



Ditren 's Maniacal Mansion

By: Cleto A, Jared G, Gianna O, Zaydan A, Djamal B, Yuly S

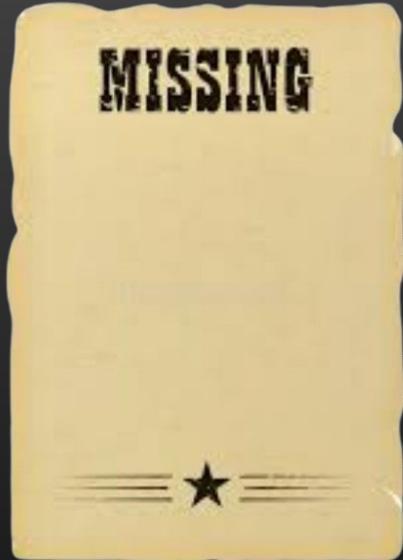
FONT CODE

```
@import url("https://fonts.googleapis.com/css2?family=Creepster&display=swap");
```

Storyboard:

We start off finding a missing person poster that's worth 600 Million Dollars. On the side we see a poster of "BEWARE: Psychopath on the loose". But Were oblivious to the fact that there's a psychopath due to the money we would get...First Puzzle room is getting in the house little did we know it was a trap. Once we get in we get knocked out, we wake up to find ourselves in a coffin buried under the basement. Once we get out of the basement a note is left on the floor saying "HEHEHE, You've been tricked! Or have you...?" You'll probably say something like "Shit, I need get out of here..." as you progress you will continually get through each room and when you get to the end there will be two doors one leads to a dead body with a recording that's screaming and the door that lets you escape. If you chose the door that has the dead body. You die. But if you chose the escape door you escape. Say some like "you've escaped"

Intro:



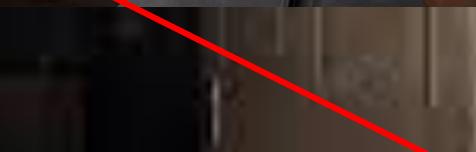
~~Gianna's Idea 2: Phasmophobia (In order to escape the house you have to identify what type of ghost you're dealing with) (Supported by Yuly :)~~

- You're a ghost hunter and the only way to leave out of this house and get your paycheck is by identifying the ghost that is haunting this place

- You are able to go into different rooms in order to find the ghost

- You can use multiple different items to find piece of evidence of the said type of ghost

- Once you find the ghost you write it in your journal and it's correct you're able to leave



Idea 2 (That DID NOT make the cut)

Escape Hollow Zero

- Basically you're in a hollow and the hollow is progressively changing and you have to escape the hollow before you become an Ethereal due to Ether Corruption.
- It was a good idea but we did not vote on it since there could be some bumps in the road in development making it hard to combine all the lore.

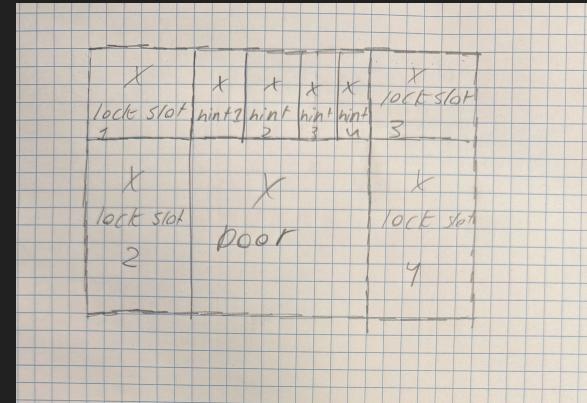
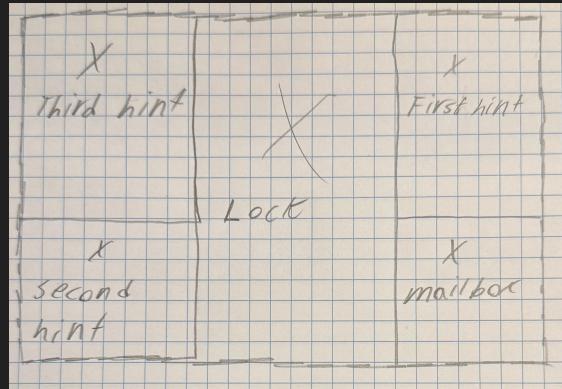
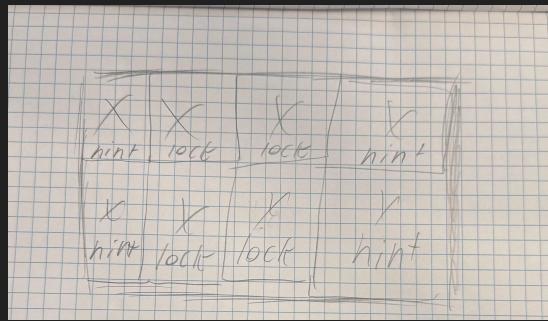


Chosen Idea/Theme : Spooky Mansion

- You find a missing persons poster with a last seen location of a SPOOKY mansion
- You go to said mansion to find the person and it ends up being a trap
- You have to escape the mansion through different rooms with tricks and traps galore
- There will be different halloween themed puzzles throughout the rooms
- Puzzle ideas of a game of 21, card matching, some sort of riddle, etc.
- Maybe some like saw esque traps is a possibility. Not as harsh though
- If you click on the wrong areas, you DIE

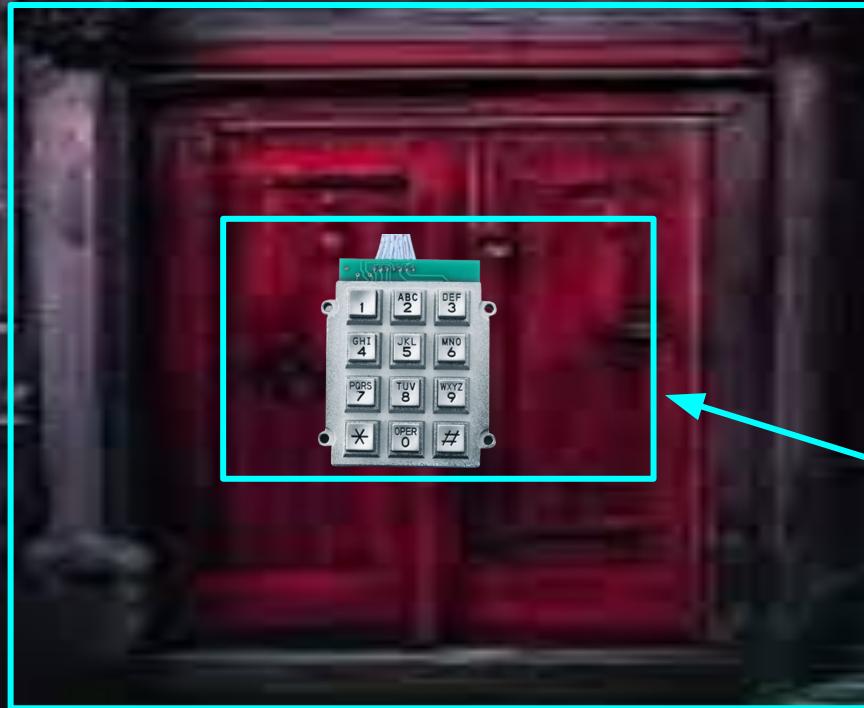


Djamal's Sketches for his Layout (Phase 1)



Djamal's First Digital Mockup (Phase 2)

1. The player starts out looking at the door
2. Look at it to figure out
3. The player then clicks the door and a modal pops up with a calculator.
4. The hint will be, "The code is the sum of the smallest prime numbers times 5."
5. $2 + 3 = 5$, $5 \times 3 = 15$
6. In order to solve the puzzle, the player will need to type in the final answer to the math problem.

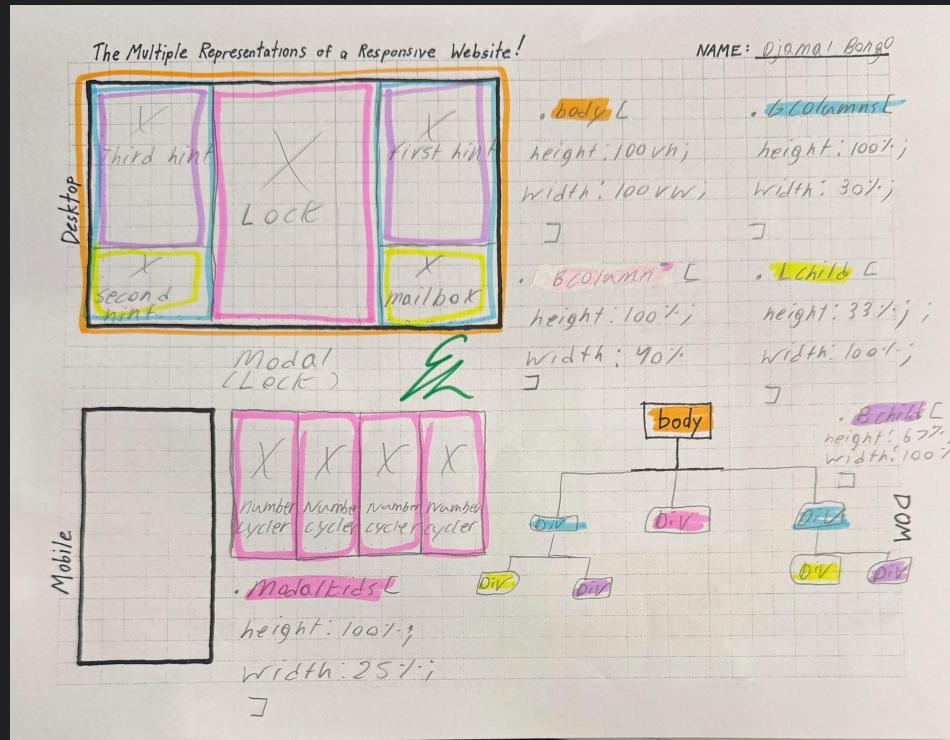




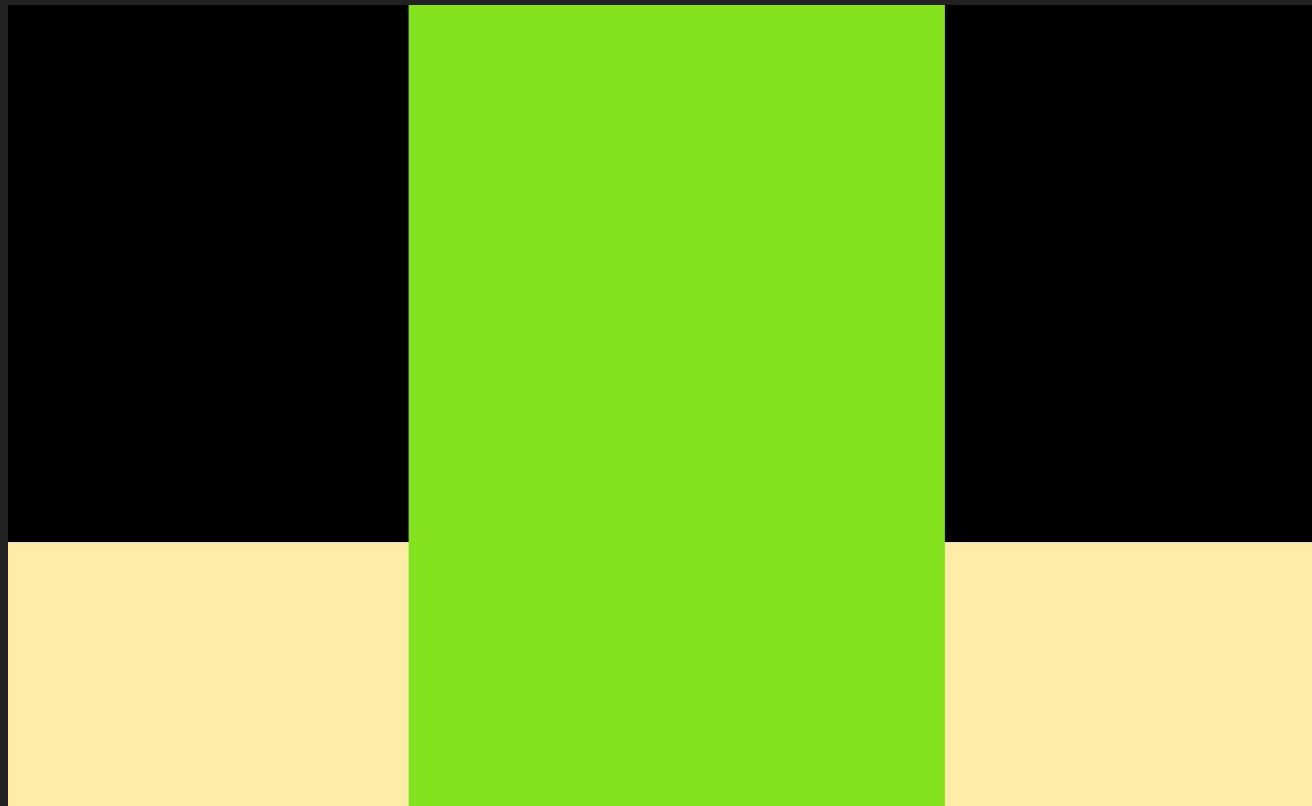
Djamal's Second Digital Mockup (Phase 2)



