**Introduction**

In this document I will document my research and outline key points on how to play escape room and I will give advice on basic user interface on how the game interaction could be implemented.

**Research**

Escape Room domain is very wide. It ranges from real life game, where you need to escape from the real building, to an online game, where the goal is the same, to escape. All of them differ in their own way and since our stakeholder wants to have an online Escape Room game, we will focus more on online games.

* It is important to pick the right team. It’s not about what you know, it’s who you know. You want a good group to play with. It’s not necessarily about finding a bunch of smart people. You want to play with people you are comfortable with. Remember, there’s a very good chance you’ll be freaking out with 3 minutes left, scrambling around with your last hint alongside these people. Who do you want to be with in that situation? It’s also a good strategy to pick a good group size.
* Understand the rules of the room. This is crucial. There may be certain items that you shouldn’t touch in the room. Disrupting these can result in messing up a puzzle and causing lost time as confusion erupts as to why the device isn’t working. A game master may have to enter the room to fix the problem. All of this leads to lost time and momentum. Other things to take note of are the number of clues you get and the length of the game. Also, understand how clues are given. Different games have different methods of providing help.
* Listen to your teammates. Escape room teams function best when they try everything. So if your teammate has a crazy but somewhat reasonable idea, listen to them and try it with them! If you think it’s a bad idea, still encourage them to try it nevertheless. As long as the crazy idea is reversible, it might just move you closer to the final solution. At the very least, it will be fun!

This helps spread apart your team and have each team member be maximally effective. There’s a tendency to dismiss or skip over some puzzles that are “too hard” to do at first glance. This leaves some puzzles forgotten and undone until someone realises that they’re needed.

* Divide and conquer to search. At the very beginning of each game, split the room into sections and assign different people to comb through each section, looking for objects of importance. This helps make sure that the room is thoroughly inspected, and helps prevent the case where certain areas are overlooked and certain other areas are repetitively combed over.

**Conclusion**

Key points on how to play escape room:

* Pick the right team;
* Understand the rules of the room;
* Listen to your teammates;
* Divide and conquer to search.

Advice on user interface:

Players of the Escape Room game should be able to interact with the game. My advice it would be that players could open questions by clicking on various items that they see and then they could enter the answer to the question. By answering the question they could unlock other question that was locked previously or they could get a card with a hint or some information that could help to answer other questions.