Escape Room Quest Game

Beatriz, Ivan, Borja & Max
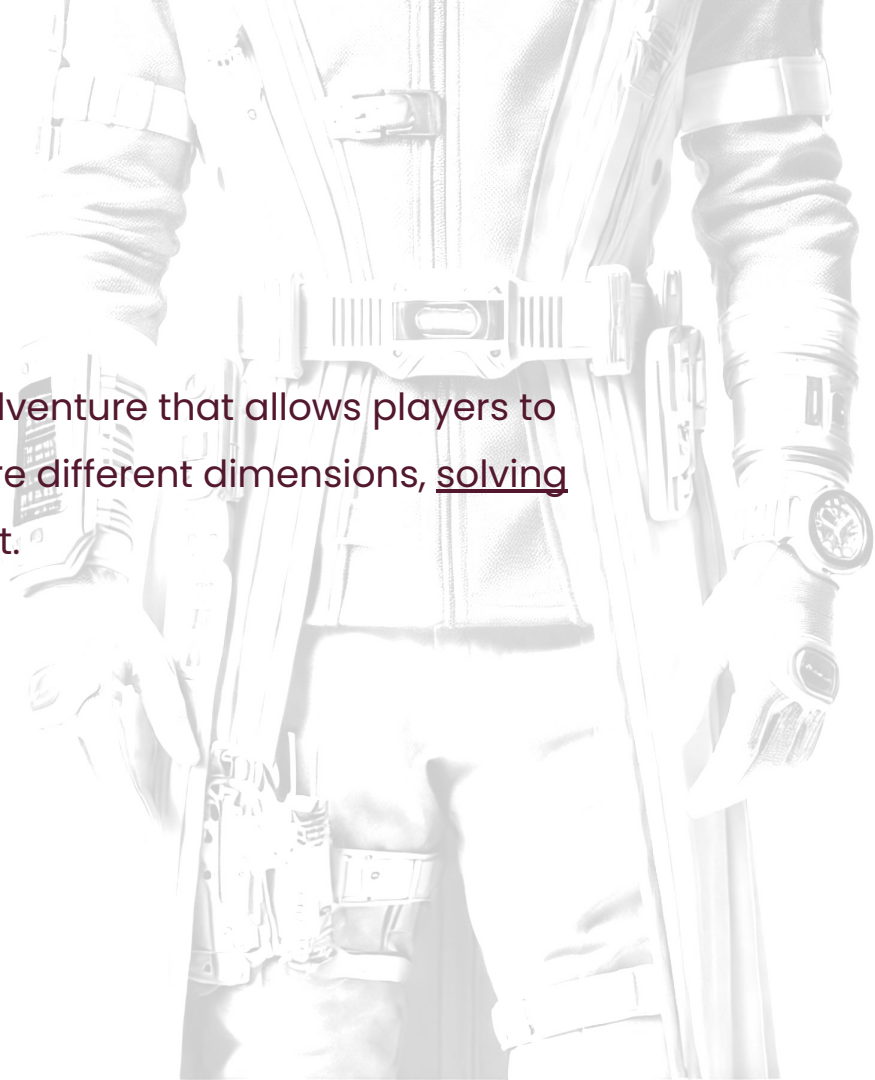
Escape Room Quest

Lost in Time

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Project Overview

Lost in Time is a text-based adventure that allows players to travel through time and explore different dimensions, solving puzzles to return to the present.