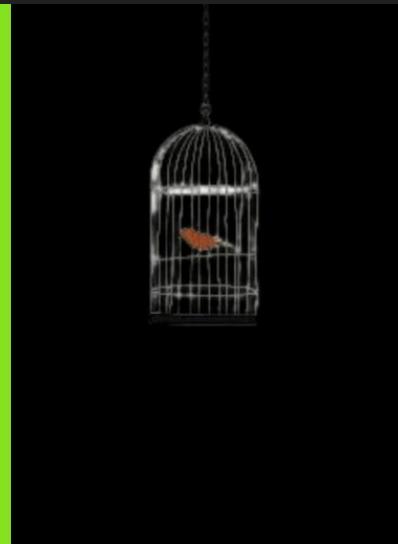
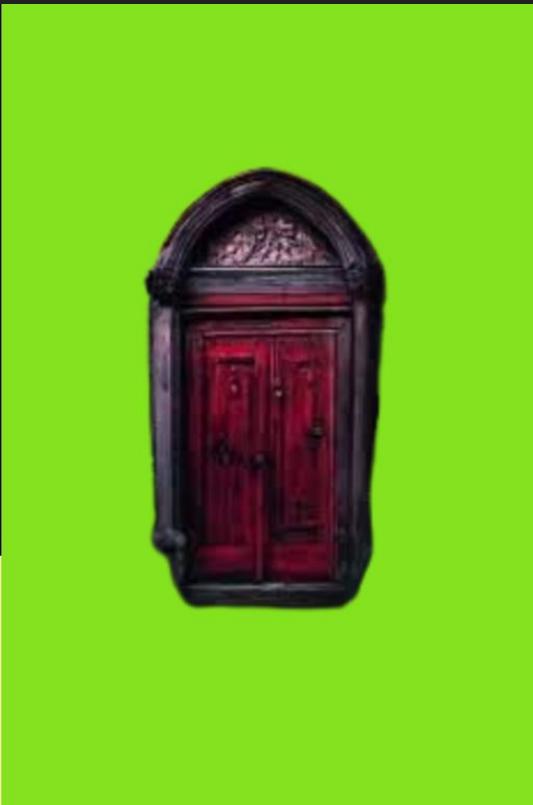
Djamal's Annotated Wireframe (Phase 3)



Djamal's Desktop layout (no content, only colors) (Phase 4)



Djamal's Desktop Layout With Static Content (Phase 5)



Djamal's Trends and Improvements (Phase 6A and 6B)

	INTUITION: Based on the layout of the page, describe what you think the puzzle will be and how you think user should solve it. Why do you think that?	DESIGN: How should styling (sizes, colors, font, alignment) be changed to make a more visually appealing, clear, and space-efficient layout? Does the page match the mockup <u>that was made in the team slides?</u>	Custom Question: What is something you want feedback on? Write your own question here!
User 1 Name: Gianna	<ul style="list-style-type: none"> Finding the code because of the keypad. 	<ul style="list-style-type: none"> Make the background image clearer. Fix the shadow Reduce the size of the keypad 	<ul style="list-style-type: none"> What should be changed stylistically?
User 2 Name: Jared	<ul style="list-style-type: none"> When the person clicks on the four images in the corner, they will each give a hint to solve the number lock. The hints can be spread around. Separate from the information that each image gives. 	<ul style="list-style-type: none"> For the mailbox, I believe you can maybe make the keyboard become transparent/invisible when the modal that comes from the image in the corner. But it interrupts the message that is written. All have the same type of modal display 	<ul style="list-style-type: none"> What do you think the font should be? What color should the modal be?
User 3 Name: Cleto	<ul style="list-style-type: none"> The images on the sides probably represent something that is used to solve the keypad The matrix is a hint, giving you a general idea of what you're looking for/solving 	<ul style="list-style-type: none"> Try to make the font as readable as possible. Maybe making the font less transparent than the background 	<ul style="list-style-type: none"> Should the process to entering the code be like the jackpot machine?
User 4 Name: Yoly	<ul style="list-style-type: none"> I think that the puzzle will be a math equation in which you will have to collect hints in order to solve and open the lock. Look at the images around for 	<ul style="list-style-type: none"> When using a modal, make it easier to view the hint or problem/riddle. Make the background image better quality, if possible The overall layout and images 	<ul style="list-style-type: none"> Is the layout coherent with the overall theme of the story?
	hints...maybe?	match the mockup on the team slides.	
User 5 Name: Zaydan	<ul style="list-style-type: none"> Find the code The hints will be hidden All of the hints are connected 	<ul style="list-style-type: none"> Likes the simple design Likes how the images are clickable 	<ul style="list-style-type: none"> Should I keep a simple design or make it more complicated?
			UI Before Feedback What trends did you identify in your feedback? <ul style="list-style-type: none">The keypad is too big.The background needs to have better image quality.The text in the modal needs to be more clear.
			UI After Feedback What changes did you make to improve your UI? <ul style="list-style-type: none">I changed the image of the keyboard so that it is proportionate to the door.The background image has been changed to an image that has better quality.I changed the background color of the modal so that the text is easier to read.I added modals to every image.
			

Implementation of Djamal's First JavaScript Feature (Phase 7A)

[Video](#)

Implementation of Djamal's Second JavaScript Feature (Phase 7B)

[Video](#)

Djamal's Finishing Touches on His Site to Optimize the User Experience (Phase 8)

[Video](#)

Djamal's UX Testing // UI Iteration (Phase 9)

[Feedback](#)

Djamal's Escape Room Iteration #2 (Phase 10)

HP

Oz

Room puzzles Level 2?

* The sounds of dirt being put on top of the coffin*

After getting the hammer you'll need to hit the nails out on both sides of the coffin, then pry coffin open!

You got fooled and you got trapped inside of the mansion! Whoever fooled you, buried you alive...now you have to escape it before your light runs out..

On this level you'll be able to look up
and to your sides

(Inner monolog will be used as hints)

-On this side decipher this code to find how the code is ordered

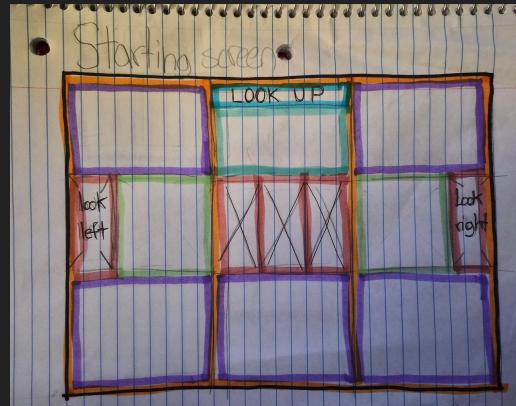


- On this side you'll need to open up a box from a padlock using the drawn numbers that are on the walls. Which inside contains a hammer.

After getting the hammer you'll need to hit the nails out on both sides of the coffin, then pry coffin open!

Phase 1

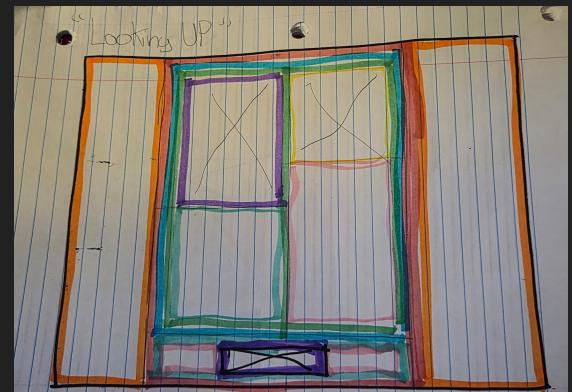
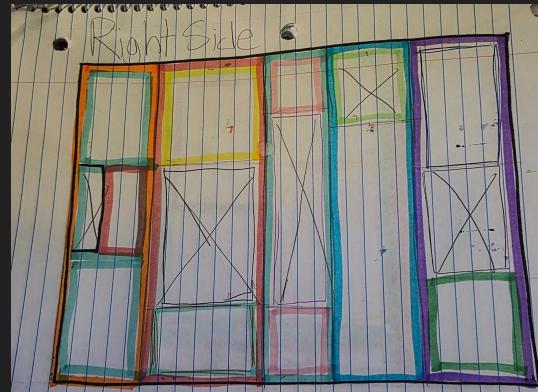
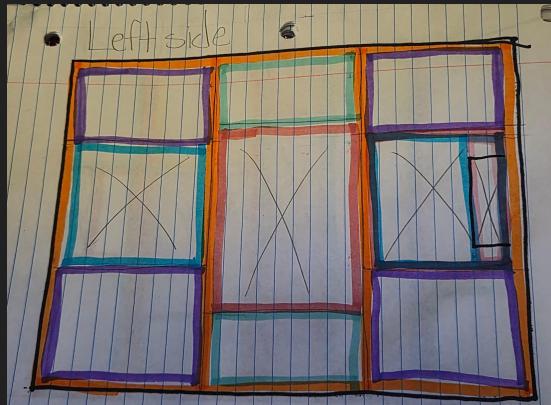
Starting screen



left side

Right side

Looking up



Phase 2

Starting screen



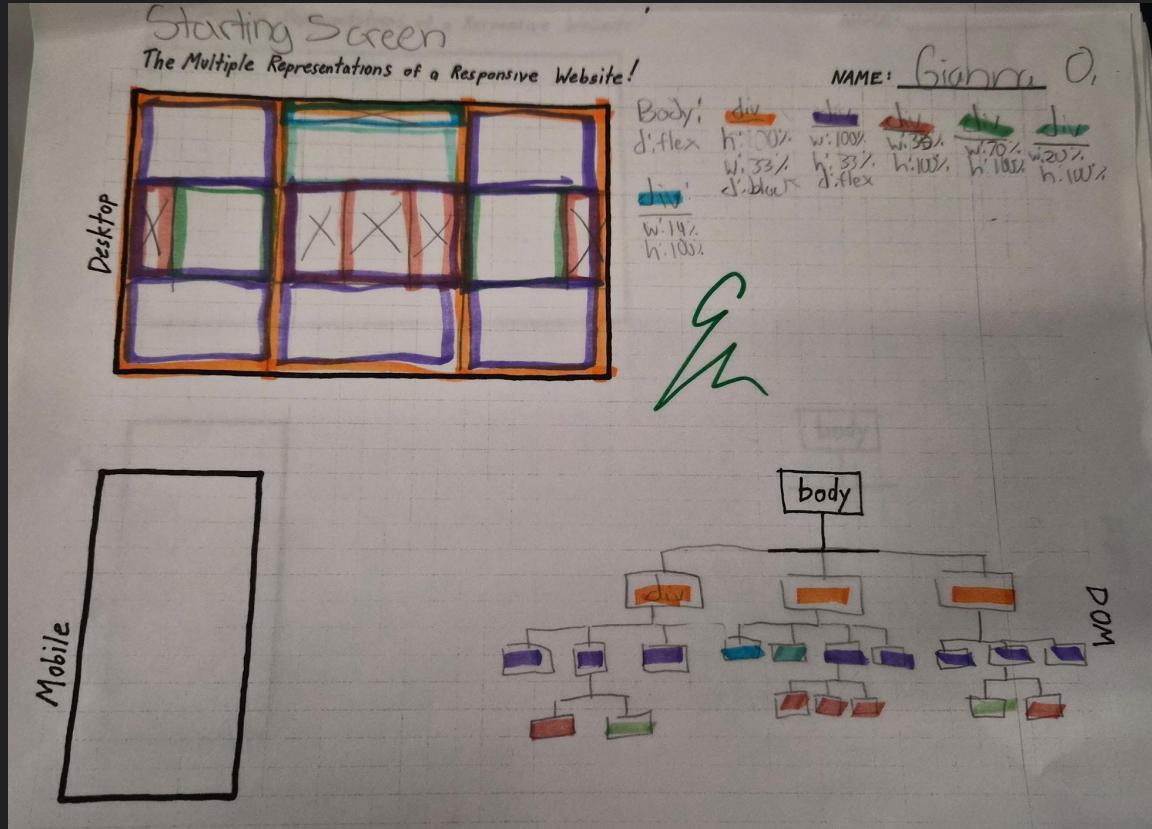
left side

Right side

Looking up



Phase 3:

