matt hough

[Email address]

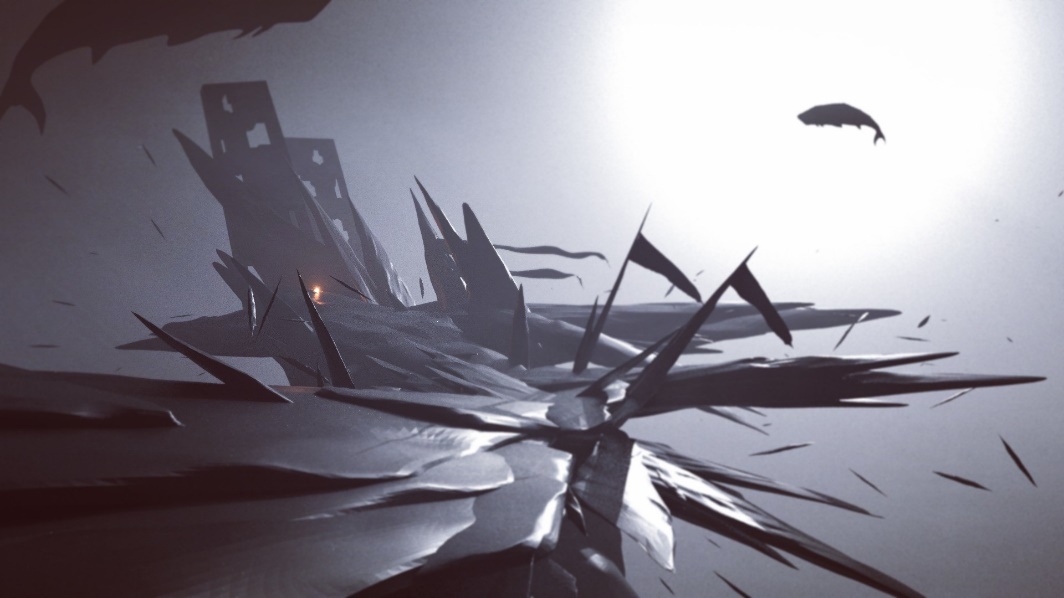
Escape room design document

By Matthew Hough

Interdimensional puzzel solving

# environment design.

Sharp/jagged environments with

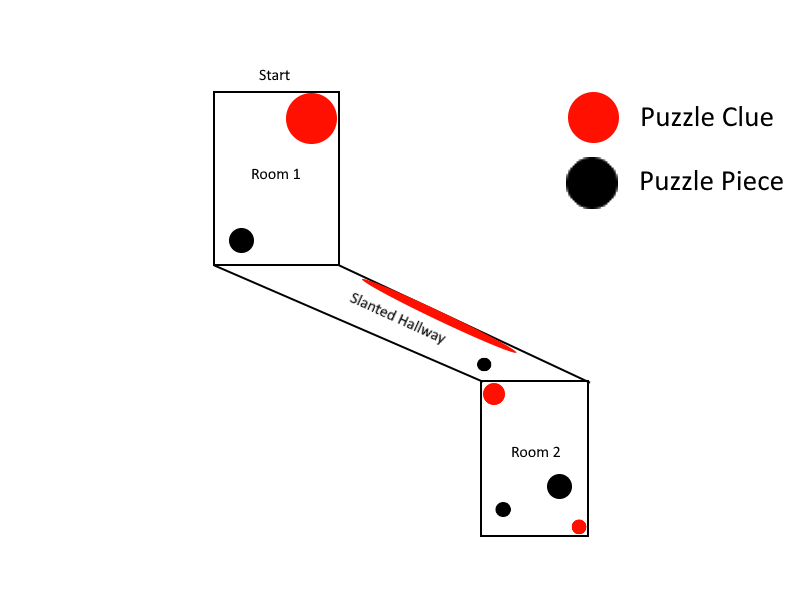
 

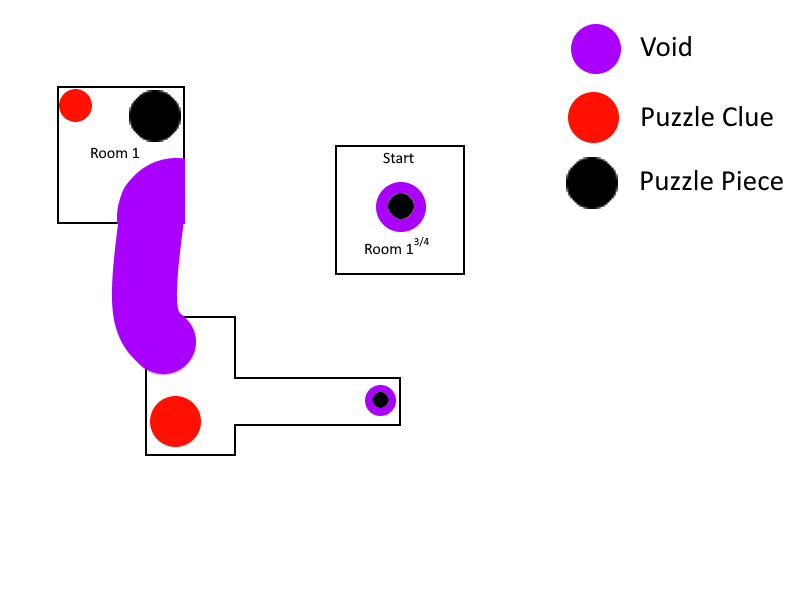
## Lighting:

Variety of lights from different time periods and locations



# Rough Puzzel maps





# User Story Board

