

[Escape from Reanimate]

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Overview of the game (pitch)

"Escape from ReAnimate" is an adventure game written in AMOS BASIC that draws inspiration from classic point-and-click games from the 90s and early 2000s, such as Grim Fandango and Twinsen's Odyssey.

In this game, you control an IT support employee who is working after hours, is forgotten by the summer school organisers, and ends up being left behind and getting locked inside the room ER1072. To leave, he needs to find the door's keycode by carefully analysing the clues on the rooms' posters, computers, and furniture.

"Escape from ReAnimate" provides a short but fun experience for both ReAnimate participants and anyone interested in adventure, exploration, and puzzle games. It is appropriate for all ages and clearly displays text instructions to guide the player throughout their adventure.

Our monetisation strategy: the game is open-source, and we will distribute it in the upcoming editions of ReAnimate. For \$1, you can have a customised sprite of yourself inside the game and play as yourself! For an extra dollar, you can have your name in the credits as a "Financial supporter". Given our development cost was close to zero, we won't take long to break even :)

We also intend to distribute the game source code via GitHub and via retro-game-friendly platforms such as itch.io and the ReAnimate official website.

Thank you for your attention !

Game Design

Walkthrough :

Power On **Amiga Computer** :

1. Interact on **power-strip** to turn it on → "the power strip is turned on"

2. Interact on **Amiga Computer** → “you don't know how to use it”
3. Look at **desk** → “there's a note : Amiga Manual on USB Key”
4. Interact on **desk** → “you found a usb key” + **USB Key**
5. Interact on **printer** → “nothing to print”
6. Use **USB Key** on **printer** → “you print the manual” + **Amiga Manual**
7. Use **Amiga Manual** on **Amiga Computer** → “You turn on the computer”
8. Interact with **Amiga Computer** → “No floppy, please insert one”

Get Floppy Disk (1) :

1. Look at **Amiga Poster** → “An Amiga advertising Poster”
1. Interact on **Amiga Poster** → “there's a floppy disk behind” + **Floppy Disk (1)**

Get Floppy Disk (2) :

1. Look at **Table** → “Just a table”
2. Interact on **Table** → “there's a floppy taped under the table” + **Floppy Disk (2)**
3. Interact on **Table** → “you get the tape” + **Tape**

NB : I am hesitating to switch action 3 and 2 here to force the player to interact twice with the table, because he know there's a tape, but it make less sense

Get Floppy Disk (3) :

1. Look at ? → “there's a floppy disk taped to the ceiling”
2. Interact on **Chair** → “you take the chair” + **Chair**
3. Use **Chair** on ? → “you reach the floppy but it falls to the ground”
4. Look at ? → “the floppy is broken in half”
5. Use **Tape** on ? → “you tape the two parts, the floppy is repaired” + **Floppy Disk (3)**

End the Game :

1. Interact with **Door** → “it's closed, need a 3 digits code”
2. Use **Floppy Disk (1)** on **Amiga Computer** → “Please insert Floppy (2)”
3. Use **Floppy Disk (2)** on **Amiga Computer** → “Please insert Floppy (3)”
4. Use **Floppy Disk (3)** on **Amiga Computer** → “You get the 3 digit code for the door”
5. Interact with **Door** → “the door is opened”
6. **GAME OVER**

Items list :

1. USB Key
2. Amiga Manual
3. Floppy Disk (1)
4. Floppy Disk (2)
5. Floppy Disk (3)
6. Chair
7. Tape

Interaction List :

default interaction fail text = "It does nothing"

Object	Action	Text	Outcome	Data Object ID
Amiga Poster	Look	"An Amiga ad poster, coming loose"	/	
	Interact	"There's a floppy disk behind it"	+Floppy Disk (1) Change to state : Standard tile (no poster)	
Table (floppy under)	Look	"Just a table"	/	
	Interact	"There's a floppy taped under table"	+Floppy Disk (2) Change to state : Table (tape under)	
Table (tape under)	Look	"There's still tape under the table"	/	
	Interact	"You unstick the tape"	+Tape Change to state : Table (nothing)	
Table (nothing)	Look	"Just a table, nothing more"	/	
	Interact	default interaction fail text	/	
Chair	Look	"Just a chair"	/	
	Interact	"you get the chair"	+Chair Change to state : Standard tile (no chair)	
? (floppy on ceiling)	Look	"there's a floppy taped on ceiling"	/	
	Interact	"you cannot	/	

