

# Cyber Escape Room Overview

## Introduction

This drive contains all files created during this project's development, including the code, wireframes, early narrative drafts, and more.

If necessary, the manuals, hints, and game artifacts are available here to be reprinted.

We have divided the drive into separate sections to make navigation easier.

## Puzzle Playbook

Included in the Puzzle Playbook folder are the files necessary to run the puzzle: the puzzle manual and the puzzle hints. **These files must not be seen by the players.**

The puzzle manual outlines each artifact involved in the escape room. It includes details about how to properly set up and clean up the puzzle.

Additionally, if print artifacts were damaged and need to be reprinted, a contingency section is included which details how to set up some of the more complex items. If it is necessary to purchase new artifacts, a link to our Amazon items list is included.

The 'Solutions and Explanations' section of the puzzle manual outlines the necessary steps to complete the puzzles and explains how to solve them.

Finally, the puzzle hints file includes hints to be given to the players should they need them.

## Made Artifacts

The Made Artifacts folder contains all physical and digital artifacts created for the escape room, including the video files, the leaked songs and articles, the desktop files, the circuit board maze, the cards, the security images, and the 3D print and vinyl cutter files.

The videos folder contains our scripts and the edited and unedited videos.

The 3D print and vinyl cutter file details how to create the necessary 3D-printed objects.

The locations and uses of these files are outlined in the Puzzle Playbook folder.

## **Early Development**

The Early Development folder contains everything that was made during the early stages of the project's development. Nothing in this folder is necessary to run the game, instead, the folder acts as a showcase of how our project has changed during the semester. Namely, it contains our initial project plan, narrative outline, questions for the client, puzzle ideas, wireframes, and more.

The folder also contains two subfolders regarding the playtesting phase of the project: the Playtesting Photos and the Playtesting Notes.

## **Code**

The Code folder contains all of the code necessary for the digital aspect of the escape room. The folders are divided into the Videos, Name Entry, and Ending folder, and the Fake Desktop folder. Here, they will have access to the HTML and CSS code required to make these respective websites.