MAJORELLE MYSTERY

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

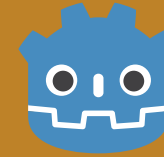# TECH STUFF

GODOT
Game engine

godotengine / escoria

Escoria in Daiza

The-Villains / MajorelleMysteryApp

COMMUNICATION & ORGANISATION

DISCORD

Trello

TWITTER

The Majorelle Mystery
@MajMys

Escape Villa - The Majorelle Mystery
We are one of the projects of @cdvsaarlorlux.
Tweets from @imlabormitlea and @BerenikeRe (team listed in pinned tweet)

Nancy · Seit Mai 2020 bei Twitter

Folgen

LANGUAGES
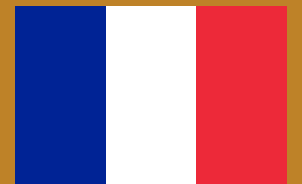
WITH THE HELPING HANDS OF:
- ANASTASIA BAUCH
- DANIEL HAAS
- TORSTEN RÖDER
- ANNIKA ROCKENBERGER

THE VILLAINS
THE TEAM

MELISA KUJEVIC

SONJA HEINZE

MARIE-LAURE STEINFELTZ

PAUL HERMANN

JÖRG REICHERT

LEA-KATHRIN GLEISSNER
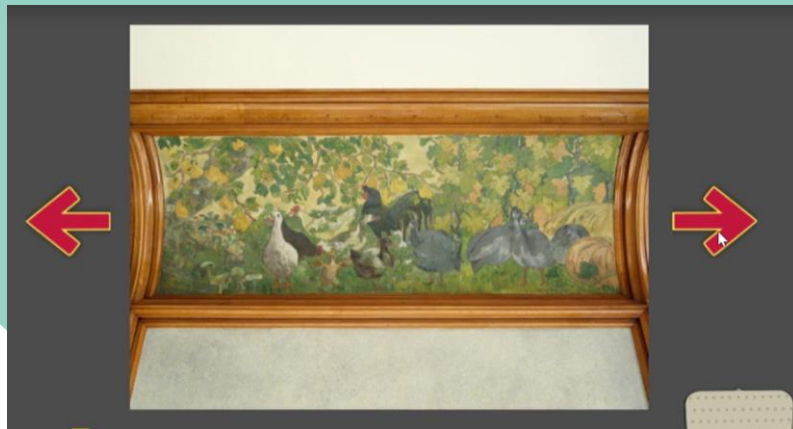
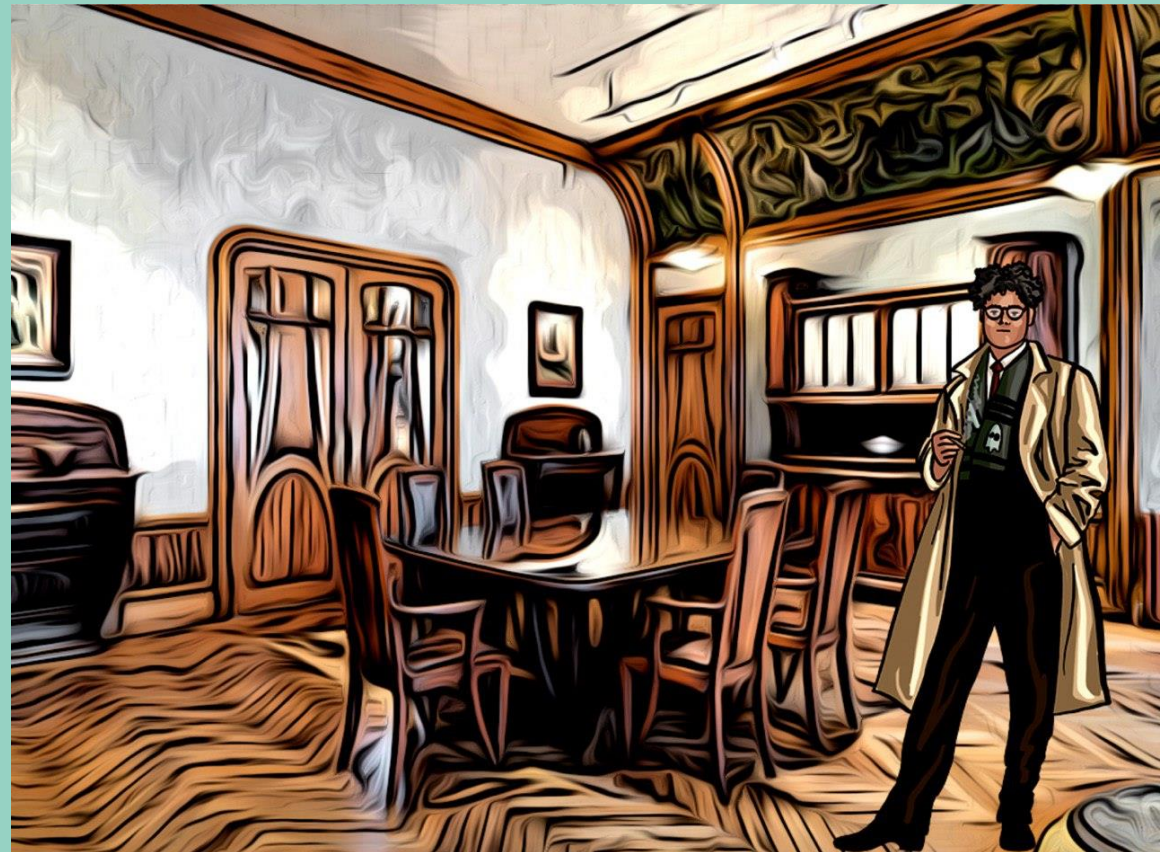BERENIKE REISINGHOF

SOPHIE TOULOUSE

CURRENT STATE

GENERAL DESIGN

CURRENT STATE

RIDDLE IMPLEMTATION

WHAT TO DO TILL THE AWARDS CEREMONY

- WE WANT TO HAVE THE FIRST ROOM LINKED TO THE GHOST OF LOUIS MAJORELLE READY TO PLAY TILL THE 4TH OF JULY.
- MAYBE THERE WOULD BE A PLAN FOR MORE ROOMS.

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

FAQ

1. LOREM IPSUM DOLOR SIT AMET, CONSECTETUR

2. ADIPISCING ELIT, SED DO EIUSMOD TEMPOR INCIDIDUNT

3. UT LABORE ET DOLORE MAGNA ALIQUA. UT ENIM AD

4. MINIM VENIAM, QUIS NOSTRUD EXERCITATION ULLAMCO

5. LABORIS NISI UT ALIQUIP EX EA COMMODO