

Knights of the Golden Horseshoe – Escape Room

Project Overview:

A resort in Virginia commissioned us to design and build an immersive escape room titled Knights of the Golden Horseshoe. Set within a mine themed environment, the experience had players collect a series of crystals and a golden horseshoe to escape.

My Role & Contributions:

I was primarily responsible for developing the software for the Minecart Puzzle. The game was built in Unity using a single 3D asset pack that provided all the mineshaft models. Additionally, I contributed to the wiring and integration of various interactive elements throughout the escape room.

Minecart Puzzle – App Details:

The Minecart Puzzle tasked players with guiding a minecart carrying the golden horseshoe through a maze of tracks. The experience featured two screens: The cave window screen was a large T.V embedded into a cave wall, this screen created the illusion that players were peering into the mine, watching the minecart navigate the tracks in real-time. The map display was a top-down display showing the junction map, where players controlled the track junctions using physical buttons and manipulated the minecart's movement with large forward and reverse levers. To solve the puzzle, players had to strategically switch track directions and operate the levers to guide the minecart to the correct endpoint. Upon success, a hidden compartment in the room would open, revealing the real-world golden horseshoe mirroring the in-game cart's delivery.

