

# ESCAPE Y2K - An Integrated Escape Room

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**Abstract**—“ESCAPE Y2K” is an interactive escape room experience that relies on computer engineering as its main control source. The escape room is built to be an autonomous, immersive, sci-fi, horror experience. A variety of sensors will be used to accomplish this including a sonar range finder, noise sensor, pressure and heat sensors, nfc/rfid, and movement sensors. Other technology to be implemented includes image/audio processing, bluetooth, and digital/analog circuit design. A stretch goal for this project is to make this room modular and portable, allowing it to be set up in any place and with any size of room.

One of the major themes of the escape room is time travel. The experience will run on a clock that ticks between 1:00 PM and 12:00 (midnight) where certain events are dependent on the time. This can include cabinets opening during a specific time interval or locks having different passcode combinations depending on the hour hand. Players in the room are able to rewind or forward the time however they wish based on the minimum and maximum the time can go. Past 8:00, the game will transition to a nighttime mode where fake windows in the room will shine a light to simulate a creature looking inside. If a player is caught in this light, the room enters a danger state and the team will incur a penalty to the amount of time they have to escape. This penalty will also occur if the clock reaches 12:00. The game will conclude either when the players all exit the room safely, or the game clock expires.

The maximum amount of time players will have to escape will be 30 minutes, however, this may lessen if the player clock reaches midnight or if any of the players are seen by the monster. Each puzzle will take between 3 and 5 minutes to solve, allowing for a maximum of 7 or 8 (maybe) puzzles. Another stretch goal is to create a pool of puzzles from which the room can draw, giving each group that comes into the room a unique escape experience. These puzzles will be hard, but will still be easy enough to actually allow players to enjoy the experience and not be frustrated by the difficulty level of the puzzles.

**Index Terms**—Analog, Embedded Systems, Escape Room, Horror, Interactive, Networking, Science Fiction

## I. INTRODUCTION

Escape rooms are a fun and engaging way to promote critical thinking and puzzle solving for children and adults alike. In most established escape rooms, there is a level of behind the scenes interaction with a room operator, triggering events and unlocking clues as the players progress. This usually works quite well and allows for some additional variability if the operator is given some creative freedom with how they run the escape room. However, it also has an inherited limitation with requiring an operator for the room to function. For our capstone senior project, we will create an autonomous escape room experience with multiple

puzzles and random clue selection to operate with some level of variance without the requirement of an external human operator.

In general, innovation in the escape room industry is minimal; if you’ve been to one or two you’ve seen how pretty much any of them are going to work. The level of difficulty from room to room may vary, and some of the puzzles could be interesting, but there haven’t been any groundbreaking changes made to the scene since its inception. Our goal is to create a system and design philosophy that will allow for a more streamlined and easily modifiable design process for making more complex and dynamic escape rooms. We will accomplish this with custom analog and digital systems, as well as a variable program to be executed on a central microcontroller to drive the escape room’s interactive elements.

The theming of Escape Y2K is an time-traveling analog horror experience. The story and aesthetics of the room will be inspired by the public panic spurred from the unknown consequences to possibly occur as digital system clocks update their year count to ‘00’, and the ambiguity between it’s interpretation as ‘2000’ (Y2K) or ‘1900’. The room will incorporate ‘time-traveling’ elements to play into this ambiguity and assume that a total system failure would happen in all digital systems when the game clock strikes 12:00 AM on the turn of the century.

## II. OUR VISION

Our vision for this project is to take a unique spin on the formula that is most commonly used in escape rooms. Instead of using a large amount of analog puzzles and a “host” that is in charge of controlling which parts of the room are locked and unlocked when players complete certain actions, the room will adapt and progress on its own as players advance through the various puzzles.

*What is an escape room?*

If you aren’t very familiar with escape rooms, the basic idea is to provide people with an interactive and exciting puzzle experience. Players start by being “locked” in a room (you’re never actually locked in, for safety reasons) with a set of instructions that lead them through a series of puzzles. Some of these puzzles are more traditional, such as solving a cypher or figuring out a combination for a lock, while others make

the players think a little bit deeper. Many of these puzzles are on the simple size in an attempt to have a good balance of fun and difficulty. And, many of these rooms attempt to fit their puzzles within a certain theme, such as escaping from an Egyptian tomb or trying to escape from the zombie apcalypse [1].

### *History of Escape Rooms*

There are a variety of escape rooms all throughout Utah and in other parts of the world as well. The phenomenon started between 1981 and 1984 with the introduction of TV game shows "The Adventure Game", "The Crystal Maze", "Fort Boyard", and "Knightmare" [1]. Other mediums, such as escape the room video games, were also gaining traction during these years and after, and in 2003 the first prototype escape room was showcased at GenCon Indy by an individual named Jeff Martin. 2007, however, was the first year when escape rooms really began to pick up speed with the creation of Real Escape Game by Takao Kato in Kyoto, Japan [2]. The first commercially available escape rooms began to show up in the United States around the years 2012-2014, and as of November 2019 there are over 50,000 escape rooms worldwide [1].

### *Our motive behind the project*

This section will detail our inspiration and goals with this capstone project in more detail with further revisions of this document.

### *How players will know what to do*

Many escape rooms use a type of "Mission Video" to explain what is going to happen in the escape room [2]. For our escape room, we are going to use a tape player that gives the people in the room information about the story and why they are in the room in the first place. This tape player will also have other uses, which are explained in more detail in the section about all of the puzzles in the escape room.

