EsCSSape Room

Intro:

- A virtual escape room concept website using clues and puzzles to find your way through a series of challenges and out of a room.

- The value of this app/website would be for client entertainment and brain development purposes.

What the MVP of the project will look like:

- The MVP will have a series of connecting puzzle-based challenges leading in different directions to get to the end goal of escaping the room.

- This MVP must contain a storyline along with challenging clues leading in multiple ways both in the wrong and right directions. All paths should be reversible in case the player gets caught in a dead end. There must be a correct path that will lead to the successful escape.

Prioritized List of Extra Features:

- Clickable Graphics and media to go along with the puzzles and clues to make the website/game more interesting.

- Different paths and ways to get out of the room.

- Extra rooms added to make escaping the room more challenging and sectional.

- 3D moving interactive user interface.

Phase 1: Get a structure built for the game with storyline, minimal styling, and workable paths through the puzzle to complete the escape (Just text at this point).

Phase 2: Add interactive clickable graphics and media (videos) to watch along with quizzes to gain access to clues.

Phase 3: Create different rooms that add different paths that will make the escape room more realistic.

Phase 4: Create an interface that is in 3D point of view. It will give the user the ability to move around as well as zoom in on objects.

Market Survey

- Shelburne Museum Virtual Escape Rooms - https://shelburnemuseum.org/museum-from-home/virtual-escape-room/
- Crazy Games Escape Games - https://www.crazygames.com/t/escape
- 365 Escape - https://www.365escape.com/
- Brightful - https://www.brightful.me/blog/best-free-online-escape-rooms/#list-of-online-escape-rooms

References:

See above links in Market Survey