Game Structure

Navigation Players move between time frames via time machines, each containing objects and clues to examine, keys to collect, and hints to uncover.
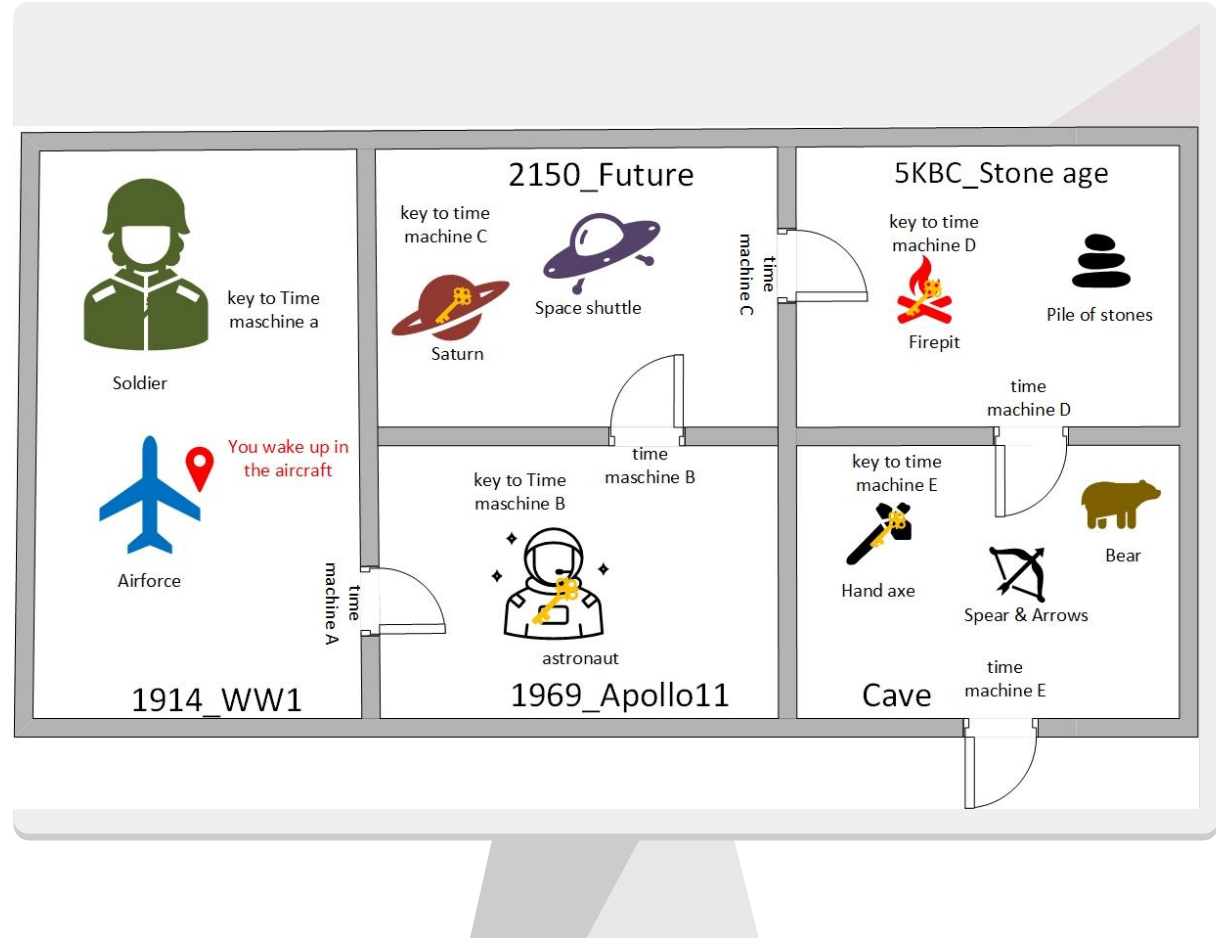
New Layout The game now includes 5 rooms (e.g., WW1_1914, Apollo11_1969) and 11 objects, along with 4 notes that provide valuable hints to the player.

Music & Styling Integrated custom background music and colored text to create an immersive experience.

