OGPC Game Portfolio

Team name:

POSH Pixels

School/Organization:

Ida B Wells High School

Game Title:

Petrifying Pizza Parlor

Game Summary:

You are locked in an abandoned pizza shop and have to make your way through a cold room, a kitchen, the basement and the main dining room. Faced with various obstacles and puzzles, you encounter a cohort of garlic knots and then in the end, the absolute monstrosity of the pizza monster. Your goal is to escape safe and sound and defeat the pizza monster.
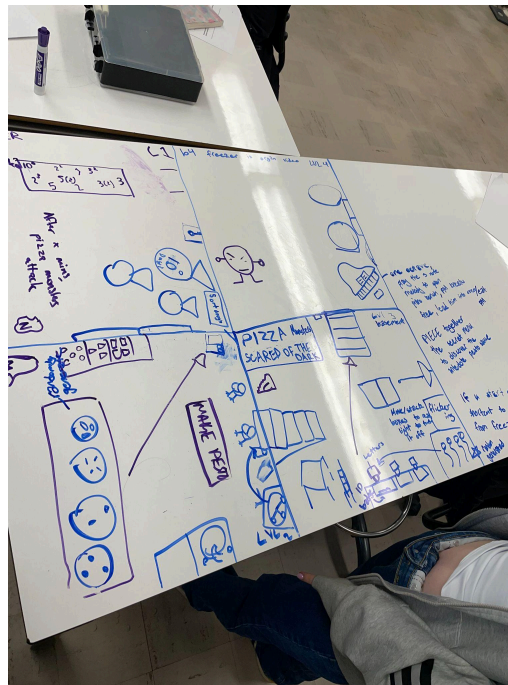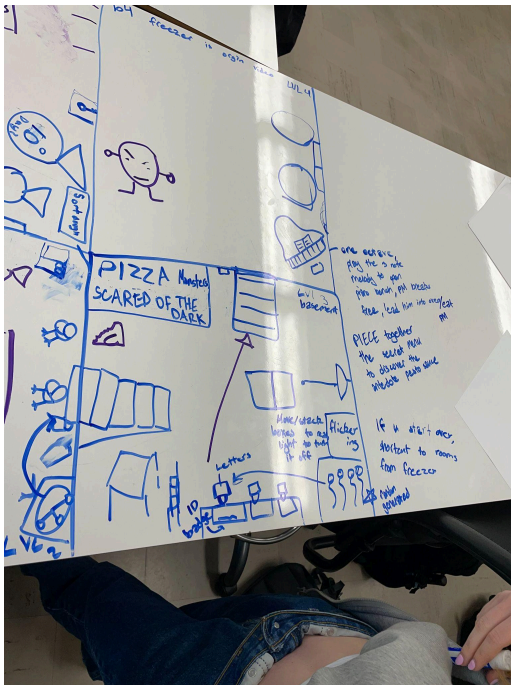
Target Audience:

Adolescent Children

Gameplay Loop:

Players will attempt to escape from a haunted pizza parlor. On each cycle they will attempt an escape. When caught the cycle will resent but with some of the progress made on previous cycles remaining, allowing progression between cycles.

Concept Art:

User Interface:

Pizza Escape is a VR escape room game. The user interface allows players to add and remove objects to an inventory using a screen space overlay hud and the vr controllers. When successfully solving a puzzle a door opens, indicating a successful escape.

Sound and Music:

We have a background sound that loops throughout the rooms. We have a piano with seven keys that play. We have a video in the first scene that explains where you are.

Technical Requirements:

We will use Unity with libraries added specifically for VR development. The oculus quest 2 will be the primary build target.

Development Plan:

We are hoping to have at least 5 puzzles/rooms in the escape room. We currently have 3 programmers, one focussed on VR controls, one focused on enemies and puzzles and one focused on puzzles. Additionally we have a 3d modeler who uses blender for models and animation and a 2d artist who will build textures, wall decorations, signs, etc. We might try to recruit someone for sound effects. Each programmer builds in their own scene and once a puzzle or interaction is complete it is added to the main project and then art assets are added to it, replacing the development placeholder art.

Overview

As a self declared "foodie", you make a point of being among the first customers at new local restaurants. Little did you know, the owner of Pizza Purgatory had been pushed into a vat of radioactive pizza sauce, transforming into a bitter, angry, malicious pizza monster who traps unsuspecting customers inside the restaurant and makes them into breadstick henchmen. When you find yourself trapped inside Pizza Purgatory it is your job to complete a series of puzzles before the Pizza Monster catches you.

Introduction Room

As a tutorial of sorts, the first room introduces you to the game with CCTV footage of how to move around the game and a storyline of why you are there. To leave the room, simply press four random digits on the keypad.

Cold Room

In the Cold Room it is your job to restock the shelves-- the Pizza Monster gets upset when ingredients run low! In order to leave the Cold Room make sure to put the ingredients in the correct place. But be careful, it's cold in there…

Players will need to sort each container (found stacked on the dollies) into the correct category, on the correct shelf. The three categories are meat, cheese, and vegetables. They won't need to

be put in a specific order as long as each container is on the correct shelf. Once the puzzle has been completed, the door to the next room will open and the scene will reload to the next room.

Kitchen

In the kitchen, you meet the henchmen, the garlic knots being the remnants of people who tried investigating the pizza store in the past. To get out of this room, you must extinguish the fire and use the code from the clock on the keypad.

Dining Room

Feel the music and most importantly, play the music. Finally, you have reached the scene where the pizza monster is completely visible. You must play the piano which takes you back to the kitchen, showing a cyclical pattern, and then kill the pizza monster with the same sauce that he became evil with.

Assets Used:

All artwork was made by Sydney or Emma. The piano music was found on beepbox.co. The accordion background music was recorded by Sydney.