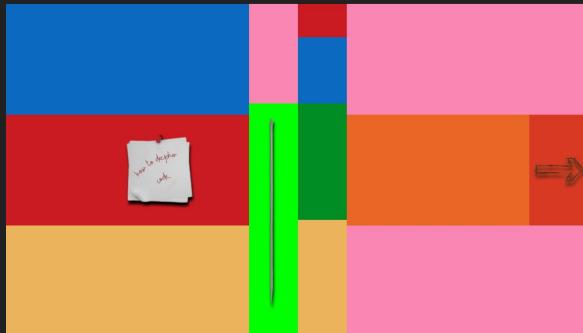


Phase 4/Phase 5

Starting screen



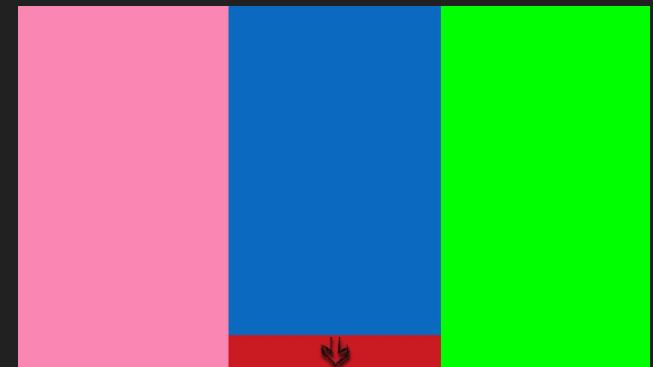
left side



Right side



Looking up

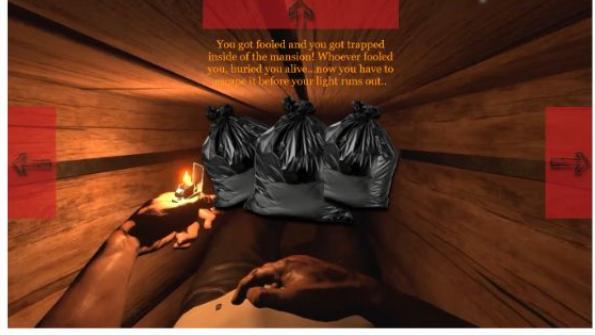


Phase 6A: Internal UX Testing

Phase 6B: UI Iteration

	INTUITION: Based on the layout of the page, describe what you think the puzzle will be and how the user should solve it. Why do you think that?	DESIGN: How should styling (sizes, colors, fonts, alignment) be changed to make a more visually appealing, clear, and space efficient layout? Does the page match the mockup that was made in the team slides?	Custom Question: What is something you want feedback on? Write your own question here! Audio?
User 1 Name: Djamal	<ul style="list-style-type: none"> User tester things that we will need to use numbers in order to find our way out. 	<ul style="list-style-type: none"> Like font Arrows good Like message disapear 	<ul style="list-style-type: none"> Yes Audio for trashbags and arrows. • •
User 2 Name: Jared	<ul style="list-style-type: none"> Using the arrows to look around To find more numbers in order to escape 	<ul style="list-style-type: none"> Try diff font Less time for txt to disappear 	<ul style="list-style-type: none"> trashbag, amibiance •
User 3 Name: Yuly	<ul style="list-style-type: none"> Like layout Collecting #'s and <u>find order</u> • 	<ul style="list-style-type: none"> Red boxes no Like imjs 	<ul style="list-style-type: none"> Trashbags •
User 4 Name: Zaydan	<ul style="list-style-type: none"> There's gonna be a timer • • 	<ul style="list-style-type: none"> Its good • • 	<ul style="list-style-type: none"> Lighter sound trashbags •
User 5 Name: Cleto	<ul style="list-style-type: none"> Like left right like above you like like a black eye like a white side or maybe gonna be like different numbers and like different position OK OK • • 	<ul style="list-style-type: none"> I like I like you to design i'm just having curious how like 'cause I know you're gonna have like numbers on like each side but like is that gonna correlate like some sort of lock like how would that person know like what number 	<ul style="list-style-type: none"> trash Shifting body •

UI Before Feedback



What trends did you identify in your feedback?

- Some people didn't like the font
- Some people didn't like the red box around the arrows

UI After Feedback



What changes did you make to improve your UI?

- Remove the red box
- change the font
-
-
-

gianna

Phase 7B JS #1

```
function TRASHGONE1() {
  document.getElementById("TRSH1").classList.add("transparent");
}
function TRASHGONE2() {
  document.getElementById("TRSH2").classList.add("transparent");
}
function TRASHGONE3() {
  document.getElementById("TRSH3").classList.add("transparent");
}
```

Sorry Eric, forgot to fork the first iteration with code sandbox link but these were the new js implemented

Phase 7B JS #2

```
function checkCode() {
  const col1 = document.getElementById("COLUMNONEMIDDLE").src;
  const col2 = document.getElementById("COLUMNTWOMIDDLE").src;
  const col3 = document.getElementById("COLUMNTHREEMIDDLE").src;
  const col4 = document.getElementById("COLUMNFOURMIDDLE").src;
  const col5 = document.getElementById("COLUMNFIVEMIDDLE").src;
  const col6 = document.getElementById("COLUMNSixMIDDLE").src;

  // Extract filenames (ONE.JPG, TWO.JPG, etc.)
  const extract = (s) => s.split("/").pop();

  const code =
    extract(col1) +
    extract(col2) +
    extract(col3) +
    extract(col4) +
    extract(col5) +
    extract(col6);

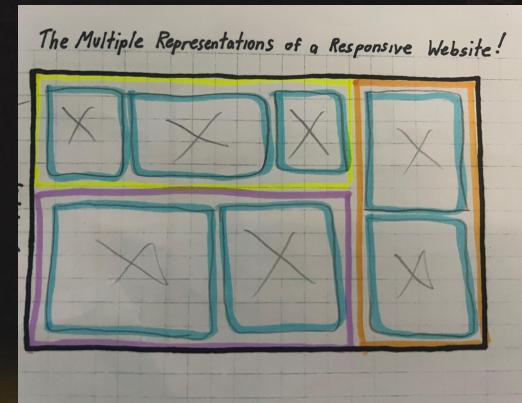
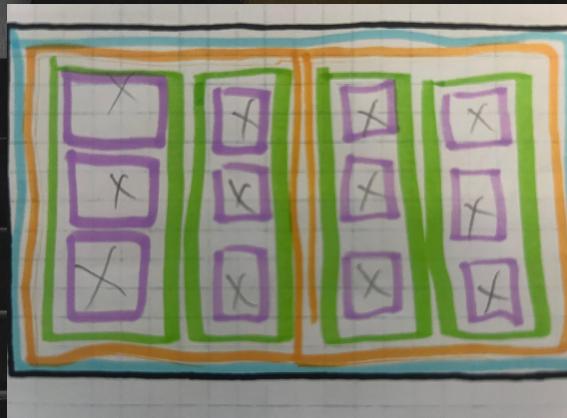
  if (code === "FOUR.JPGSEVEN.JPGNINE.JPGTHREE.JPGONE.JPGSIX.JPG") {
    unlockBox();
  }
}
```

Zaydan's Escape Room of The Spooky Mansion LVL 3

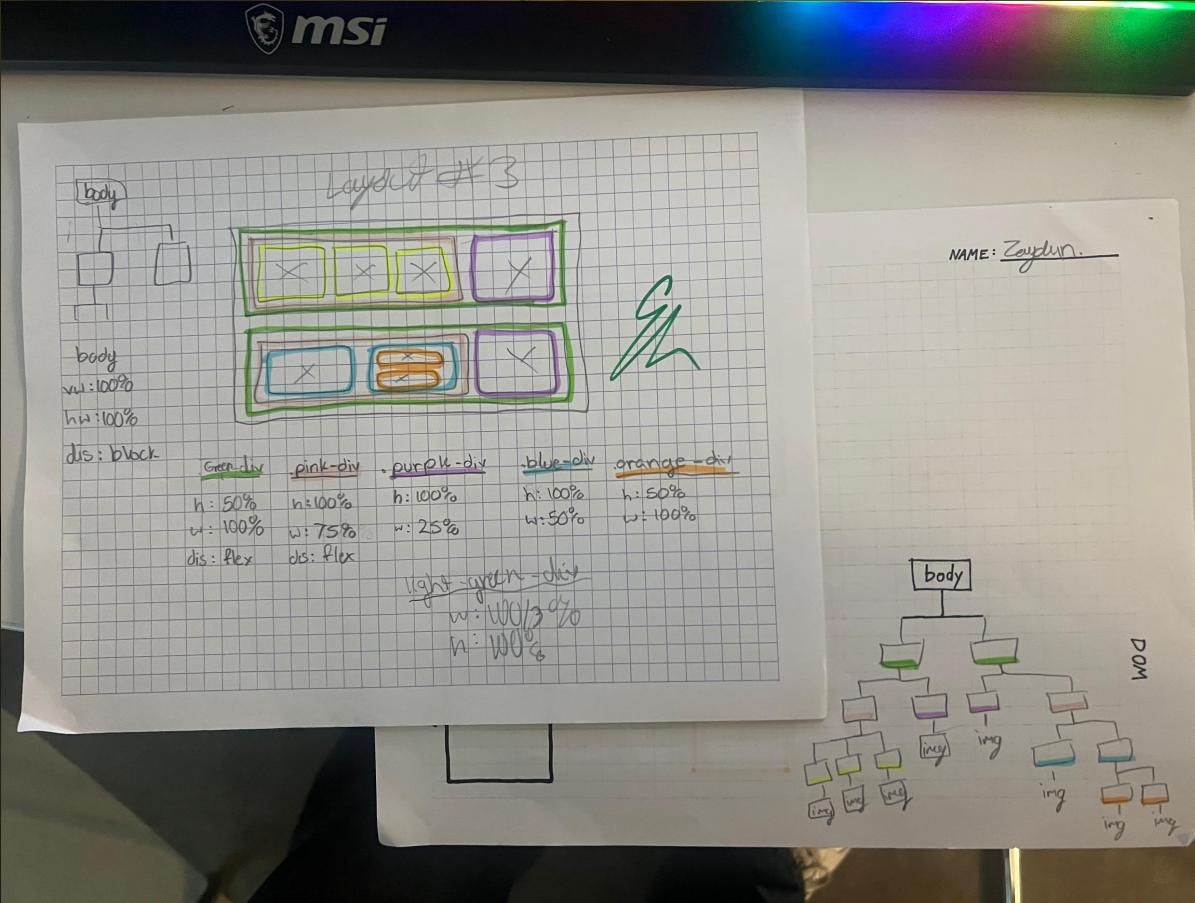
- You will emerge from the coffin in basement and you must open a door but it is locked and needs a key
- Finding pieces of a code that will unlock a box that will give them a note that will say “As darkness envelopes us, there is always light to guide us.”
- Once they click the light-bulb it will pop open a modal that shows the key in the light bulb. On the side it will say “break?” Once the break button is clicked, it will go dark and will be able to exit the basement.
- If they exit the modal without clicking the Break button it won’t break though.



Zaydan's Layouts



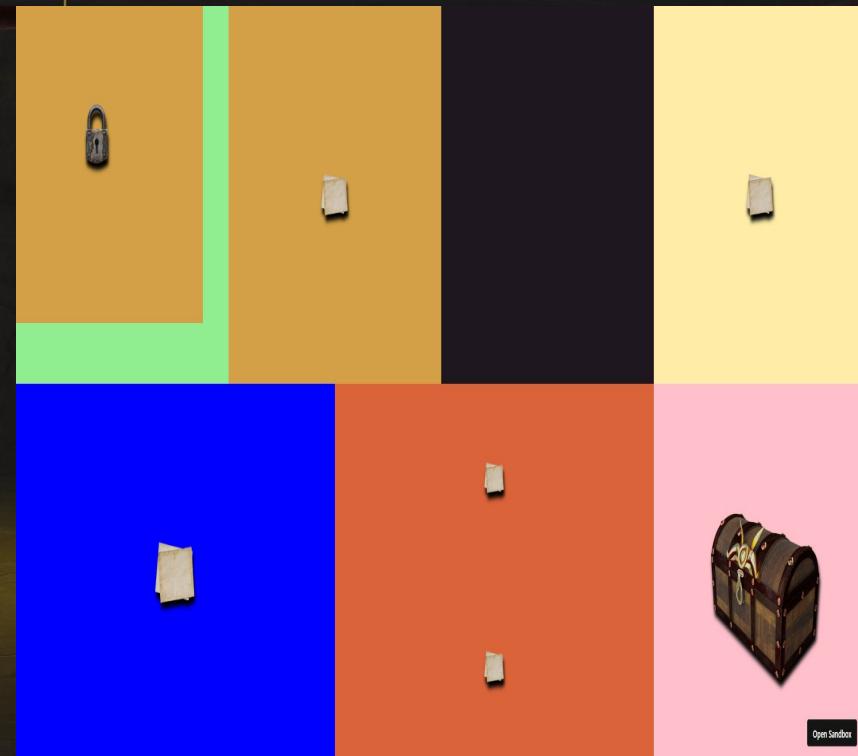
Annotated WireFrame



Phase 4: Desktop layout without images



Phase 5: Desktop layout with images

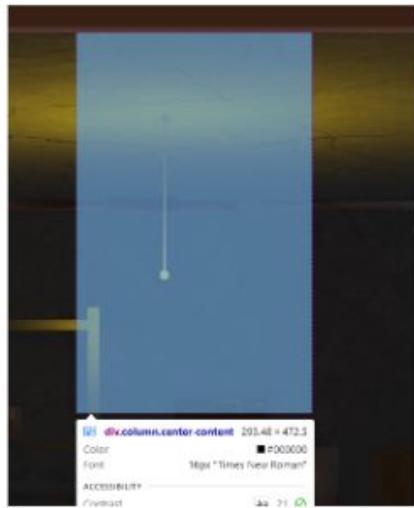


Phase 6A: UX Testing

User 1 Name: Djamel	<ul style="list-style-type: none">The puzzle involves gathering clues from the notes around the layout and opening the chest that corresponds to a key.Change the Minecraft chest.•	<ul style="list-style-type: none">When the chest is opened, make it have one symbol for each part so the user doesn't get confused.Change the backdrop to show the exit in the <u>top left corner</u>.•	<ul style="list-style-type: none">Well-placed notes••	
User 2 Name: Gianna	<ul style="list-style-type: none">Change the Minecraft chestBackdrop is goodChange the position of the XMake Light clickable or highlight	<ul style="list-style-type: none">Vary Note placement•	<ul style="list-style-type: none">•• Add Dialogue or Monologue at the start•	
User 3 Name: Cleto		<ul style="list-style-type: none">There's gonna be a lock, you have to unlock the chest, and it will allow you to break open the lightbulb for a key.Like the transparent modal backgroundChange the note on the floorChange the Minecraft chest	<ul style="list-style-type: none">Size is goodYou can find everything pretty wellNot hard to find clues around the room.	<ul style="list-style-type: none">The numbers and Shapes can define which is which.
User 4 Name: Yuly		<ul style="list-style-type: none">Look at the notes to figure out the note in the chest and figure out the key or a cipher.Make the layout smaller for the light bulb.•	<ul style="list-style-type: none">Add a lockTry to make it a lightbulbChange Minecraft Chest	<ul style="list-style-type: none">Notes look fine, and the fonts on the notes look good.•
User 5 Name: Jared	<ul style="list-style-type: none">Click on the notes that give you information to open a Minecraft chest.You might get something from the chest.The notes are different sizes, which is good.An indicator to show that you can open the lock without a key	<ul style="list-style-type: none">Change the Minecraft chestPut a lock image at the top of the stairs.Only open the modal if the chest is opened.•	<ul style="list-style-type: none">Make the circle look more shapey.Add sounds and opening sfx	

Phase 6B: UX Trends (cont.)

