

PRISONBREAK

ESCAPE ROOM | DA PT SEPT24

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Escape Room's context:

You open your eyes in the dark, cold cell of Fox River State Penitentiary

Your pulse races as memories flood back: framed for a crime you didn't commit.

You've been planning this escape for months. Everything depends on breaking out of here tonight.

You glance around, scanning your cell. The guards will make their rounds soon.

Time's ticking. You've got to act fast. There's no going back.
Every second counts.

6'4"

6'2"

6'0"

5'8"

5'6"

5'4"

5'2"

5'0"

How is the game's structure organized?

Keys

Lockpick

Card Key

Fork

Scalpel

Window

Food

Paper with codes

6'4"

6'2"

6'0"

5'8"

5'6"

5'4"

5'2"

5'0"

PROJECT OVERVIEW

How is the game's structure organized?

Keys

Lockpick

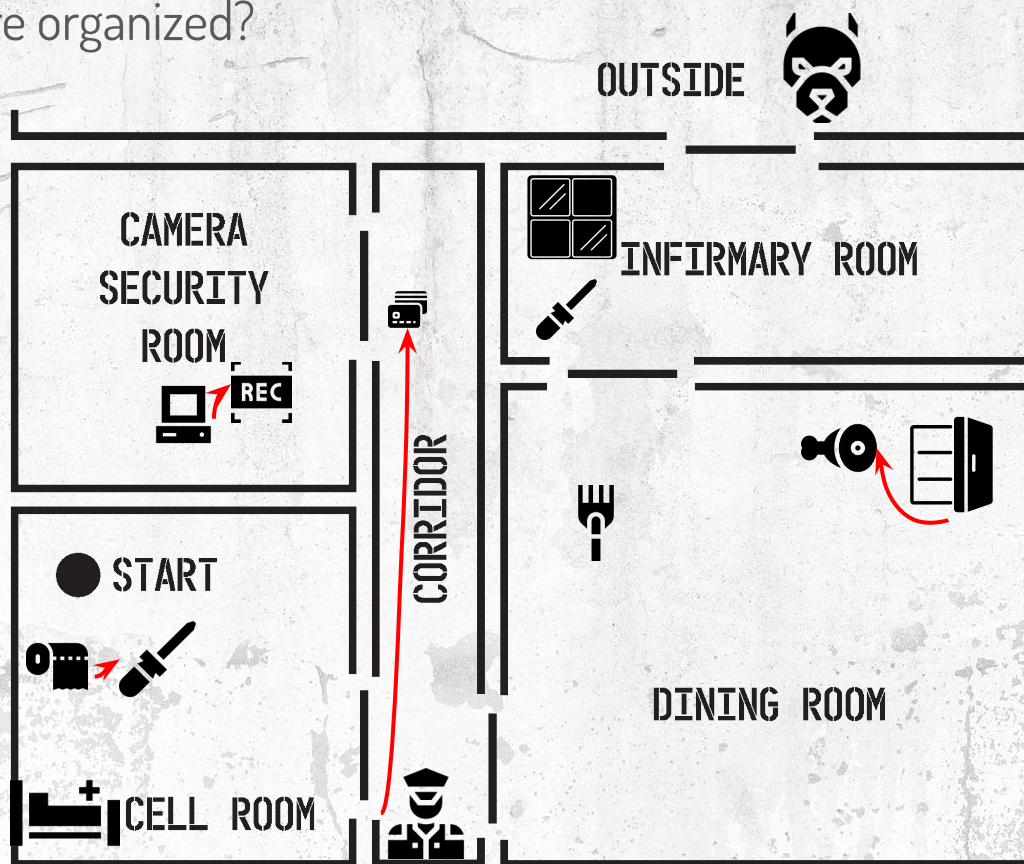
Card Key

Fork

Scalpel

Window

Food



PROJECT OVERVIEW

Which functions do you have and how are they imported?

```
def linebreak()  
def start_game()  
def play_room()  
def explore_room()  
def get_next_room_of_door()  
def examine_item()
```

Which features did you add to the game?

- Narrative Context
- Dog Trap
- 1, 2 instead of “explore”, “examine”
for a smoother experience
- Corridor addition
- Paper with Codes

TECHNICAL CHALLENGE

What was the most important technical challenge you faced?

-Dog Trap



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6'4"

6'2"

6'0"

5'8"

5'6"

5'4"

5'2"

5'0"

DIFFICULTIES

The first great difficulty we encountered, was understanding the sample code.

Once we understood it, the difficulties arised when trying to improve the code. That was the big challenge.

The greatest challenge was the dog part, in which we didn't really know whether to treat it as a room, key, furniture, or how exactly.

6'4"

6'2"

6'0"

5'8"

5'6"

5'4"

5'2"

5'0"

DEMO

6'4"

6'2"

6'0"

5'8"

5'6"

5'4"

5'2"

5'0"

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GRACIAS