All Pages - Desktop

WELCOME TO THE ESCAPE ROOMS

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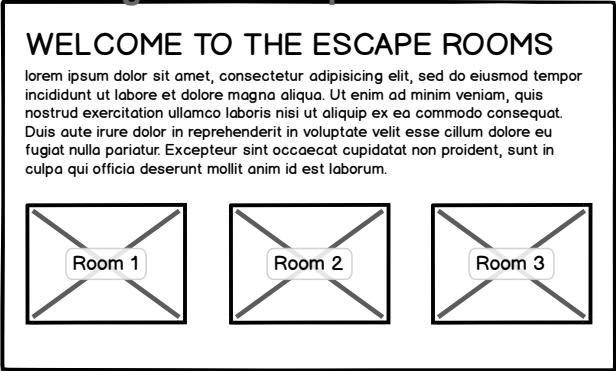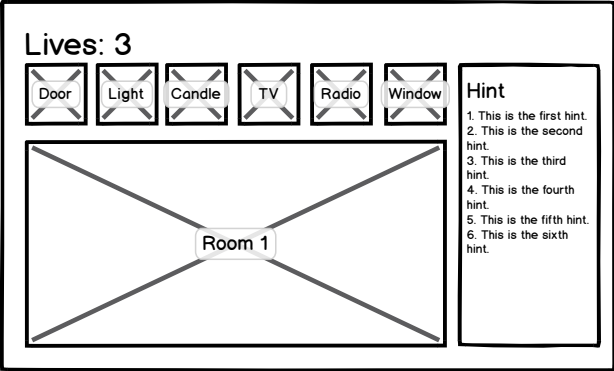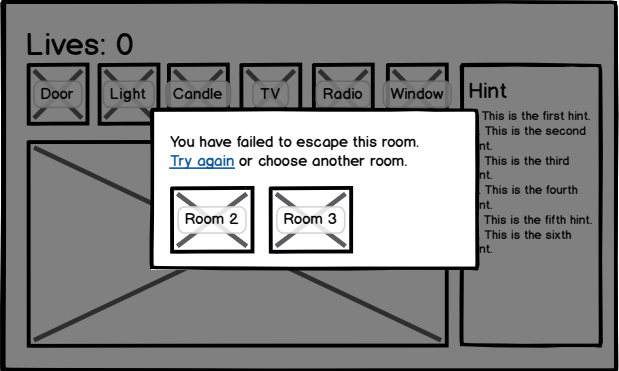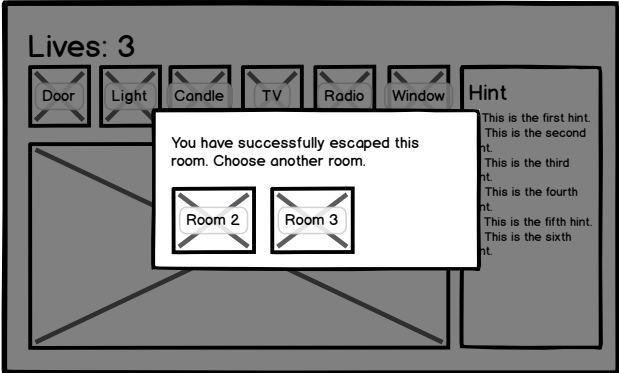
Room 1   Room 2   Room 3

The above screen represents the landing page and contains instructions on how to play the game as well as three game choices.

Lives: 3

Door | Light | Candle | TV | Radio | Window

Hint
1. This is the first hint.
2. This is the second hint.
3. This is the third hint.
4. This is the fourth hint.
5. This is the fifth hint.
6. This is the sixth hint.

Room 1

The above screen represents the game area for game 1. It includes lives at the top of the page, which are 3 by default, but decrease in value on wrong button press until they reach zero. When the lives reach zero the player is informed that they have failed and need to start again. The page also includes an image with overlayed copy

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Lives: 0

Door | Light | Candle | TV | Radio | Window

Hint
This is the first hint.
This is the second hint.
This is the third hint.
This is the fourth hint.
This is the fifth hint.
This is the sixth hint.

You have failed to escape this room.
Try again or choose another room.

Room 2   Room 3

The screen to the left represents a failed attempt, i.e. when the lives counter equals zero. The player is offered the oporrtunity to play the same game or try another.

Lives: 3

Door | Light | Candle | TV | Radio | Window

Hint
This is the first hint.
This is the second hint.
This is the third hint.
This is the fourth hint.
This is the fifth hint.
This is the sixth hint.