UI Before Feedback



What trends did you identify in your feedback?

- Change the Minecraft chest.
- Change the layout so the light bulb div is smaller
- Put the lock image
- Make the light clickable
- Sound fx

Phase 8: Optimizing UX



What trends did you identify in your feedback?

- Get rid of the pointer image when hovering over the lock image
- Add final note
- Add sound effects
- Make the pointer a key
- Make the close button closer

Phase 8: Optimizing UX Changes

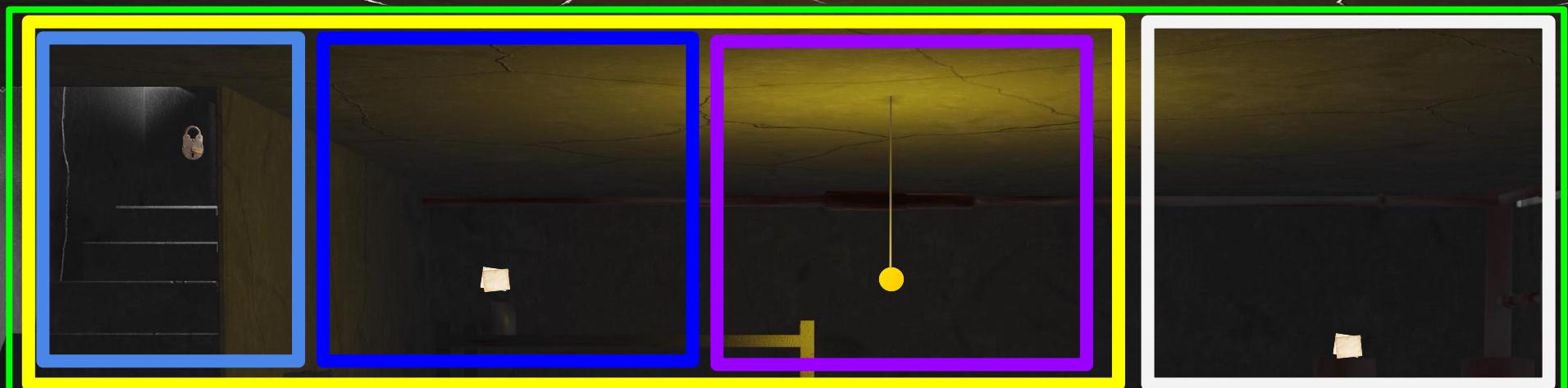


What trends did you identify in your feedback?

- Get rid of the pointer image when hovering over the lock image
- Add final note
- Add sound effects
- Make the pointer a key
- Make the close button closer

Additional Stuff

- Add Hints on the Notes when clicked on.
- Add Hints on the shelf.
- Inner Monologue that say something like “It seems like some type of code...”
- Add some bodies around the place.





Break?

HOVER OVER OBJECTS TO
FIND PIECES OF
INFORMATION AROUND
THE BASEMENT.



Intro to game: Kitchen Puzzle -Level 4(yuly)-phase 0



5

2

8

IN ORDER TO EXIT KITCHEN, YOU MUST
OPEN BOTH LOCKS!!!

Intro to game: Kitchen Puzzle-Level 4(yuly)-phase o

- Note says: I'm in the kitchen now? I need to GET OUT of here. Maybe I'll check the other rnotes and solve the 1st lock. So i can open the lock on the door.
- -Modal
- The paper stuck to fridge will have 4 colors in order(red, pink,blue, green)
- -Modal
- Use numbers shown and put in order to open 1st lock.
- -Modal to put code
- After opening 1st lock, you must cipher using pigpen(answer“escape”)
-
- Use “escape” to open the lock on door to exit kitchen and into other room.
- -Modal to put code



Layout:



5

2

8

6

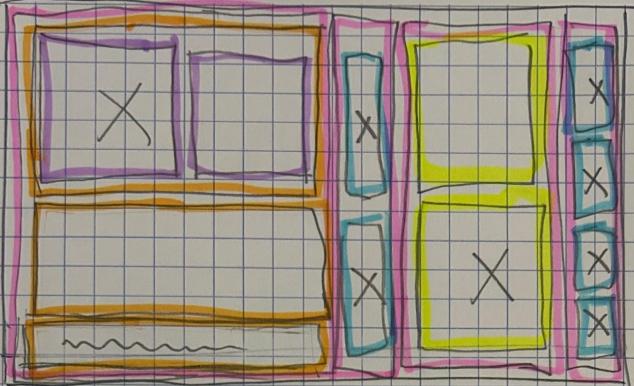


IN ORDER TO EXIT KITCHEN, YOU MUST
OPEN BOTH LOCKS!!!

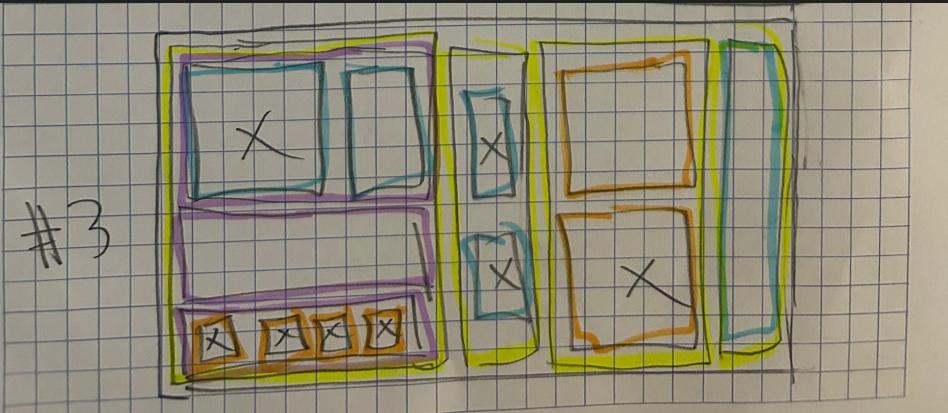
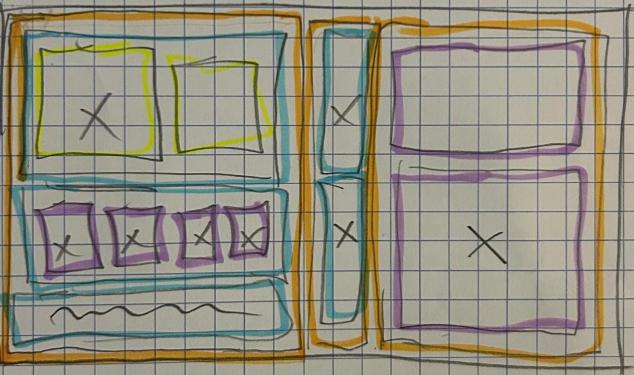
3 Mock-ups for Layout: Phase 1

Possible Layouts

#1



#2



Layout: Phase 2



Modal 1: Image Only-Phase 2



IN ORDER TO EXIT KITCHEN, YOU MUST
OPEN BOTH LOCKS!!!



5

X

2

8

6

Modal 2: Image Only-Phase 2

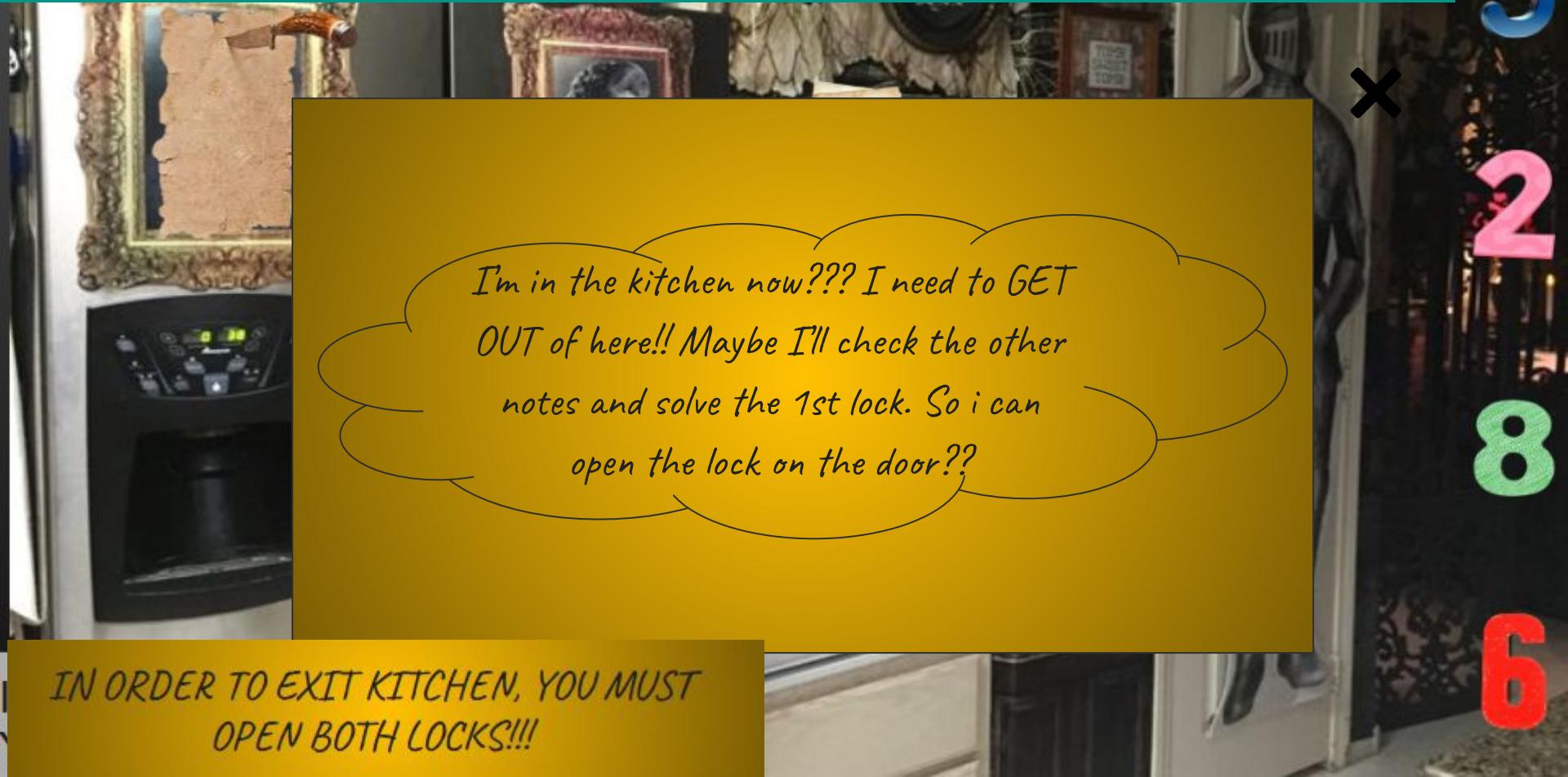
5

2

8

6

X



I'm in the kitchen now??? I need to GET OUT of here!! Maybe I'll check the other notes and solve the 1st lock. So i can open the lock on the door??

IN ORDER TO EXIT KITCHEN, YOU MUST
OPEN BOTH LOCKS!!!

