**What is an Escape Room?**

An **escape room** is a game in which a team of players discover clues, solve puzzles, and accomplish tasks in one or more rooms in order to accomplish a specific goal in a limited amount of time.The goal is often to escape from the site of the game.

**Escape Room as a video game genre**

Escape the room is a subgenre of point-and-click adventure game which requires a player to escape from imprisonment by exploiting their surroundings. The room usually consists of a locked door, objects to manipulate, and hidden clues or secret compartments. The player must use the objects to interact with other items in the room to reveal a way to escape.

**Game setting**

The participants in an escape room normally play as a cooperative team of two to ten players. Games are set in a variety of fictional locations, such as prison cells, dungeons, and space stations. The player's goals and the challenges they encounter usually align with the theme of the room.

**Gameplay**

Escape rooms test the problem-solving, lateral thinking ("thinking outside the box"), and teamwork skills of participants by providing a variety of puzzles and challenges that unlock access to new items or areas in the game when solved.

Escape room puzzles include word games, numbers, and "arranging things into patterns" such as: substitution ciphers, riddles, crosswords, sudoku, word search, and mathematics; puzzles involving physical objects such as jigsaw puzzles, matchstick puzzles, and chess; and physical activity such as searching for a hidden physical object, assembling an object, navigating mazes, or undoing a rope knot.

References:

<https://en.wikipedia.org/wiki/Escape_the_room>

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