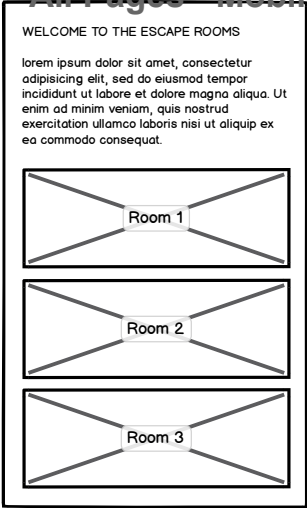You have successfully escaped this room. Choose another room.

Room 2   Room 3

The screen to the left represents a successful attempt, i.e. when player has entered the correct button sequence. The player is then offered the oporrtunity to whatever game they have yet to successfully complete.

Lives: 3

Door | Light | Candle | TV | Radio | Window

Hint
This is the first hint.
This is the second hint.
This is the third hint.
This is the fourth hint.
This is the fifth hint.
This is the sixth hint.

Congratulations

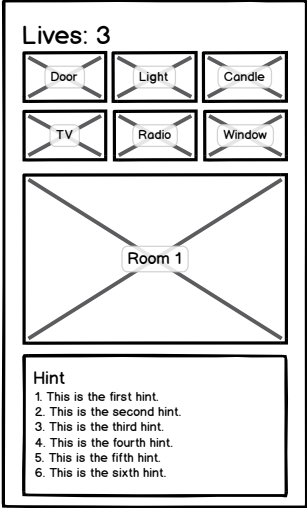You have successfully escaped all rooms and completed the game.

Return to home.

The screen to the left represents a successful attempt, i.e. when player has succssfully completed all games. The player is then offered the oporrtunity to return to the landing page and start again.
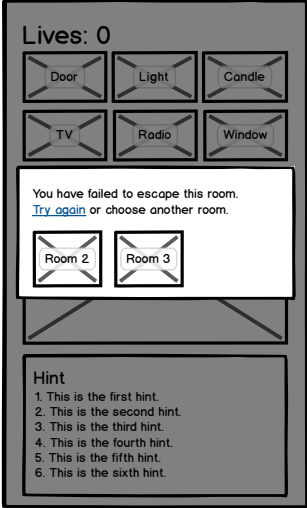
WELCOME TO THE ESCAPE ROOMS
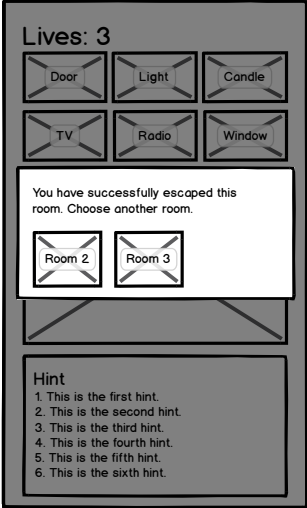
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Room 1

Room 2

Room 3

The above screen represents the landing page and contains instructions on how to play the game as well as three game choices.

Lives: 3

Door | Light | Candle

TV | Radio | Window

Room 1

Hint
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4. This is the fourth hint.
5. This is the fifth hint.
6. This is the sixth hint.

The above screen represents the game area for game 1. It includes lives at the top of the page, which are 3 by default, but decrease in value on wrong button press until they reach zero. When the lives reach zero the player is informed that they have failed and need to start again. The page also includes an image with overlayed copy providing the player with updates on their button selection, i.e. wrong or right, and a hints section, providing clues to the correct solution.

Lives: 0

Door | Light | Candle

TV | Radio | Window

You have failed to escape this room. Try again or choose another room.

Room 2 | Room 3

Hint
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The screen to the left represents a failed attempt, i.e. when the lives counter equals zero. The player is offered the oporrtunity to play the same game or try another.

Lives: 3

Door | Light | Candle

TV | Radio | Window

You have successfully escaped this room. Choose another room.

Room 2 | Room 3

Hint
1. This is the first hint.
2. This is the second hint.
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4. This is the fourth hint.
5. This is the fifth hint.
6. This is the sixth hint.

The screen to the left represents a successful attempt, i.e. when player has entered the correct button sequence. The player is then offered the oporrtunity to whatever game they have yet to successfully complete.

Lives: 3

Door | Light | Candle

TV | Radio | Window

Congratulations

You have successfully escaped all rooms and completed the game.

Return to home.

Hint
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