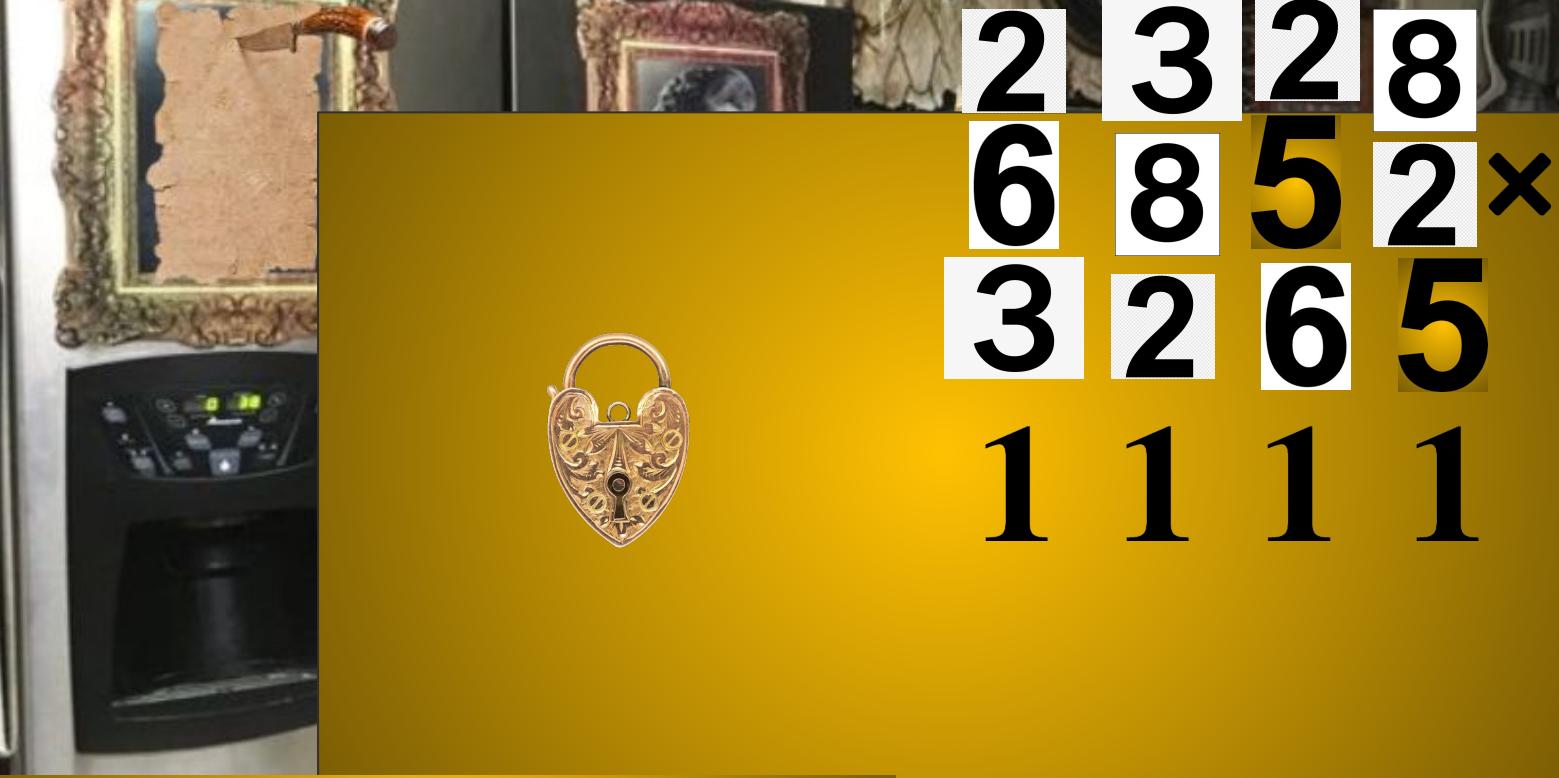
Modal 3: Note: Changes Everytime you click on it.(4 dif. Img. for each 1)-Phase 2



IN ORDER TO EXIT KITCHEN, YOU MUST
OPEN BOTH LOCKS!!!

5
2
8
6

Modal 3: Note: Changes Everytime you click on it.(4 dif. Img. for each 1)-Phase 2



IN ORDER TO EXIT KITCHEN, YOU MUST
OPEN BOTH LOCKS!!!



Modal 4: Type in correct letters (escape)-Phase 2

5

2

8

6

X



F R A P E S

IN ORDER TO EXIT KITCHEN, YOU MUST
OPEN BOTH LOCKS!!!



Modal 4: Type in correct letters (escape)-Phase 2

5

2

8

6

A S C R R E^X
E C E A P F
F R A P E S

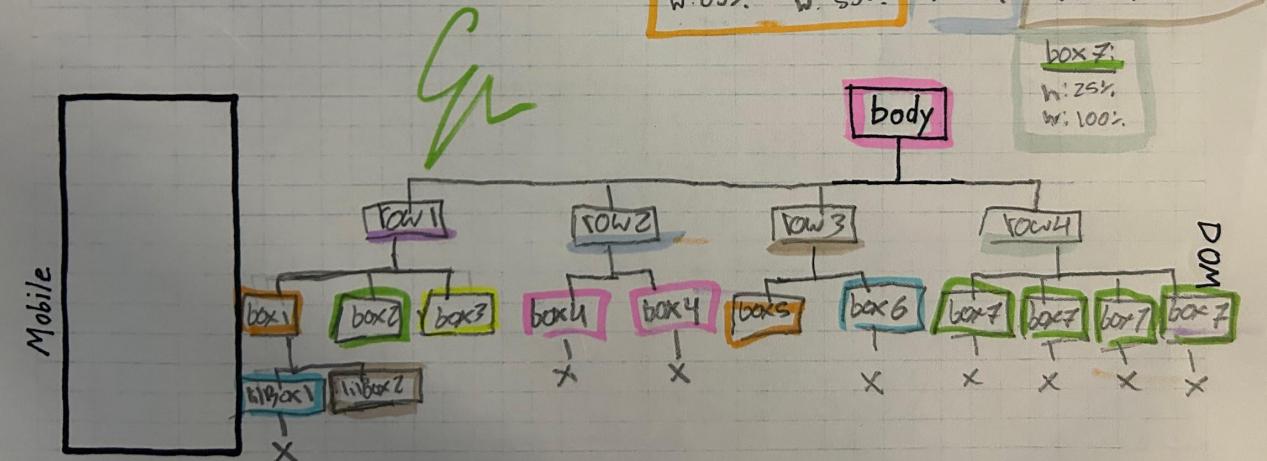
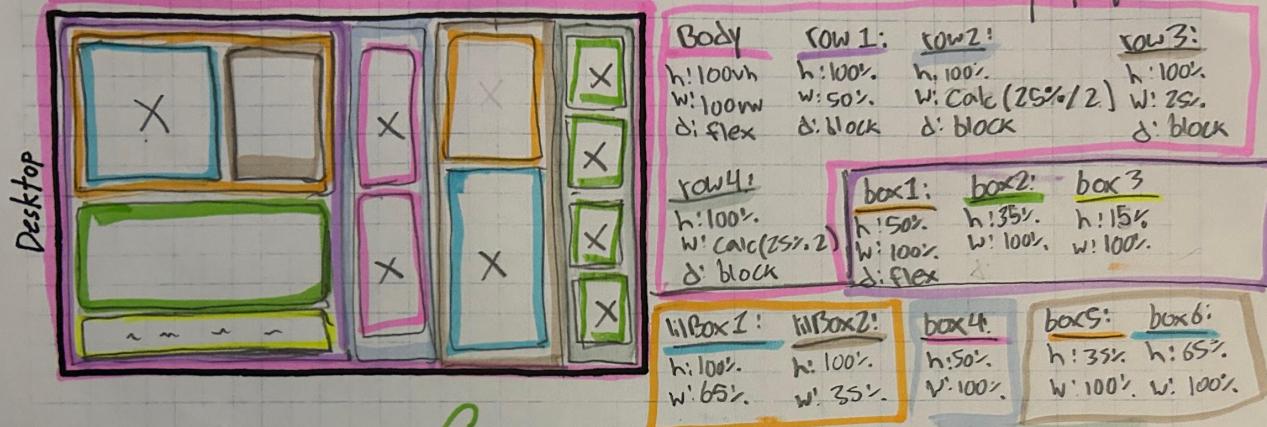


IN ORDER TO EXIT KITCHEN, YOU MUST
OPEN BOTH LOCKS!!!

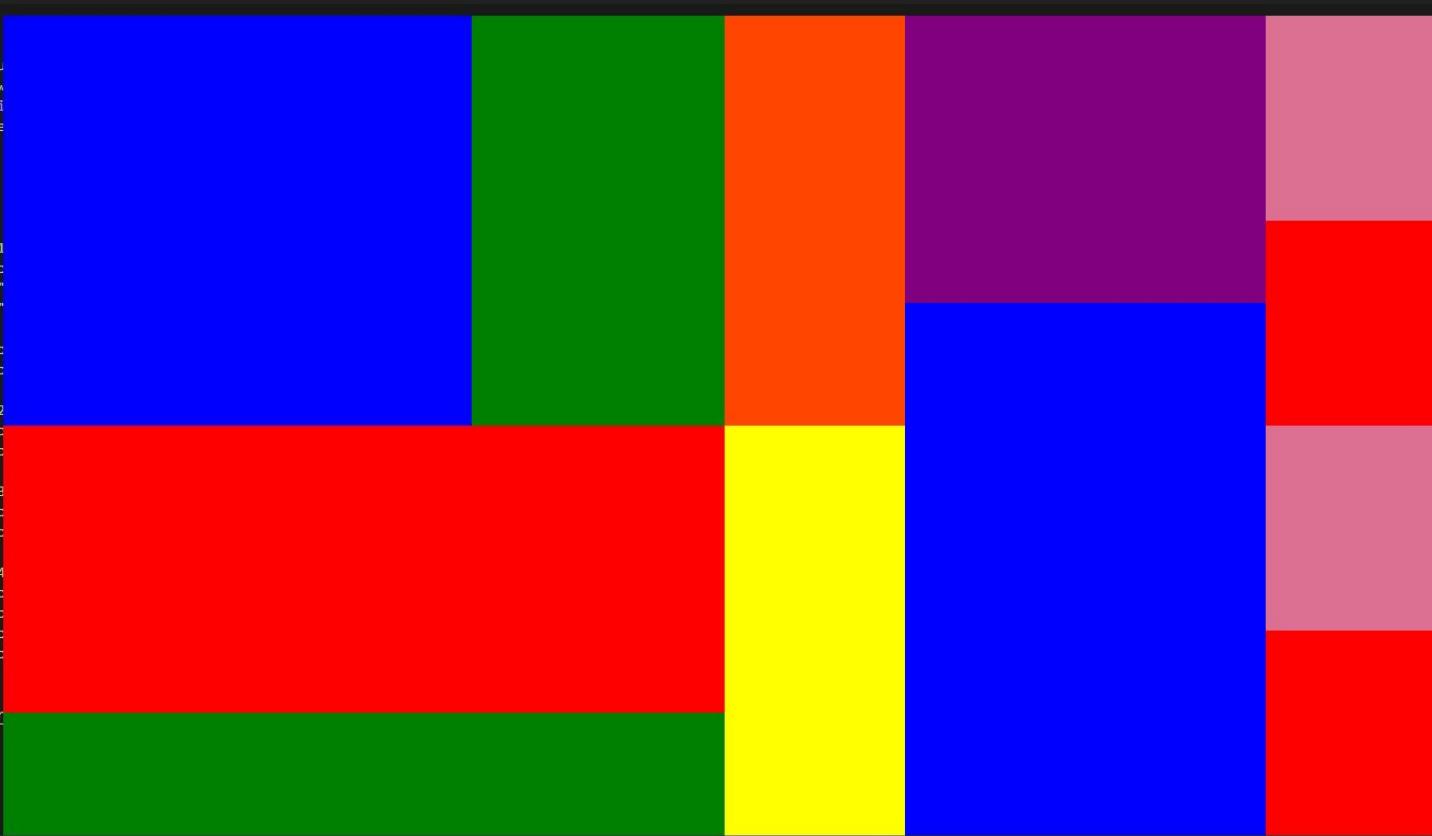
Annotated Wireframe-Phase 3

The Multiple Representations of a Responsive Website!

NAME: July Y.



Desktop Layout: Phase 4



Phase 5: Content



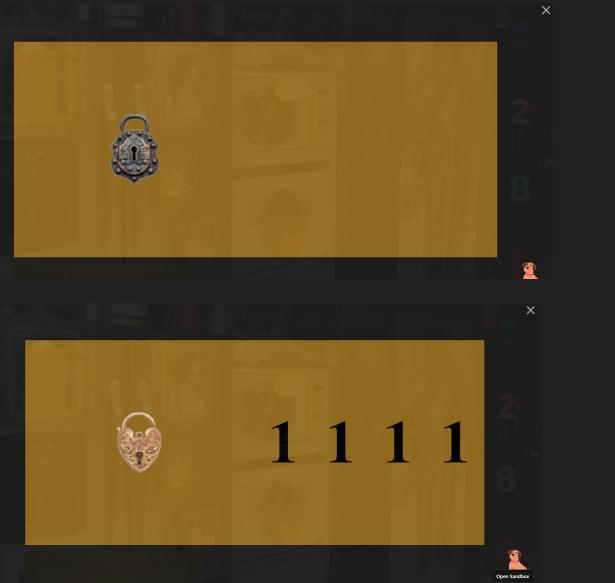
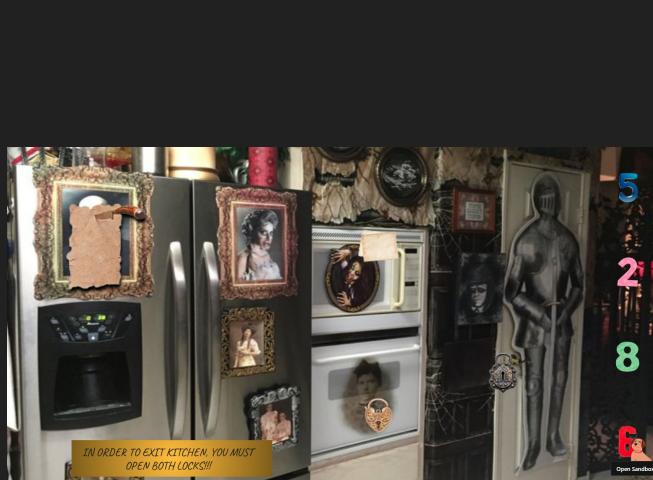
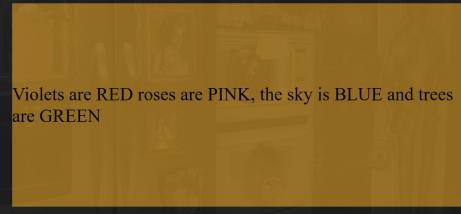
Phase 6A:(Group Testing)-UX TESTING

