**Written Assessment**

**Topic**: *Describe a Game you would like to design. This should include its features, benefits and overall interest.*

The game I want to design will be an escape game.

The universe about this escape game is “the Magic”. It takes place in a magic school and enigmas require some FXs to immerge the player in the lore. I will utilize some staged to create narrative that will help players to understand what they be ask to do. This theme is something that is important to me, it’s like dream come true because I always want to create something “magic”.

It is a game for everyone, limited to a team (about 2 to 6 people). There are 3 rooms: the library, the potion’s laboratory and a secret place where someone did a dark ritual.

The USP about this escape game is the magic wand (which has a light in it). One player will have it at the beginning. It will be the solution of some enigmas, the player necessitates to employ it, for a lot of enigmas (missing piece of some puzzle, use the UV lamp to find some clues, …).

The team will have to do searches and logic to know how to end the dark ritual. To take the player engage, there are enigmas as to:

* With a riddle (with an hour as a clue), you need to find that your magic wand match perfectly at the hand on the clock which is missing.
* Players are involving to do some searches (code on a locker, paper find in a clothes’ pocket, in an empty bottle, …). Then, two people ought to place their hand on the ground to exploit a pentagram write on it (this will open a door).
* A player takes in his hand a mirror and will place it to reflect light and open a mechanism.

They will have to explore all the rooms that they went through, use all the brains at its disposal to resolve enigmas and above all, must do things physically to accomplish their goal.

The player’s team will play at this escape game because of the lore, the envy of being a wizard and the item (magic wand) which is at the heart of the mechanics.

This will improve their communication and it engaged people. This game session will help them to socialize, to take initiative and to have a lot of fun.