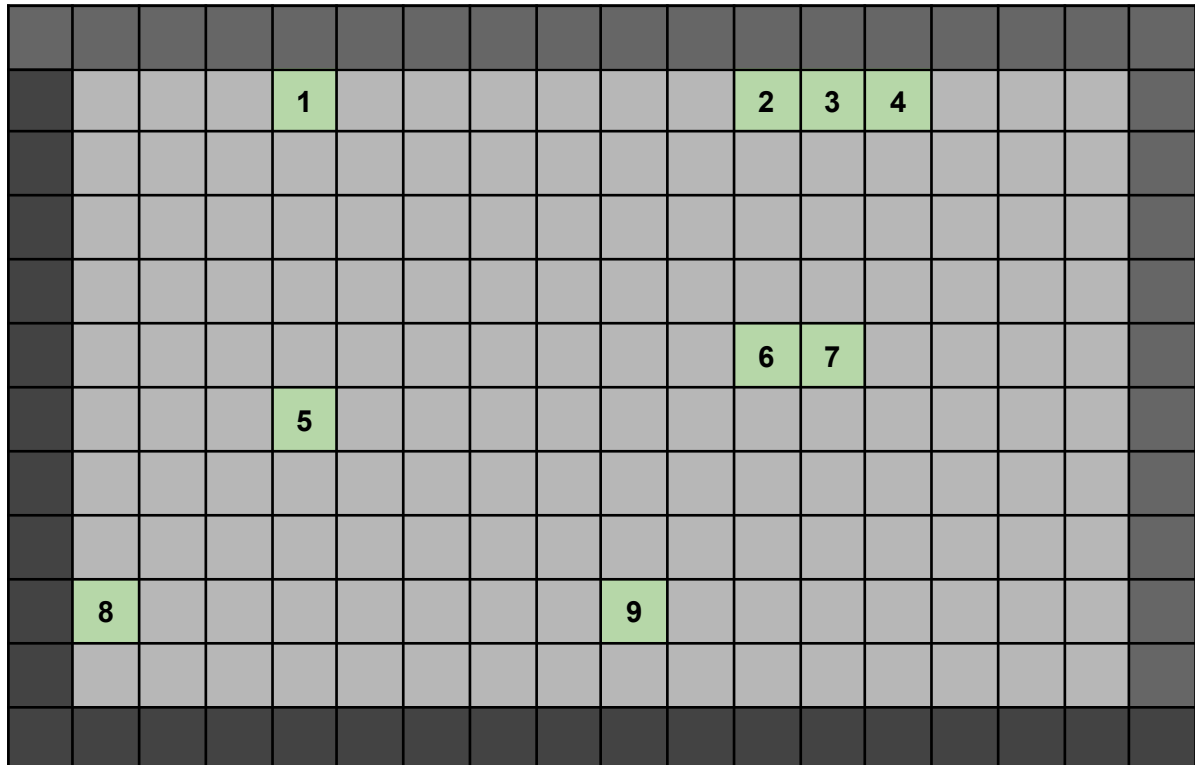
		reach the floppy”		
	Use Chair	“you reach the floppy but it fall”	Change to state : ? (broken floppy)	
? (broken floppy)	Look	“The floppy is broken on floor”	/	
	Interact	“The floppy is broken in two”	/	
	Use Tape	“You repair the floppy with tape”	+ Floppy Disk (3) Change to state : Standard tile (no broken floppy)	
Desk (with USB)	Look	“Note : Amiga manual on USB key”	/	
	Interact	“You find a USB Key”	+ USB Key Change to state : Desk (nothing)	
Desk (nothing)	Look	“Note : Amiga manual on USB key”	/	
	Interact	<i>default interaction fail text</i>	/	
Power Strip (Off)	Look	“A power strip, it is switched off.”	/	
	Interact	“You turn the Power Strip on”	Change to state : Power Strip (On) Change Printer (Off) to State Printer (On) Change Amiga (Off) to State Amiga	

