

ESCAPE THE BUILDING

This project is a game which combines puzzle-solving and time management, offering an immersive experience where every decision matters.

the player controls a character who must escape a burning building after a robbery. The character starts at the top of the building and needs to reach the ground floor by using an elevator. To descend, the player must correctly answer a series of four riddles. Each correct answer allows the elevator to move down one floor. The questions cover various topics, including mathematics and scientific facts. The player has two attempts per question and must solve all the riddles within a set time limit. If the player fails to answer or if time runs out, the game ends. However, successfully answering all four questions allows the character to descend safely, and the game displays a congratulatory message signaling the player's victory.

Detailed Gameplay Description :

1. **Starting Point:** The character begins at the top of the building.
2. **Riddles:** The player must answer four questions correctly to descend.
3. **Descent:** Each correct answer moves the character down one floor.
4. **Victory Conditions:** Answering all four questions correctly within the time limit.
5. **Defeat Conditions:** Running out of attempts or exceeding the time limit.
6. **Final Goal:** Reach the ground floor to escape the building and receive congratulations.