

# MAJORELLE MYSTERY



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- ▶ A (VIRTUAL) ESCAPE ROOM GAME FROM GERMANY AND FRANCE

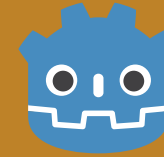
## FAMILY MAJORELLE



## ARTHURO



## TECH STUFF



**GODOT**  
Game engine

 [godotengine / escoria](#)



 [The-Villains / MajorelleMysteryApp](#)

Von Andrea Calabró - logo.svg (originally godot\_logo.svg) in Godot Engine at GitHub, CC BY 3.0,  
<https://commons.wikimedia.org/w/index.php?curid=40939493>

<https://github.com/StraToN/escoria-in-daiza>

## COMMUNICATION & ORGANISATION

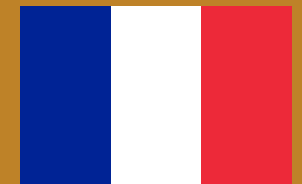
**DISCORD**



## TWITTER



## LANGUAGES



# WORK IN PROGRESS





# CURRENT STATE



## GENERAL DESIGN



And oh dear... I have lost an object so dear to me - please, help me find it. My wife's music talent will help you in your quest.

# CURRENT STATE



## RIDDLE IMPLEMENTATION





# THE VILLAINS THE TEAM

WITH THE HELPING HANDS OF:

• ANASTASIA BAUCH  
• DANIEL HAAS

• TORSTEN RÖDER  
• ANNIKA ROCKENBERGER

MELISA  
KUJEVIC



SONJA  
HEINZE



MARIE-  
LAURE  
STEINFELTZ



PAUL  
HERMANN



JÖRG  
HERBERT



LEA-  
KATHRIN  
GLEISSNER



BERENIKE  
REISINGHOFF



SOPHIE  
TOULOUSE



# FUTURE PROSPECTS

FOR DEVELOPING AFTER THE AWARDS CEREMONY

ONE

LINK WITH OTHER DATASETS  
EG.: USE THEM IN RIDDLES

TWO

EXTEND THE GAME

ADDING THE REST OF THE FAMILY AS CHARACTERS  
INCLUDING ALL OF THE ROOMS OF THE VILLA  
EXTENDING THE STORYLINE

THREE

BUGFIXES & TECHNICAL STUFF

AVAILABILITY AS WEBVERSION

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