			(On)	
Power Strip (On)	Look	"A power strip, it is switched on"	/	
	Interact	<i>default interaction fail text</i>	Change to state : Power Strip (Off) Change Printer (On) to State Printer (Off) Change Amiga (On) to State Amiga (Off)	
Printer (Off)	Look	"Printer is off"	/	
	Interact	<i>default interaction fail text</i>	/	
Printer (On)	Look	"Printer is on"	/	
	Interact	"Nothing to print"	/	
	Use USB Key	"You print the amiga manual"	+ Amiga Manual (NB : prevent getting multiple times)	
Amiga (off)	Look	"The Amiga is Off"	/	
	Interact	<i>default interaction fail text</i>	/	
Amiga (On)	Look	"The Amiga is On"	/	
	Interact	"You don't know how to use it"	/	
	Use Amiga Manual	"The computer works now"	Change to State : Amiga (floppy 1)	

Amiga (floppy 1)	Look	"Amiga waiting for floppy 1"	/	
	Interact	"Amiga waiting for floppy 1"	/	
	Use Floppy Disk (1)	"Now waiting for floppy 2"	Change to State : Amiga (floppy 2)	
Amiga (floppy 2)	Look	"Amiga waiting for floppy 2"	/	
	Interact	"Amiga waiting for floppy 2"	/	
	Use Floppy Disk (2)	"Now waiting for floppy 3"	Change to State : Amiga (floppy 3)	
Amiga (floppy 3)	Look	"Amiga waiting for floppy 3"	/	
	Interact	"Amiga waiting for floppy 3"	/	
	Use Floppy Disk (3)	"You get the door code"	Bool : has Code or print code	
Door Closed	Look	"This door is locked with a digicode"	/	
	Interact	"It does not open"	/	
	if has Code	"You use the code and escape"	GAME OVER	

Level Design

V1



1. Poster
2. Amiga
3. Printer
4. Power Strip
5. “?” (floppy on ceiling)
6. table
7. chair
8. door
9. desk
10. Table (tape under)
11. Table (nothing)

V2

			2			3	8	10	
		12							
						14	15		
	16				17				

Data 1,1,1,1,1,1,1,1,1,1

Data 1,0,0,2,0,0,3,8,10,1

Data 1,0,0,0,0,0,0,0,0,1

Data 1,0,0,0,0,0,0,0,0,1

Data 1,0,12,0,0,0,0,0,0,1

Data 1,0,0,0,0,0,14,15,0,1

Data 1,0,0,0,0,0,0,0,0,1

Data 1,16,0,0,0,17,0,0,0,1

Data 1,0,0,0,0,0,0,0,0,1

Data 1,1,1,1,1,1,1,1,1,1

Spritesheet reference

1. Player Up
2. Player Right
3. Player Down
4. Player Left
5. Poster
6. Amiga (Off)
7. Amiga (On)
8. Amiga (floppy 1 - blue)
9. Amiga (floppy 2 - green)
10. Amiga (floppy 3 - red)
11. Printer
12. Power Strip (off)
13. Power Strip (on)
14. Interrogation Mark (floppy on ceiling)
15. Broken Floppy
16. table
17. chair
18. door
19. desk

Object State	Object ID	Sprite ID	Procedure Name
Poster	2	5	P_INTERACT_POSTER1
Amiga (off)	3	6	P_INTERACT_AMIGA_OFF
Amiga (on)	4	7	P_INTERACT_AMIGA_ON
Amiga (floppy 1 - blue)	5	8	P_INTERACT_AMIGA_FLOPPY_1
Amiga (floppy 2 - green)	6	9	P_INTERACT_AMIGA_FLOPPY_2
Amiga (floppy 3 - red)	7	10	P_INTERACT_AMIGA_FLOPPY_3
Printer (off)	8	11	P_INTERACT_PRINTER_OFF
Printer (on)	9	11	P_INTERACT_PRINTER_ON
Power strip (off)	10	12	P_INTERACT_POWER_STRIP_OFF
Power strip (on)	11	13	P_INTERACT_POWER_STRIP_ON
Interrogation Mark (floppy on ceiling)	12	14	P_INTERACT_CEILING_FLOPPY
Broken Floppy	13	15	P_INTERACT_BROKEN_FLOPPY
Table	14	16	P_INTERACT_TABLE
Chair	15	17	P_INTERACT_CHAIR
Door	16	18	P_INTERACT_DOOR
Desk	17	19	P_INTERACT_DESK