	INTUITION: Based on the layout of the page, describe what you think the puzzle will be and how the user should solve it. Why do you think that?	DESIGN: How should styling (sizes, colors, fonts, alignment) be changed to make a more visually appealing, clear, and space efficient layout? Does the page match the mockup that was made in the team slides?	Custom Question: Is there anything that I should consider adding or taking away to make my room better? Or should I consider changing or adding to my puzzle?
User 1 Name: Zaydan	<ul style="list-style-type: none"> Using the numbers on the side I can tell that we are gonna have to decrypt the code that will have to do something with the colors. From the note, I can tell I must 1st open one lock to open the second. 	<ul style="list-style-type: none"> Resize some images, they seem too small. Get rid of the 2nd sentence in the thought process. It matches the mockup pretty good except for image sizes. 	<ul style="list-style-type: none"> Add sound on the notes Add a key unlock sound on the locks when opened Add sound on numbers when they switch.
User 2 Name: Jared	<ul style="list-style-type: none"> I need to open two different locks. Use the numbers on the site to help you. Use the colors on the note to open the 1st lock. Then open the 2nd lock using something? 	<ul style="list-style-type: none"> I like the theme and images, they match the background Make the numbers the same pattern if possible Matches pretty good to mockup 	<ul style="list-style-type: none"> Add sounds when opening locks and notes. Make some images bigger
User 3 Name: Cleto	<ul style="list-style-type: none"> I think that I need to look at the notes for hints, that have to do with numbers and colors, which would open the 1st lock, and then the 2nd lock would let me open the 2nd lock. It is easy to notice what needs to be done. 	<ul style="list-style-type: none"> Change font to more spooky font. Modal colors are good. Don't make the hint so obvious; maybe roses are red, violets are blue.. Looks same as mockup 	<ul style="list-style-type: none"> Image sizes need to be bigger. Add sound to the notes and locks. Maybe add more attention to the note, and get rid of the note at bottom left. I like that your puzzle doesn't need anything.
User 4 Name: Gianna	<ul style="list-style-type: none"> Use numbers to somehow get the key to the locks. Look at the notes to hit you on what you need to do. Put in the order 	<ul style="list-style-type: none"> Put the background image in a photo enhancer. So the image is clearer. Numbers feel out of place. I like the size of the note with a knife on it, but maybe some other image can be bigger? Mockup image sizes are bigger 	<ul style="list-style-type: none"> Add audio. Shakes of locks, and the note opening and closing. Change the thinking note a bit. It's too long.
User 5 Name: Djamal	<ul style="list-style-type: none"> I think I need to use the numbers on the side and the numbers will tell me that I need to use it. I need to use the numbers least to greatest. The 1st lock I need to solve is the gold lock. 	<ul style="list-style-type: none"> I like the font. I like the sizes of the images, but some would be bigger. The background is a bit blurry. You should try and make it a bit more clear. The note for the colors should be a bit more complicated. 	<ul style="list-style-type: none"> Add background sounds. Add audio for locks. Add audio for note opening. Make the background the same color as the paper note

What trends did you identify in your feedback?

- Add audio to notes and locks.
- Make the background less blurry.
- Change the knife note so that it's a bit more complicated.
- Remove the last sentence of the 2nd note.
- Make some images bigger to make them stand out more.

Phase 6B:(Group Testing)-UI Iteration



- I enhanced my background image using a specialized image enhancement tool.
- I enlarged some images to make them more visually appealing.
- I changed the knife note so that it's a bit more complicated.
- I removed the last sentence of the 2nd note that wasn't necessary to have.

Phase 7A: 1st Java Script Feature-Sound



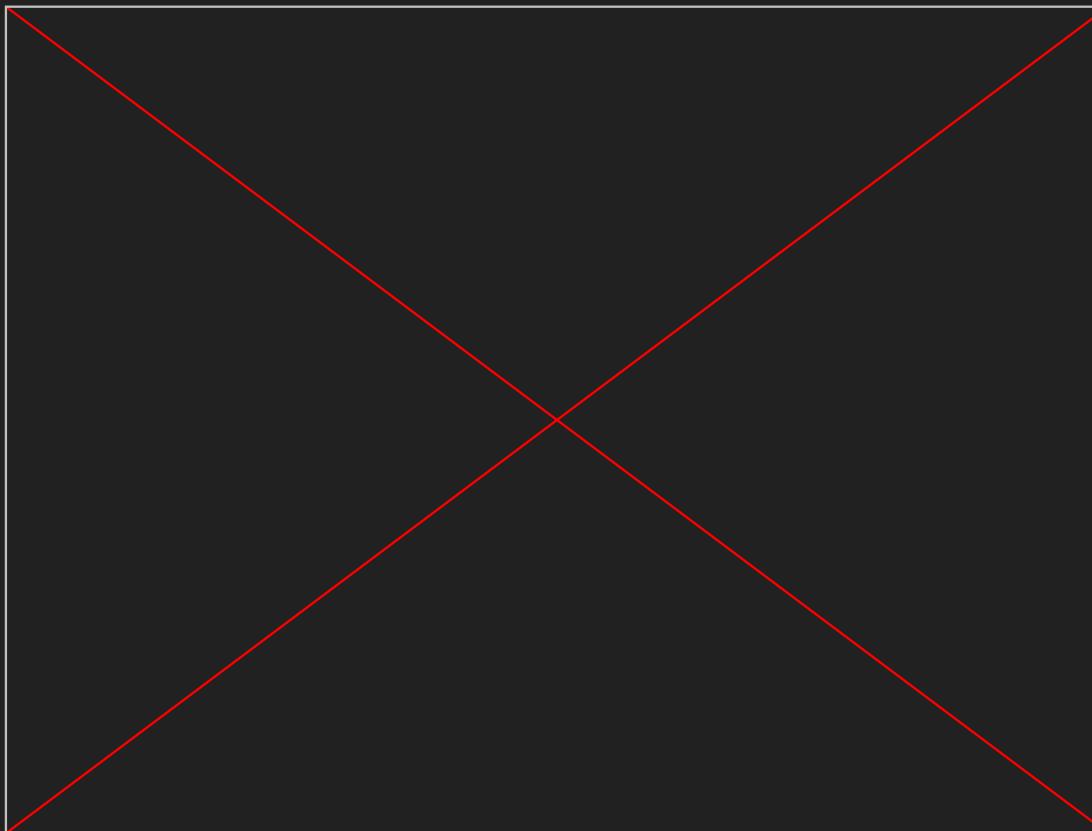
```
function Modalshow() {
    document.getElementById("myModal").style.display = "flex";
    document.getElementById("LockSound").play();
}
function Modalhide() {
    document.getElementById("LockSound").play();
    document.getElementById("myModal").style.display = "none";
}
function Modalshow2() {
    document.getElementById("myModal2").style.display = "flex";
    document.getElementById("LockSound").play();
}
function Modalhide2() {
    document.getElementById("LockSound").play();
    document.getElementById("myModal2").style.display = "none";
}
function Modalshow3() {
    document.getElementById("myModal3").style.display = "flex";
    document.getElementById("papersound").play();
}
function Modalhide3() {
    document.getElementById("papersound").play();
    document.getElementById("myModal3").style.display = "none";
}
function Modalshow4() {
    document.getElementById("myModal4").style.display = "flex";
    document.getElementById("papersound").play();
}
function Modalhide4() {
    document.getElementById("papersound").play();
```

Phase 7B: 2nd Java Script Feature-Image Change

```
function changeNumber1(img) {
    console.log(img);
    if (img.src.includes("images/one.png")) {
        img.src = "images/3-b.png";
    } else if (img.src.includes("3-b.png")) {
        img.src = "images/6-b.png";
    } else if (img.src.includes("6-b.png")) {
        img.src = "images/2-b.png";
        document.getElementById("square1").classList.add("non_clickable");
    } else {
        img.src = "images/one.png";
    }
    CorrectGold();
}
```

This same code, for each number change,
but different images changing,

Phase 8: Optomize User experience/More java script



Phase 9A: UX Testing

	LOGIC: Click around the page and try to solve the puzzle. Explain the puzzle you are solving and talk out loud when you are stuck.	INTUITIVENESS: Was the puzzle too easy or too hard? How could the puzzle difficulty be adjusted to make it more intuitive and enjoyable?	JOY: What elements of the UX could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)
User 1 Name: Zaydan	<ul style="list-style-type: none"> It's easy to figure out how to solve the puzzle but there are so many steps that it makes it pretty complicated. The numbers on the side are a giveaway using the colors and the notes. I get a riddle and unlock the 1st lock, <ul style="list-style-type: none"> Then I solved a new puzzle which allowed me to open the 2nd lock, which allowed me to open up the door. • 	<ul style="list-style-type: none"> I think the numbers are too big of a giveaway. Fix the pigpen cipher so that when you click on it, it doesn't turn into the lock again or maybe add so that the pigpen also comes out in the end modal(door lock), so that you won't go back and forth. • 	<ul style="list-style-type: none"> You should add sound to when you are changing the numbers and letters by clicking on them I don't like the image at the bottom with obvious instructions on what to do, I think it's already pretty obvious so it's not really useful •
User 2 Name: Jared	<ul style="list-style-type: none"> I looked at the notes 1st and realized that the color names and order had something to do with the numbers on the side, So I used them to open the 1st lock I realized there's sound at play sometimes. It's cool. After I solved the 1st lock something popped up and I used the cipher to solve the 2nd lock. 	<ul style="list-style-type: none"> I think your puzzle is good, it has hard parts and easy parts, pretty good balance. The "V" symbol was a bit confusing, but I just think it adds more thinking, which I think is cool. It's pretty straightforward, there are no big parks I am confused about. • 	<ul style="list-style-type: none"> Add a congratulations image when you solve the 2nd lock, on the modal. Change the location of the x to exit the modals. •
User 3 Name: Cleto	<ul style="list-style-type: none"> I see the notes, so I hit those first and then I see the where, red, pink, blue, and green, and I notice that the numbers are colored. Then I use numbers to open the 1st 	<ul style="list-style-type: none"> I think that the puzzle is in the middle, it's not too easy but not too hard. It's intuitive. And I like the sounds and hints. • Maybe make it a bit more 	<ul style="list-style-type: none"> I don't really think there's a purpose for the note on the button left; • Maybe add more sound in when clicking on the numbers/letters
	<ul style="list-style-type: none"> lock, I like the sound it makes. After solving I see a cipher, and I use it to open the 2nd lock, I would just make the cipher image a bit bigger if that's possible. It would be easier if I had paper for the cipher. Almost everything has sound effects, they are cool, maybe add some more. • 	<ul style="list-style-type: none"> artificially difficult, try to hide the numbers somehow. 	<ul style="list-style-type: none"> •
User 4 Name: Djamal	<ul style="list-style-type: none"> I clicked on the notes 1st. Then I saw the riddle, and at 1st I was confused, but then I used the numbers on the side to solve it. Then I saw the pigpen cipher, a pretty good image. Then I clicked on the 2nd lock by the door, and noticed it has works, so I solved the pigpen cipher and • 	<ul style="list-style-type: none"> Maybe once they solve the cipher, replace both the modal images into the pigpen cipher so that they don't have to go back and forth between them. I like the side effects. • 	<ul style="list-style-type: none"> The hoover effects and sounds were really satisfying. The only thing I would change tho is maybe hide the numbers or something so that it's harder on the person and more intriguing for them to solve. •
User 5 Name: Jose	<ul style="list-style-type: none"> I first looked at the notes, then used the numbers on the side to solve the 1st puzzle using the riddle, then I got a cipher and I solved it, and used it to open the 2d lock 	<ul style="list-style-type: none"> The puzzle is good, but maybe make it a bit more difficult somehow with the first lock so that it's more interactive. • 	<ul style="list-style-type: none"> Maybe add more sound, like when switching numbers? If you haven't added hoover effects on everything, clickable, do it. •

- The colorful numbers on the side are a bit obvious, making that part of the escape harder to figure out.
- Add sounds so that when you click the numbers/letters it plays sound.
- When you solve the 1st lock(gold)- you should add the cipher in the other modal, so you don't click back and forth between the two.

Phase 9B: UI Iteration



- I added boxes on the site that you must click in order to see numbers.
- I added sounds when changing numbers or letters.
- I got rid of the note on the bottom left.
- I fixed the pigpen cipher so that when you click on it, it doesn't turn into the lock again
- I changed the font/made the riddle a bit harder because of it



Phase 11A: UX testing

Each Member of Your Team Will Have the Opportunity to Test with members from each of the other teams and one non-CS Pathway student.

PUZZLE (Observation Only): As they solve your escape room where are they clicking when they shouldn't? Where are they getting stuck? What seems too hard or too easy? What types of hints were effective/ineffective?

NARRATIVE (Ask Out Loud): How would you describe the story and what is currently happening/happened in this room? What elements of the design (appearance, sound, etc.) could be unified to make this room feel more connected to the other rooms?

