ESCAPE ROOM DESIGN DOCUMENT

By Matthew Hough

Interdimensional puzzel solving

environment design.

Sharp/jagged environments with





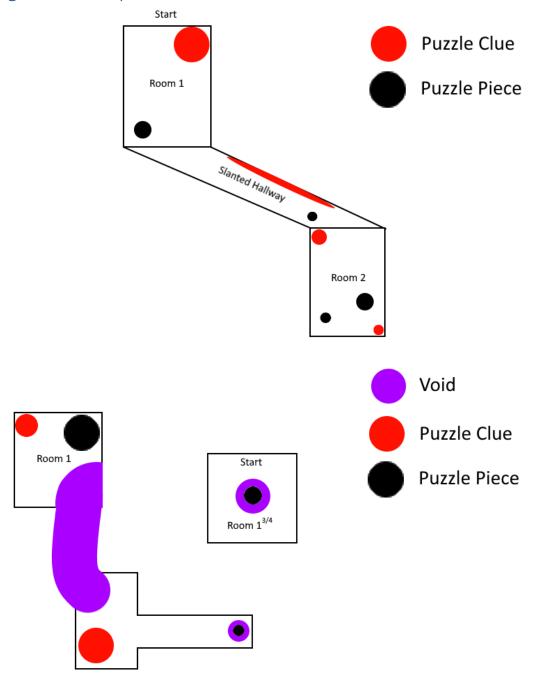




Lighting:
Variety of lights from different time periods and locations



Rough Puzzel maps



User Story Board

