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What makes a good Escape room?

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# Introduction

For this project we’ll be creating an escape room game that will be played in the browser. To be able to do this properly we need to understand what is necessary for an escape room to become a well put together, fun and interesting one, a game that is educational and enjoyable. In this document we’ll go over certain points that can help you achieve this.

# What makes a good escape room?

An escape room has many elements which can make one interesting to play, the ones that catch the attention the most are:

### Story & Theme

A story for the escape room, there is a reason why you are where you are when you start out. This can be anything from being trapped in a castle to being in a lab trying to creating a cure to some disease or maybe you’re trying to pull off a heist. The story follows a specific theme which also fits in with the props/visuals of the surroundings, they all fit together.

### Immersive

This is something that comes in because of the story and theme, but also things like sounds, effects props/visuals. Often escape rooms are supposed to be finished within a certain time frame (a deadline/countdown) which is done to make it more immersive. The intention of this is to make the players forget about anything else but the game, they’re ‘convinced’ that they’re in a hurry to achieve their goal.

### Problem solving

This is the main mechanic of the game. The players progress through the story by finding clues and solving puzzles. This often starts at the very beginning and ends when the escape room is solved. The puzzles and clues are supposed to be somewhat difficult but not too much. When it’s too easy the players will rush through it while if it’s too difficult the players will become frustrated.

### Teamwork

Most escape rooms aren’t played alone, they require you to work together to accomplish your goals. Some divide the players into 2 different areas and allow them to talk to each other. This creates a gap in information between the groups, by working together and combining the information the puzzles can be solved. Another way is to have all the players in the same room and have them look at everything together. They can split their focus on multiple things so they can cover more ground to search for clues. Either way this adds most of the fun aspect to the game, having people work together and combining their strong points to solve the issues at hand.

# Conclusion

To make an escape room interesting and fun there need to be certain elements present. These include: a story that resolves around a certain theme. It should give you a reason as to why you are where you are and something about what the goal is which in turns makes the game immersive. During the game you’ll have to find clues and solve puzzles alongside the other players and work together to reach your combined goal; to complete the escape room!

# Links

<https://www.lockbustersgame.com/what-makes-a-good-escape-room/>

<https://mastermindescapegames.com/makes-good-escape-room/>

<https://www.otherworldescapes.com/blog-post/what-makes-a-great-escape-room/>