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Room Escape Game

Create a zip or tar file of all of the documents (.java files, input files, etc.) that you'd like me to see. Be sure to include a clear write-up of your work. Tell me about the goals of your project, how to run your code, and to what extent your program did or didn't meet your goals.

A room escape game is what it sounds like: a game where a user must get out of a locked room, usually through solving a progression of puzzles. This is a good example:

http://neutralxe.net/esc/sphere\_play.html

I love doing these, so my plan was to create a functional one with the all major characteristics that essentially define a room-escape game.

I couldn’t incorporate all the features I wanted due to limitations in my programming ability and time. These include zooming in on a specific wall or item being able to view a selected item up close, and having more complex, realistic puzzles.

Regarding my limitation on puzzles, I don’t think the way I structured my flower puzzle was well-done. I had a hard time figuring out a way to check if all the right flowers were clicked, and there seems to be a lot of code for such a small part of the game. I didn’t even attempt trying to incorporate a numberpad, which many room escape games have.

The most difficult part was handling the classes in the image package. The ImageSpacePanel, ImageLabel, and ImagePanel classes allowed for the collection of items around the room and the interaction between the inventory and wall. However, the code for this is convoluted and not as straightforward/readable as I feel it should be. And with this code, I couldn’t find a clean way to click on a collected item and view it up close.

Overall, my game meets my expectations as a room escape game. Although the drawings aren’t ready for mass distribution, I enjoyed creating them and also surprisingly like them. These games usually have sound effects, which I think for my project adds to the room escape atmosphere. I’m satisfied with how I handled the mouse clicks in different regions and how I got the arrow panels on either side of the walls to switch wall panels.

Running the zip file with eclipse:

1. In eclipse, File->Import->General->Import Existing Projects Into Workspace. Browse for my file in the root directory section. You might have to change the JRE System Library to one compatible with mine. I used JavaSE 1.8.
2. On the main toolbar, Run.

Escape Walkthrough\*:

1st wall:

* Collect bowl from under the couch.
* Click on the couch cushion. Collect the circular key.

2nd wall

* Place circular key into the safe.
* Note the flowers and the order of colors.

3rd wall

* Collect the crowbar.
* Click on the lever/switch. Go around the walls. Note where the red light hits.
* Fill the bowl with water.

4th wall

* Use the crowbar on the area where the red light hit to reveal a hole.
* Use the colors of the flowers from wall 2 to get the right combination of colors on this wall: pink, purple, purple. Pick up the seeds.
* Place the bowl with water into the hole.
* Place the seeds into the hole.
* Retrieve the key.
* Go to wall 1 and use the key on the door.

\*These instructions don’t have an exact order, but especially towards the end you can’t complete steps without doing others first.