Title: Mystery Doors

Story: Cross the door to by solving puzzles.

Pc: Pol.

NPC: Obstacles

Goal: Cross the door by solving puzzles.

Rules: He/ She can only take one hint to cross the puzzle.

Adaptively: Having different puzzles on diff game level.

Chance vs. Skills: Skills

Feedback: Text

Balance: By giving one easy and one tough. So the player will not get exhausted by playing hard levels again and again.

The game will work by the mouse click. NO playing Character in it

Game Link: https://studio.code.org/projects/applab/J2xgRnKiAraNzxXH1ZE5Wp3htOSb8VZ6xrXqJnyMs8/edit

Images:

Room image :-

living-room-1835923\_\_480

cochineal-jane-street-0095xxx-1642610173

living-room-is-most-attended-in-a-home

bedroom-416062\_\_340

use\_tool@2x

Key Image:-

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