The Da Vinci Escape Room

Before entering the room, I felt a wave of uncertainty and anxiety as I did not know what to expect from the puzzles or from the outcome of the experience (finding the Grail and defeating the timer before our hour expired seemed to be something unpredictable at that moment).

Beginning of the 60min experience:

Entering the room evoked a sense of awe and wonder. The setting was carefully constructed in such a way that it would immediately immerse you in the presented scenario.

As soon as the countdown begun, I was personally feeling lost, as I did not know where to start.

* Curiosity driven by potentially discovering clues or puzzle pieces encouraged me to explore the room
* Deciphering the first clue created excitement
* Not knowing how to interpret the first given hint created confusion and frustration
* As soon as the puzzle pieces started to come together there was a strong feeling of fulfilment
* As we were working our way through the puzzles and clues, there was a strong sense of collaboration and communication.
* Competitiveness or Schadenfreude was not present during this experience as we were working together trying to “escape” before time ended and to potentially score a new record.
* Each of us contributed to solving the puzzles and each time I succeeded to make a correct assumption about possible ways of resolving the puzzles brought excitement and fulfilment.
* Whenever another team member would have the solution to a puzzle, I would feel admiration for that person
* Time begun to be pressuring near the end, but that was mostly because of the uncertainty of the number of puzzles that was ahead of us before finding the key that would get us out.
* After solving a few of the puzzles we were more confident and familiar to what we have to be looking after. That was a result of repetition (even if the locks or riddles were different from each other, they all had common elements. Example: locks would be opened by introducing series of numbers, letters, sometimes both or words. Therefore, for each puzzle the goal was set clear: finding a unique combination that would only work for one of lock in the room). At that point, for me, the timer was not something that I would give importance to.
* Doubt was evoked when despite following the riddle’s instructions (swipe the bottom of the vase on the “x” symbol) nothing would happen. Even so, persistence and a bit of physical strength unlocked the hidden room.
* Having a door masked as bookcase evoked awe
* Being too immersed in the experience, finding the key to escape the room seemed more like another way of unlocking a next clue or puzzle and not something that marked the end of the game.
* Relief and joy were triggered when we reached the door and met the assistant that told us that we succeeded and completed the room in time.