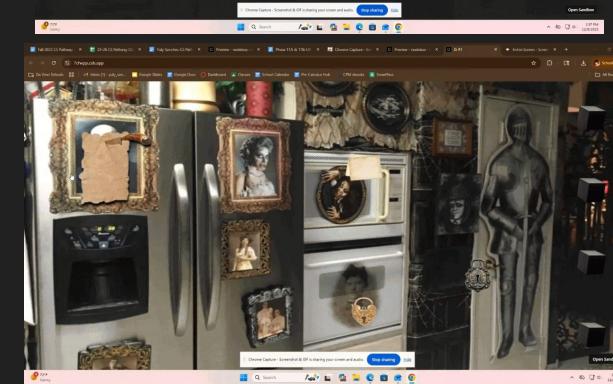
User 1 Name: Austin N.	<ul style="list-style-type: none"> They looked at notes. Understood riddle, then opened the colored letters. She got a bit confused and thought the order of the numbers was just what it showed, but then figured out it wasn't. He had to go back and forth to look at colors and notes. He figured out the cipher pretty fast, but did go back and forth between the two modals. There's a lot to click on so it was a bit overwhelming.
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User 2 Name: Olivia	<ul style="list-style-type: none"> Looked at notes 1st, wrote down the order of colors, wrote down drapes. I looked at the locks. I looked at the monologue. She was a bit confused on what the 1st step was. But then she uncovered all of the numbers and figured out that the colors respond to the numbers. She used every clickable thing. <ul style="list-style-type: none"> At first she ignored the cipher or didn't see it, but then she solved it. She was also a bit confused why the other lock said "FRAPES", but then figured out it's just because. It
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User 3 Name: Shelby	<ul style="list-style-type: none"> First they clicked on all the notes, then unboxed the colored numbers, then looked at locks, then got a bit confused on what to do. Then they figured it out and used the riddle to solve the 1st lock. Then the cipher came out and then they started writing it on the whiteboard, but had a pause to think about what he even had to do to begin with. He said there was a lot of sound and liked the dialogue that we included in the escape rooms.
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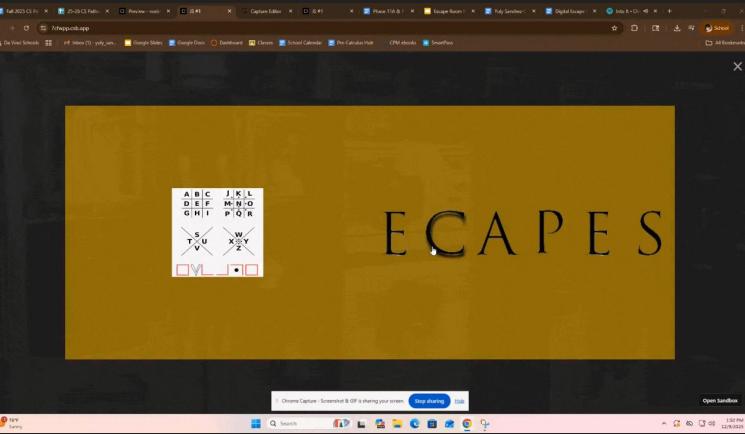
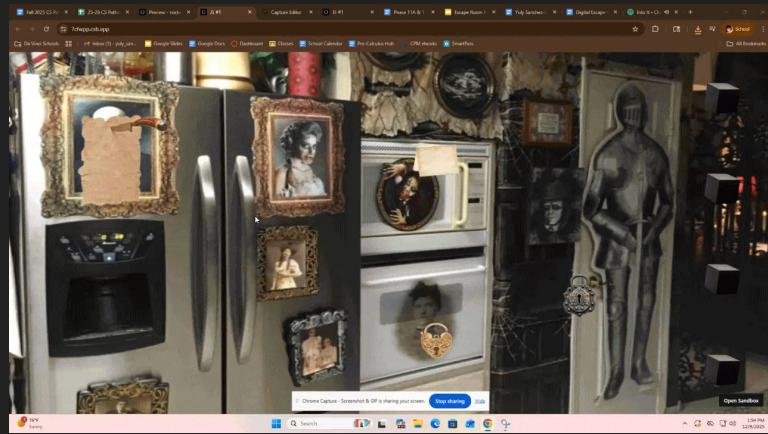
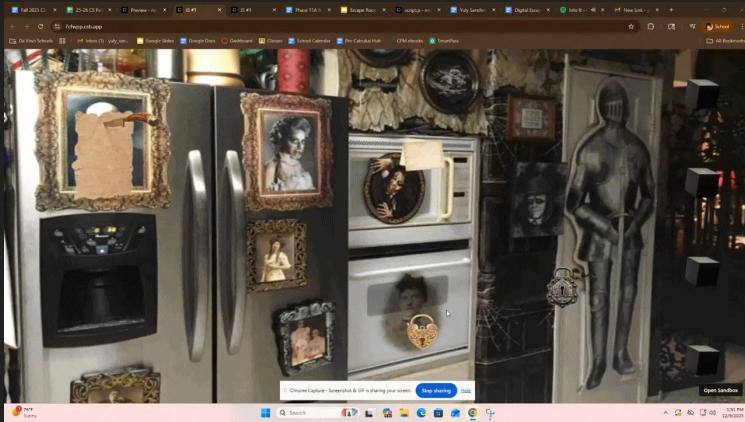
User 4 Name: Daramola	<ul style="list-style-type: none"> I looked at notes first. He clicked on the boxes to unbox the color numbers, but he actually kept clicking, like something else was gonna change. It took him a bit to realize that one of the notes said the colors in order, in which the numbers go. It took him a while to see the gold lock. He figured out the world lock and saw the cipher but he struggled on the last number. It took him a while to figure out what to do with the cipher. He struggled with going back and forth between screens, maybe I need to change something to make it easier.
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User 5 Name: Kai	<ul style="list-style-type: none"> He clicked around a lot, he looked at everything, the notes especially. He was color <u>bling</u> so he had trouble with the numbers in the 1st lock. He had a bit of trouble trying to figure out which lock was 1st. After figuring out the lock, he saw the cipher. He was confused looking at the cipher. But after figuring it out he solved it, but had trouble. He thought that it was the letter V, instead of part of the cipher. The sign and picture coming after the 2nd lock is ineffective.
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- A LOT OF PEOPLE MISSED THE 1ST STEP WITH THE COLORED NUMBERS AND THE RYTTE. SO MAYBE MAKE IT EASIER TO KNOW WHERE TO START IN THE NOTE.
- IT WAS HARD TO GO BACK BETWEEN THE MODALS TO SOLVE THE CIPHER.
- THE SOUND AND IMAGE CHANGING AT THE END ISN'T NECESSARY, ITS A BIT CONFUSING BECAUSE ITS CUTS OFF AND MAYBE OTHERS THINK YOU'VE WON IN GENERAL. So GET RID OF IT.

Phase 11B: UI Iteration

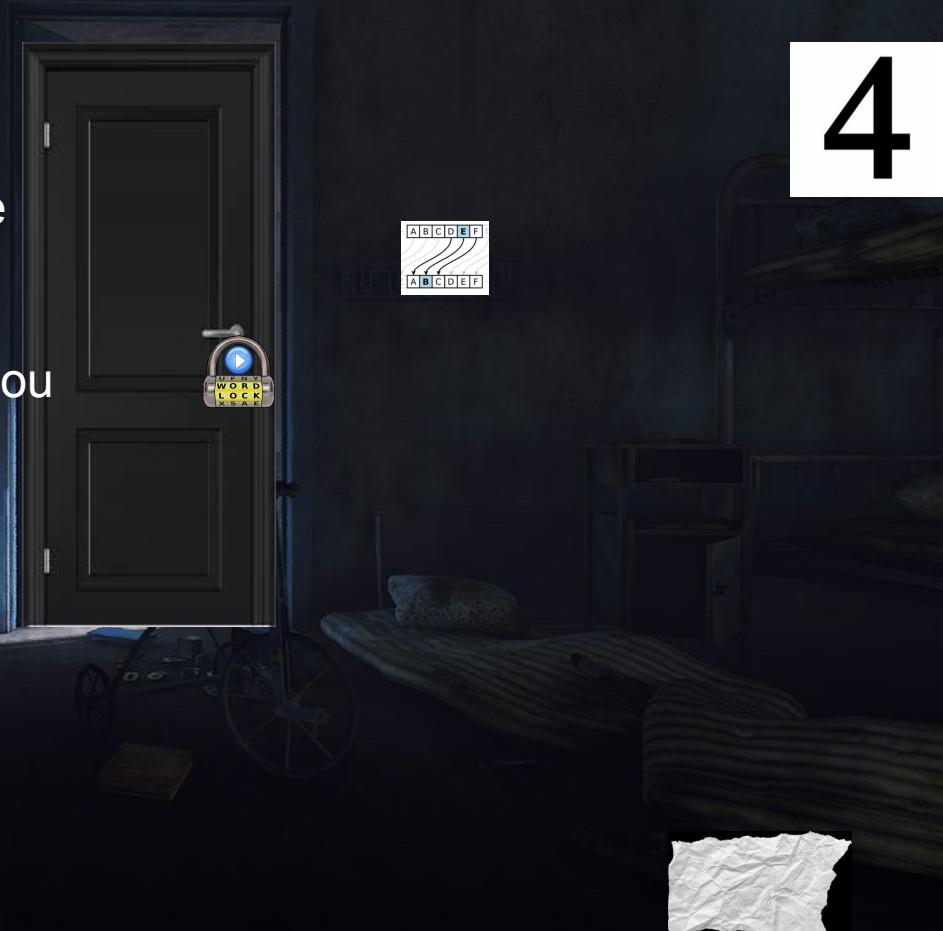


- I removed the congratulating sound that it cuts when rooms switch.
- I also removed the lock image change when the words are correct.
- I added a hint to the riddle in the knife note(hint:use the colored numbers)
- I added so that when you solve the number lock, the cipher pops up in both modals so you don't have to go back and forth

Puzzles (My room) , Jared

- I was thinking having a combination of needing to be able to do a substitution puzzle combined with needing to find all the different things which allows you to equip a uv light. This allows you to see the blank pieces of paper with numbers, show up with letter instead(similar to one of the escape rooms from the previous year). With letters , instead of number that were initially used to unlock the uv light

4



4







Mock-up

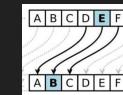
I will have a hint button that will tell you to find all the notes and input the number combination into the safe, then once they obtain the uv light, the hint will change to something different . Giving a hint about the substitution lock, saying that you should re-look at the notes, and move the letter 4 (Modal)

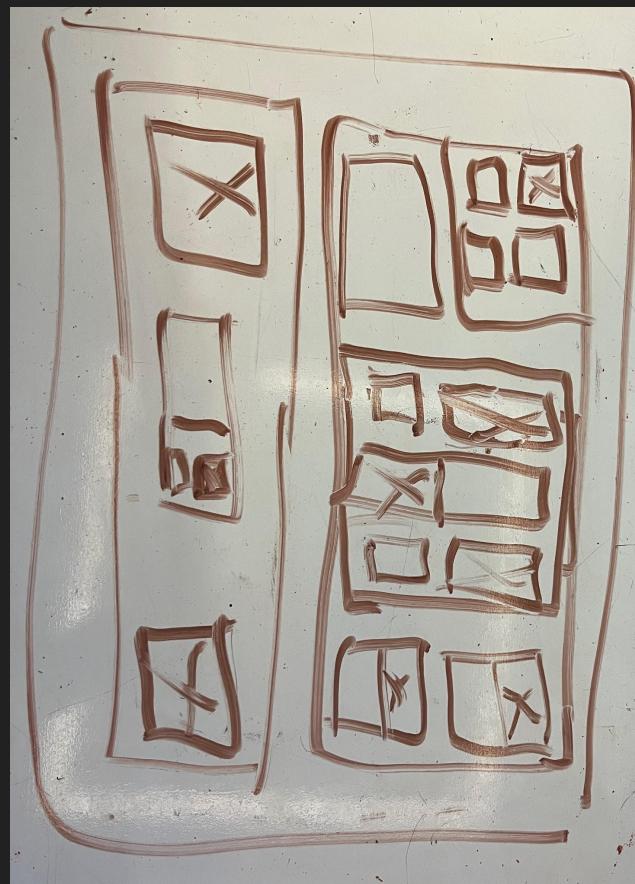
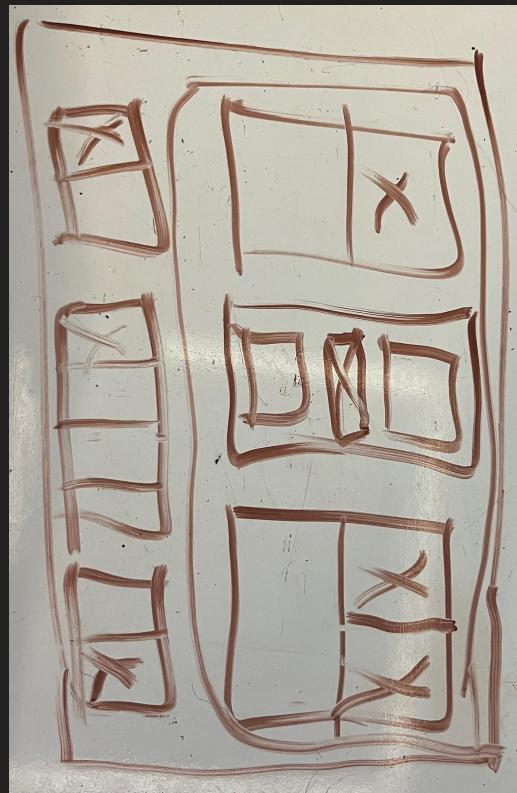
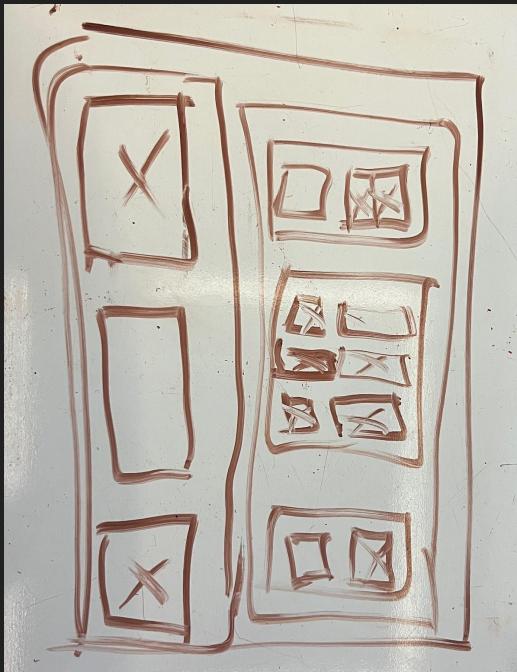