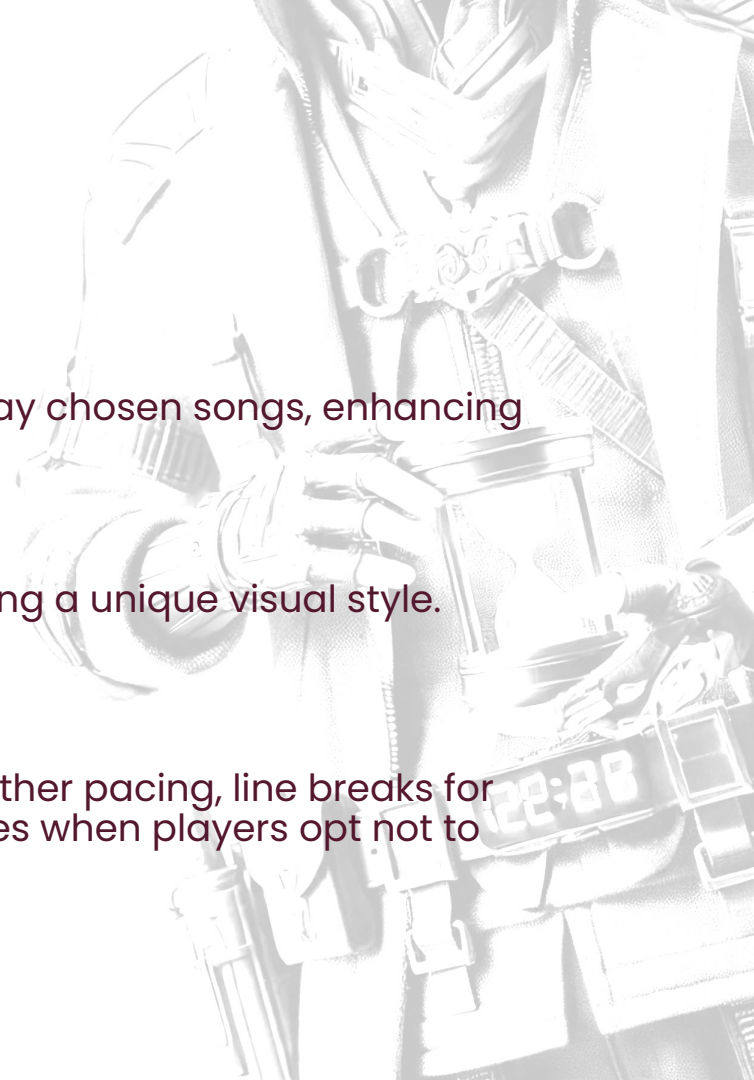# Our Layout

Key Functions

`background_song`   Initializes pygame to select and play chosen songs, enhancing the atmosphere.

`custom_print`   Allows color selection for text, adding a unique visual style.

`time.sleep()`   Time-delayed messages for smoother pacing, line breaks for readability, and alternate responses when players opt not to proceed to the next room.

New Features

01 Added a title screen, an ending message, and personalized background music.

02 Improved interaction cues, input verification, added hints, and refined pacing for clarity and user engagement.
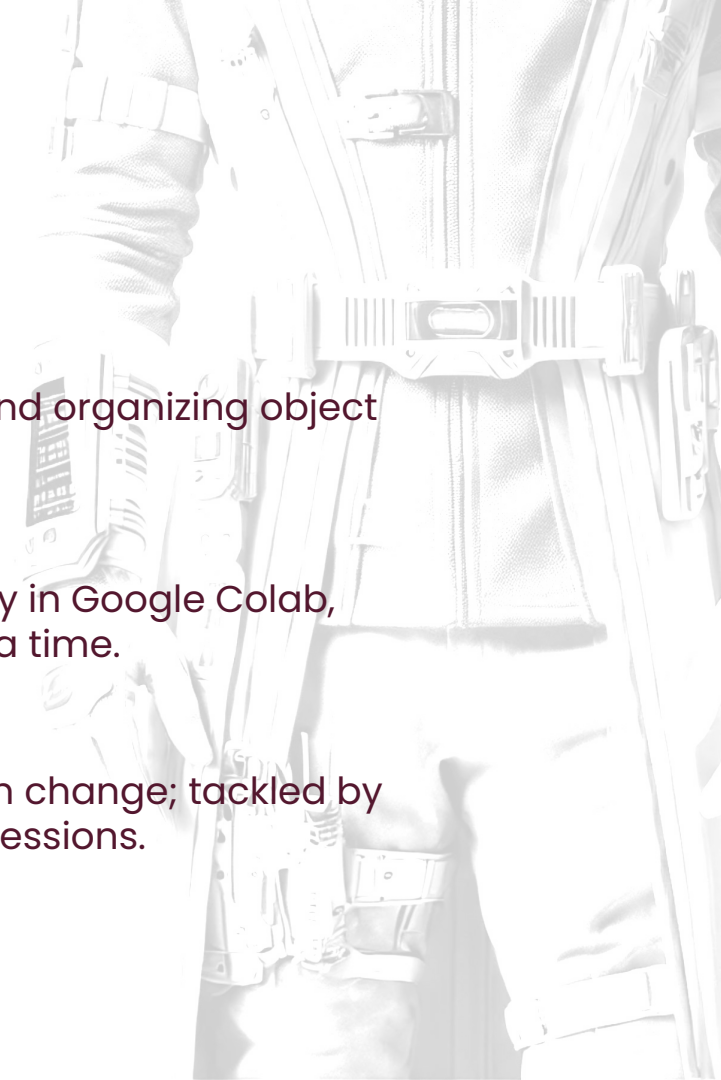
Challenges

Game Expansion   Difficulty in integrating new rooms and organizing object relations.

