Failure state / GAME OVER

Health System

Music

Interconnected Puzzles!

Visually like Kumospace room with live video of team members

Different levels (easy, medium, hard)

School of Code theme where Chris locks you in to the room

Multiple rooms

Hint system

Different types of puzzles?

Collect objects from previous levels to help in future levels

Inventory System?

Time Limits!

A "game master" npc

Interactive Characters

Skill Challenge

Speed Challenge

Temperature limit, (at 100degC your character overheats)

Actions having consequences

Multiple different paths/routes

Mental Challenge

Physics puzzles

Riddles

"Find the key" Puzzles

Overarching Theme/Themed rooms?

Puzzles within Puzzles

Open a combo lock to get a rubiks cube etc

Rubix cube puzzles

Space theme

Ancient Egypt Theme

Jungle Theme

Things that are 100% Achievable

Time Limit

Four Puzzles

Computational Thinking Theme

Different types of puzzles

Pick a single flavour theme (Space/Jungle etc)

Things we want to aim for

Interconnected Puzzles (Maybe the 4th puzzle needs a different puzzle to be completed first)

Basic inventory system (Have item/Do not have item)

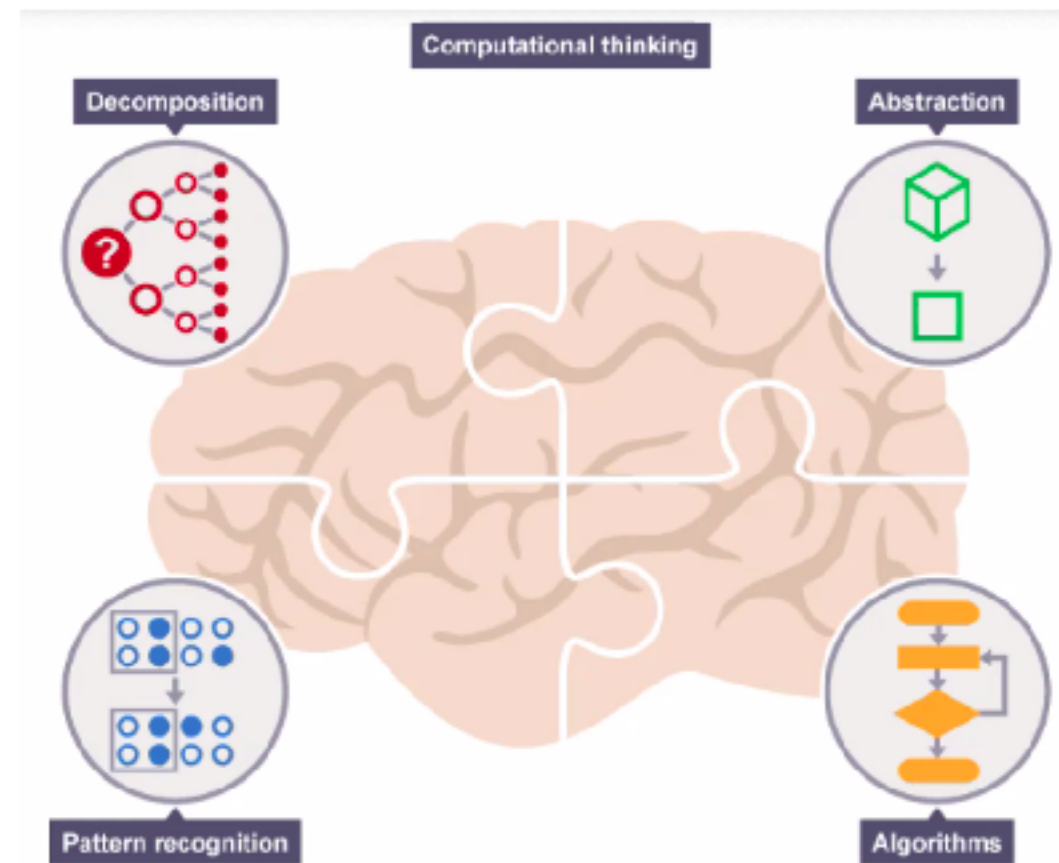Breaking the wall down introduction

Sound Effects / Music

Computational thinking

Decomposition

Abstraction

Pattern recognition

Algorithms

Things we aren't aiming for yet

Multiple paths/routes

Health System

Actions having consequences

NPCs / Characters

Running out of time!!

Having too much content

Keeping puzzles simple

Artwork is time consuming

Initially plan for 2 puzzles

One board vs multiple boards

Scope to add more puzzles later

One theme

Not having the technical know-how

Getting stuck building puzzles

Over-complicated features not getting completed

Scope Creep

Adding too many new features

Going off-track from initial design