# ESCAPE (Team 4)

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Description & Purpose

- ESCAPE is a pixel 2D entertaining roguelike game. The player can operate the main character to move up, down, left, and right, and experience the fantastic adventure in the main character's dream.

- Our team like to play video games. We want to gradually show a meaningful story to players through the form of a video game.

- The end result of our project is a full game that releases on the Windows platform, with a variety of weapons and skills, fights monsters on random maps, and finally escapes fail can restart the game or escape successfully.
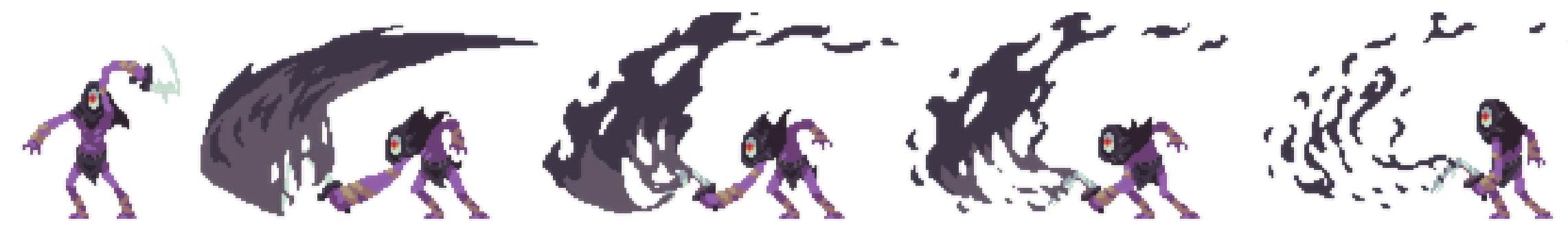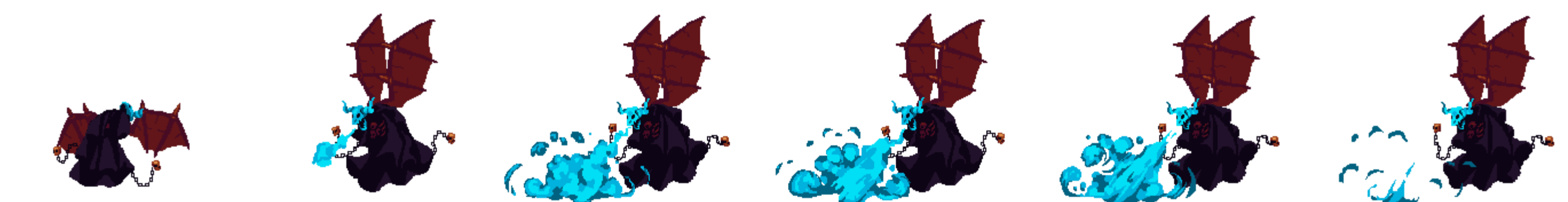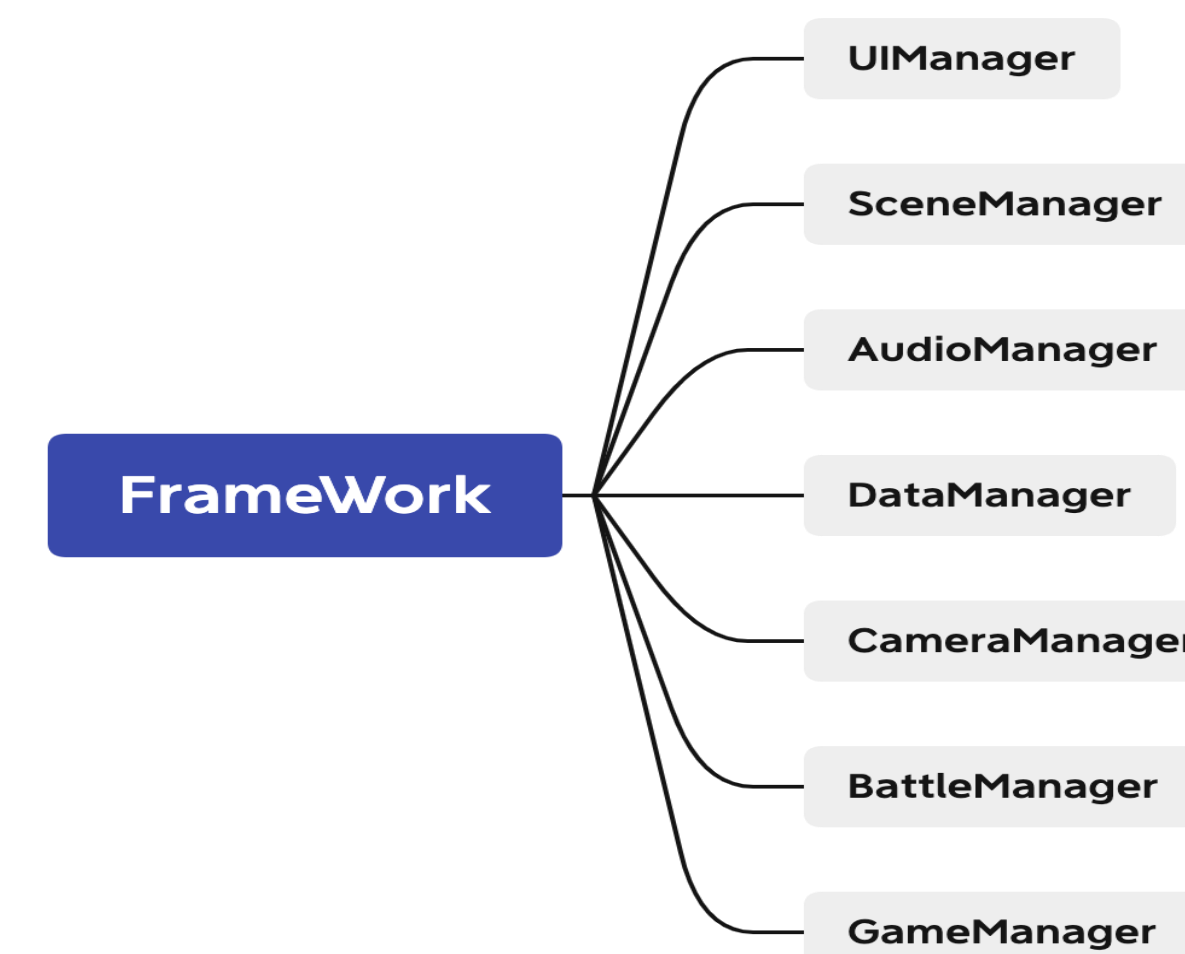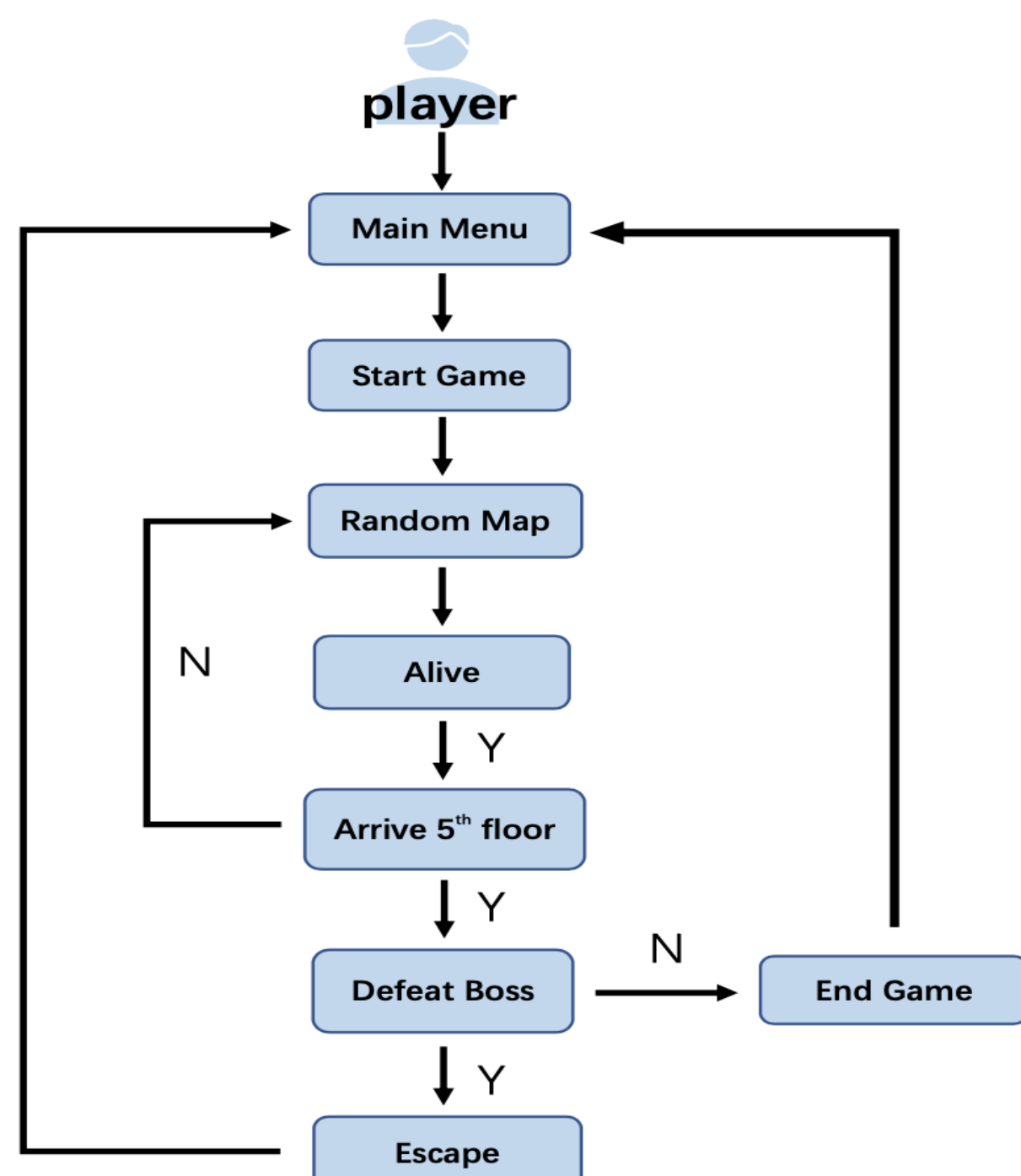

sample map of school

sample map of city

sample of fighting

Design

- Our game is made by C# language and Unity engine. The cooperation between teammates is to communicate through Plastic SCM.

- The main logic design of the game is shown in the left picture, and it is implemented in Unity using the framework designed by our team(right picture)

Unity

plasticscm

FrameWork — UIManager, SceneManager, AudioManager, DataManager, CameraManager, BattleManager, GameManager

Ethical & Intellectual Property Issues

Ethical Issues
1) Data privacy issue
We must ask permission for privacy protection to protect each of our players' data.
2) Violence and blooding scene issue
The main story in the game is about fighting monsters and escaping the map. Our game style is pixel style, which greatly reduces the visual effects of violence and blood.

Intellectual Property Issues
Game materials we used, free & paid from
Top game assets: https://itch.io/;
Unity Asset Store: https://assetstore.unity.com/;
OpenGameArt: https://opengameart.org;
The main character design is from the KU School of the Arts: Haolin Huang