



: Planning Puzzles

Puzzle Criteria for Escape Room

Before I started brainstorming puzzles, I made a criteria list of what to include and avoid based off of the assignment brief, teachers advice, and my research into good puzzle design.

Must Haves:

- Needs at least 2 puzzles
- Puzzles reflect theme
- Sequential - one solution points to the next puzzle
- Gives 'a-ha' moment - balanced difficulty
- Give player regular feedback
- Solution is figured out, not guessed by trial and error
- Puzzles get harder as they progress

Must Avoids:

- Lack of direction - should be an obvious flow
- Multiple solutions
- Too easy or hard
- Feels random, not connected to theme
- Repetition, becomes boring

Possible 'Puzzle pieces' for a bakery

I listed objects which could be found in a bakery, divided into two groups; boxes and others. This is an approach used in planning puzzles for real-life escape rooms which I found in my research.

Boxes (items which can be opened to find the next clue)

- Recipe Book
- Till
- Oven
- Secret ingredient
- Dumb waiter
- Safe

Others (items in environment to help solve puzzles/ build mood)

- Scales
- Display case
- Specials Chalkboard
- Icing bags
- Table cloths

Puzzle Ideas

Considering the puzzle criteria and the boxes and objects I compiled, I started brainstorming puzzles which I could use. These are just a few of the initial puzzle ideas, some of which I went on to expand and put into my User Story

Puzzle ideas

- Find combination to safe from writing on chalkboard, enter to open
- Recipe Book, opens to one page, with basic recipe, combine ingredients from around the kitchen to build a batter, put in oven at correct temperature to bake a cake properly
- Ice a cake with the correct colours, send up dumb waiter to get approval
- Discover dumb waiter by removing poster with clue (the dumb waiter movie poster for example)
- Balance the scales to present a key to dumb waiter
- Sift flour to find a key
- Use clues to figure out secret ingredient and add it to the cake mix