Collaboration   Limited ability to code collaboratively in Google Colab, necessitating one person editing at a time.

Debugging   Restarting the entire game with each change; tackled by extensive trial runs and debugging sessions.
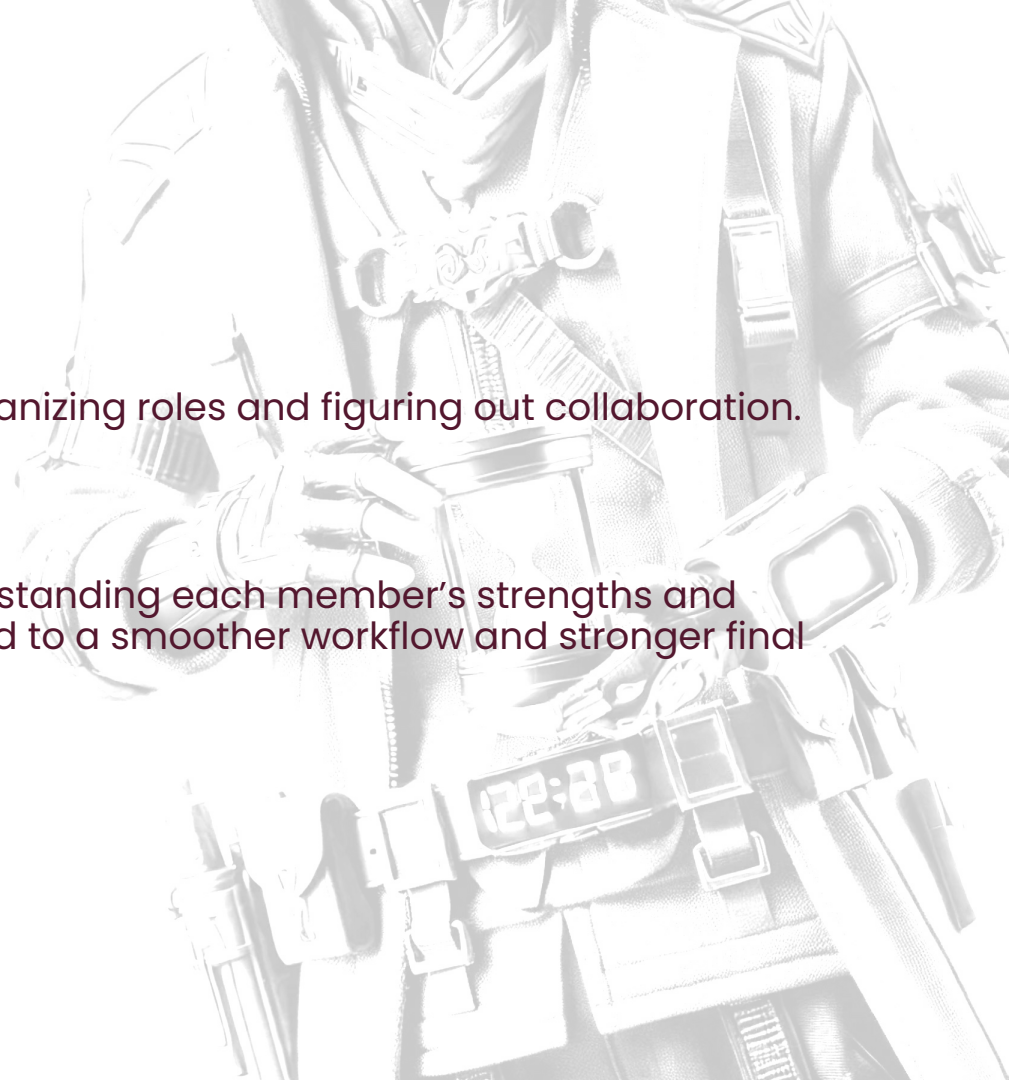
Big Mistake

Team Coordination
Lot of time spent organizing roles and figuring out collaboration.

Lesson learned
We found that understanding each member's strengths and coordinating roles led to a smoother workflow and stronger final project.

Max, you're waking up with a strange feeling, in a new dimension which you have never been to before.
You don't remember why you are here and what had happened before.
You feel some unknown danger approaching. You must find your way back to the present, NOW!
Max, are now in World War 1 — 1914
You just finished exploring this new dimension.
You found airforce, soldier, time machine a.
Max, are now in World War 1 — 1914

Thank you!

Any questions?

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