**Theme**

Día de los Muertos

**Escape room story**

You notice a weird noise coming from the family cemetery, you get out of bed and walk outside, you enter the family tomb to find out that someone has disturbed the altar. The ghosts are not happy and locked you in the tomb. Make sure you solve all the puzzles to make them rest in peace. There are 3 puzzles you will need to solve in order for them to set you free.

You start locked in your family tomb, someone robbed the offers you brought and left them restless.

**Tomb design**

4 sides of the tomb

Candles

Flowers

Altar

**GAMES**

Open grave with broken skeleton (drag and drop game)

A picture on the wall of a family skull (light out picture game)

Solve a maze on a grave stone with hidden letters (hidden word game)

**MUST**

Responsive

Clickable

Readable

Audio

Local storage saves

**Userstory**

As user I want an easy-to-use app

As user I want the app to be responsive

As user I want it to look nice

As user I want an adventure

As user I want to input my name

As user I want to pick my gender

As user I want different difficulties

As user I want a story line

As user I want to know how much time I have left

As user I want to be able to replay

As user I want to be able to know when I’m done

**Tasks**

Shane: light out game

Mel: scrummaster, mockup,wireframe, moodboard

Rachel: easy game

Sanne: story, userstory, bootstrap responsive

Karan: begin text, audio and timer

Mussie: maze game

Michel: gender, basic character