

An online escape room challenge



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Quick walkthrough of our game

2 Design and Development



Dark, moody design with glitches and shadow effects.



Ominous animations to increase tension (sound, zooming in, etc).



Browser-inspired interface: Search bars, error messages, and tabs to create an authentic experience.



ReactTS, Vite, TypeScript, CSS



State management to track game progress and manage time.



Dynamic puzzles (hidden codes, fake errors, and click-through challenges). Timer-based mechanic:





3 The Vescent Into Madness

Each iteration of development felt like a descent into madness

Challenges Overcome:

- Timer functionality and looming ghosts
- Merging Multiple Branches cohesively
- Managing tight deadlines and ensuring we stayed on track with the game's design.
- Balancing difficulty ensuring the puzzles were challenging but not too hard while making them dynamic



4 The Lessons Learnt



Effective Teamwork: Collaborated across different components under tight deadlines.

Fast Problem Solving: Overcame technical challenges and iterated quickly.





Time Management: Balanced creativity and complexity while meeting the 24-hour time limit.

Team Roles: Each member contributed to gameplay, UI, backend, and overall direction.

Meet The Team