Each note will have a number and smaller color indicating the position in should be on the safe - Modal

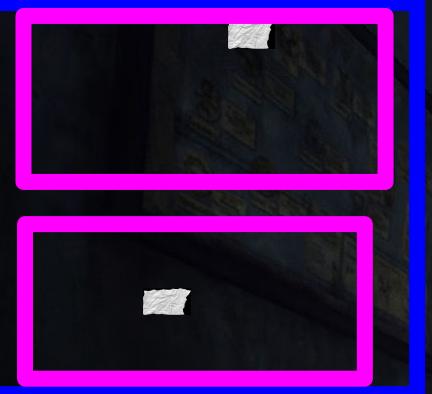
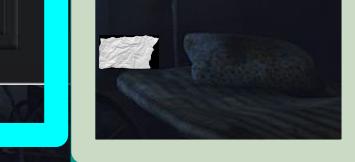


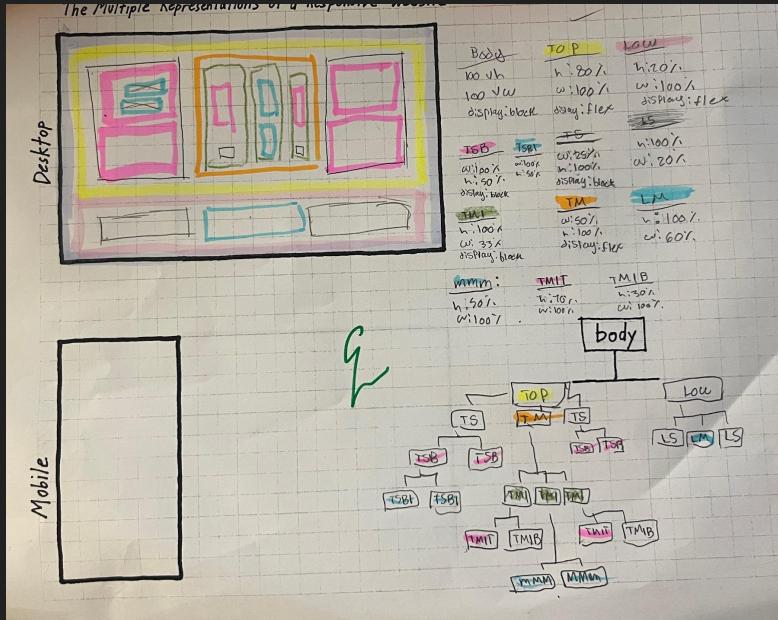
There will be a picture which shows how a substitution lock works - Modal

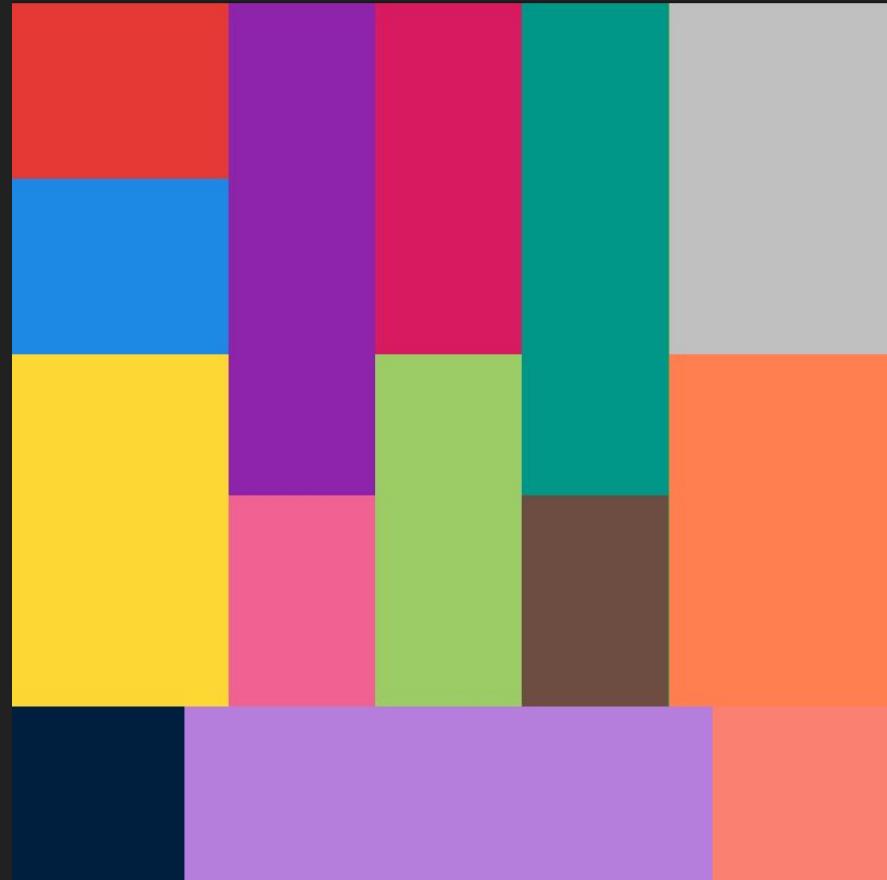




4







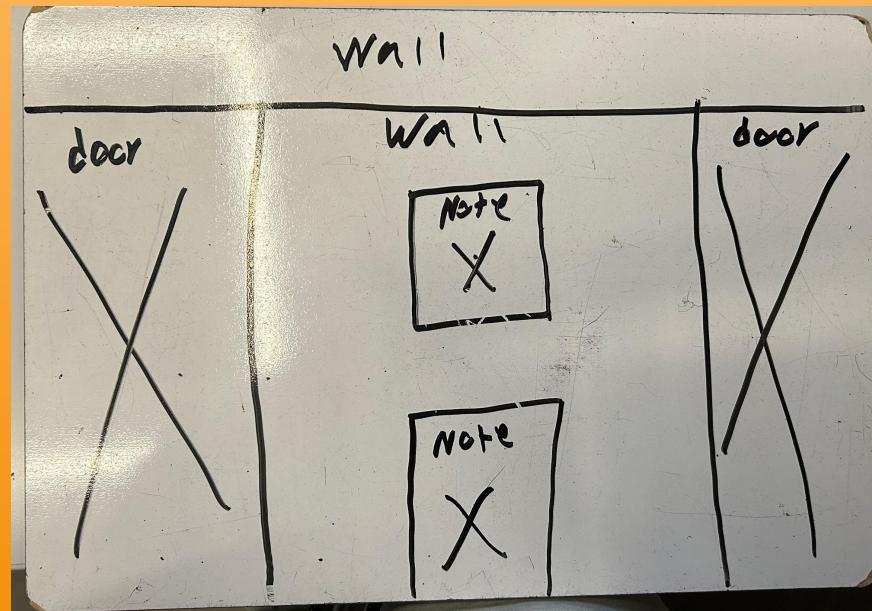
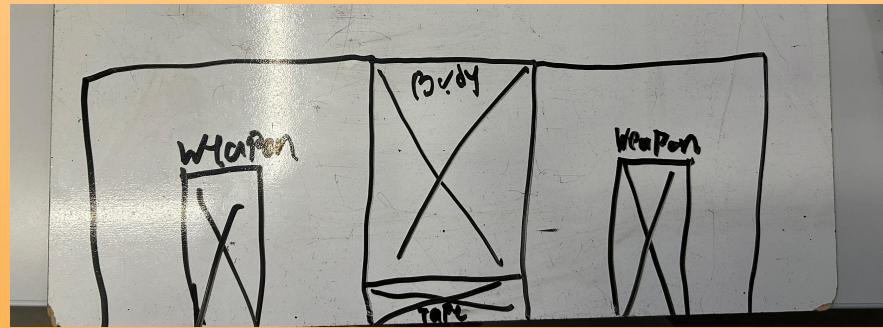
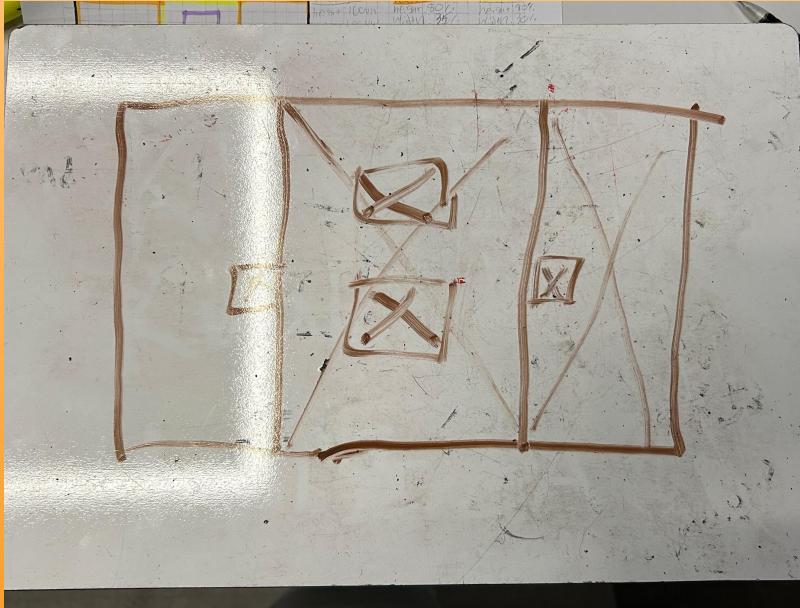
Door Puzzle Idea - Setting the scene (Cleto A)

After you escape the bedroom, you walk around the haunted mansion looking for an exit, to end up finding another door. Hoping that this is exit and possibly the person you're looking for, you swiftly open the door to see even more doors with weird symbols on top. As you walk in the room with confusion, the door behind you locks and now you have to find your way out using the right doors. If not, you will perish like the rest.

Door Puzzle Idea - Room/Level 6 (Cleto A)

- There will be 3-4 doors you will have to choose to go through and only one will be the correct door
- There will be hints on the wall that indicate a symbol you have to look for above or on the door.
- Maybe some sort of riddle that represents the right symbol to look for
- The player will have to guess the correct door 3 different times to get through the room
- If the player dies, they will be sent back to the start of the room at the checkpoint
- Possibility of changing the symbol to look for every room
- Once you open the final correct door, you get to leave this hell

Draft Designs

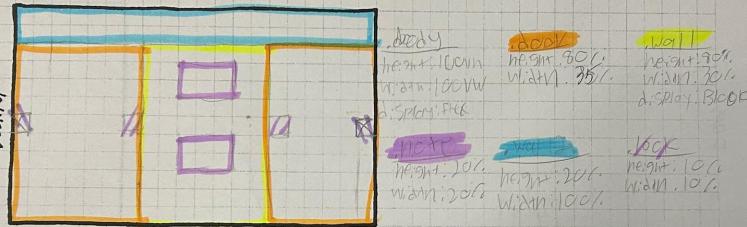


Annotated Wireframe

The Multiple Representations of a Responsive Website!

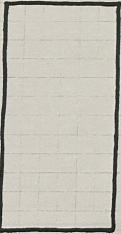
NAME: Cleo Augusto

Desktop

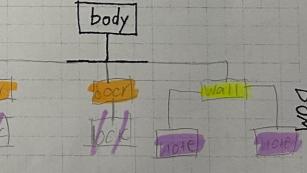


left

Mobile



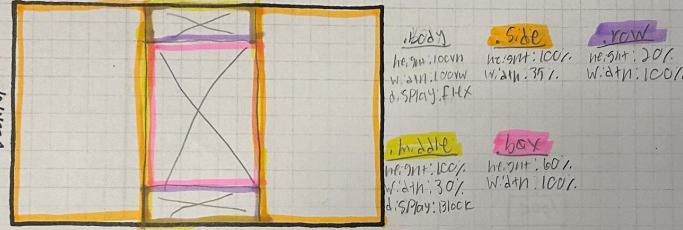
body



The Multiple Representations of a Responsive Website!

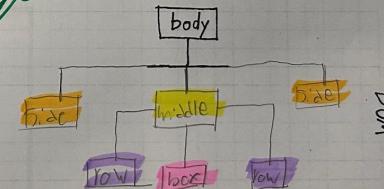
NAME: Cleo Augusto

Desktop



left

Mobile





Lore Note



Hint Note





Cleto

- dementia pills on the floor to explain the riddles
 - Two different doors
- If you try to save the person you see their dead body and then you get killed
- A note next to one of the doors from a victim that fell into the trap of the missing person door

- Letters from previous people that were also killed or escaped
 - Inner monologue
- Maybe have bodies indirectly lying around the place
 -

What We Should Have
Similar

Audio that should be the same

-Openig/closing modals with locks:

https://drive.google.com/file/d/1sBSUYkHW9Pi6eZjNftxItwojaqj7t7XN/view?usp=drive_link

-Note/papers opening/closing modals:

https://drive.google.com/file/d/1QaUfn4bilF2ugLKIJ8fujEPIbKnBO0-6/view?usp=drive_link

-Congratilations/celebrating sound:

https://drive.google.com/file/d/1xuv-s8iq8TNLIWhvrRbXUwaxgtdHNrsI/view?usp=drive_link