## III. WHAT MAKES OUR ESCAPE ROOM UNIQUE?

Because this escape room is being developed as a computer engineering senior project, it will have a distinct emphasis on puzzles that involve imbedded computing, giving our room a deeper sense of connection between the separate parts. This means that we will be using technology as a central theme throughout the room to help convey the emotions that we are hoping the players will feel and also make the puzzles more interesting.

### *How horror plays a role*

In life, horror is an incredibly good motivator. Imagine you are being hunted by some alien creature that is here to destroy the world and the only way to escape is to solve a collection of puzzles; you would gladly participate! In our escape room, this exact situation is something that we will be utilizing to push players to solve the puzzles as fast as possible.

*The Monster:* All horror experiences begin with a mysterious and dangerous monster that is on the hunt. Our room will feature such a monster that will come out when specific events are triggered or when the player clock reaches a certain time.

*CRT TVs:* This section will talk about what we plan on doing with the CRT TVs and how the players will interact with them. Also how the monster will affect the world through the TVs.

## IV. PUZZLES IN OUR ESCAPE ROOM

This section contains a list of all of the puzzles that our escape room will feature, as well as the solution to each of them. If you haven't already experienced the escape room, be warned that this section does contain spoilers and will prevent you from experiencing the joy of solving the puzzles on your own.

This section will be greatly expanded on as we decide what other puzzles we want to incorporate and how they will function. A stretch goal we have is to have a pool of around 10-15 puzzles that can be randomly selected, so that each time a player is in the room the experience will be different from the last. More may be added, depending on time constraints and how many ideas we have, but this is the idea for now.

### *A. Chess Board Puzzle*

One of the main puzzles that our room will be centered on is a chess board in the center of the room. This puzzle will be one of the first things that players see, but also the last puzzle that they will solve. Throughout the room and after solving various puzzles, players will receive chess pieces that, when arranged in the correct format, will open the door that is keeping players in the room and stop the catastrophic end of the world due to Y2K.

### *B. Bust*

A small bust of a statue's head will be attached on a disc and situated on a podium. This bust can be rotated physically, which will rotate the disc under it as well. On the podium is a small hole that may contain a key or chess piece. The disc will also have an indent on it. When the players rotate the bust, if the disc is rotated so that the indent is overlapping with the hole on the podium, the players are able to retrieve the key or chess piece. As a bonus, the direction the bust is facing will be either the lock the key unlocks or a clue as to where the chess piece goes.

### *C. Tape Player*

An audio cassette player will be centered in the room, with one tape nearby to be played as players first enter the room. The general function of the tape player will be to both give the players story elements and instructions on puzzles as they play, as well as be used to play clues or hints to the active puzzle that the players are working on. Beyond these basic functions of the cassette player, we will run wires from our microcontroller and digital audio player into the built-in speaker of the cassette player to inject noises or music files while the cassette player

is not actively in use, or no tape is even in the deck. This will add to the horror experience, and emulate rouge transmissions being received over the duration of the escape experience.

#### *D. Puzzle 4*

#### *E. Puzzle 5*

#### *F. All other puzzles...*

This subsection won't actually include the details for every other puzzle that we plan on including in the escape room. Instead, this is just a placeholder for all of the other sections that we are going to write once we figure out what types of puzzles we want players to solve and the solution to those puzzles.

### V. MATERIALS NEEDED

This section will detail all of the materials that we are using to build this escape room and how they fit in with the project. Sensors that we will be using will be outlined here. A brief, bulleted list of currently recognized materials is available below.

- Central microcontroller
- Visual sensors (on "windows" for sensing players)
- Analog or soft-image displays (to act as windows)
- Chess board
- Audio cassette player
  - Writable audio cassette tapes
- MP3 digital audio controller
- Motors (To act as lock releases)
- Solenoids
- Wireless communication modules
- Storage containers
- Busts with detachable modules
- Turntable podium

### VI. TESTING

Different puzzles and modules of the game will be tested before combining them all into what will become the escape room. Each module will have its own specifications on what it should do. For example, the chess board puzzle will have lots of different combinations tested just to make sure that only the correct one will trigger a signal, which later will be the signal that allows the players to leave the room. Modules will also be tested on durability to make sure it is sturdy and not prone to easily breaking. Players will be instructed to treat every object with care, so hopefully the modules will not be tested of their strength outside of the testing environment. When each module is tested according to their specifications, and works with small testing programs, then they will be combined into the bigger room script of the game. From there, testing will be done for the room as a whole to make sure that players are able to complete it. It may also be necessary to bring in people unfamiliar with the game to try it out themselves, that way feedback can be given of whether certain puzzles need to be harder or easier. For the stretch goal, each

possible combination of puzzles would have to be tested to make sure there are no dead end routes.

### VII. DEMO

The demo planned for this proposal is the clock that will be integral to the puzzles in the escape room. Players must be expected to manipulate this clock to activate certain events in the game, along with the clock moving by itself throughout. Thus, a big analog clock will have controls tied to it that either moves it forward in time or back in time. The clock cannot go before 1:00 or past 12:00, and whatever time the clock is at should be able to be read by a computer.

Likely, the analog clock will most likely just be a display to an internal counter that counts on its own based on clock speed. By pressing either a "forward" or "reverse" button, the counter will increment or decrement and update the display on the clock alongside transferring the value to a computer. This will make the time easily stored and tracked which will help towards scripting certain events in the escape room.

### VIII. CONCLUSION

#### Conclusion

#### REFERENCES

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