacher),

Floor 3: Calculator poster, student desks(facing right), locker(facing right or left), small locker(facing right or left), small table(back of classroom, facing right), teacher stool & pedestal(facing left) , toilet(facing right), toilet stall, sinks(facing left), bathroom napkins machine

Floor 2: bookshelves (all sides, short and tall AS MANY AS WE CAN MAKE), printer (facing right), reception desk (facing left), small couch(facing right and another facing left), rug, computers with their own desks(computer screen faces player),

Floor1: storage racks(facing ahead and right), a ball cart(facing player and right), lunch tables, fridges and ovens (facing player, school style), bleachers, basketball court, lunch tray, lunch serving table.

ALL FLOOR:

STAIRS PLS (going up and down, top pixel view!)

Music:

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https://drive.google.com/file/d/14tFRa2Ktyo_kH-ciJTrhJUR-yQNNjfo6/view?usp=drive_link

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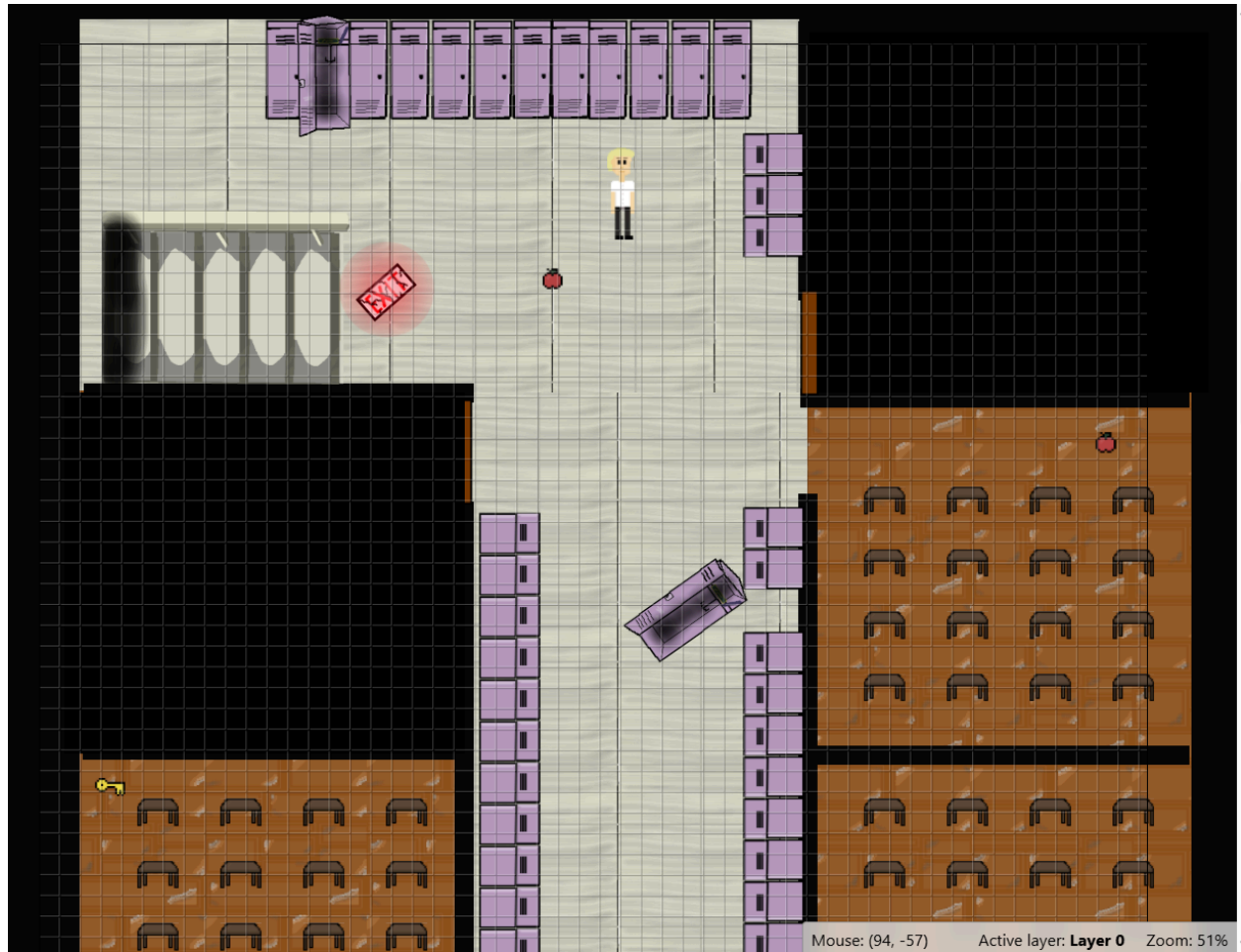
Sounds needed:

Door opening, grabbing a key, being attacked by pencil (hit sound), using a computer, computer turns on, eating a snack, Music for the losing screen along with anguish sounds,

Game Layout Progress:



Floor 2- Library



Floor 3-Math Classroom