

# Unit 2 Assignment

Room Escape

Create an app which has a theme and end goal.

To reach the goal, the user must complete a series of puzzles and challenges. There should be at least 3 challenges.

Higher mark games will have a colour scheme, games you have developed yourself.

# Example #1

# THE ESCAPE ROOM

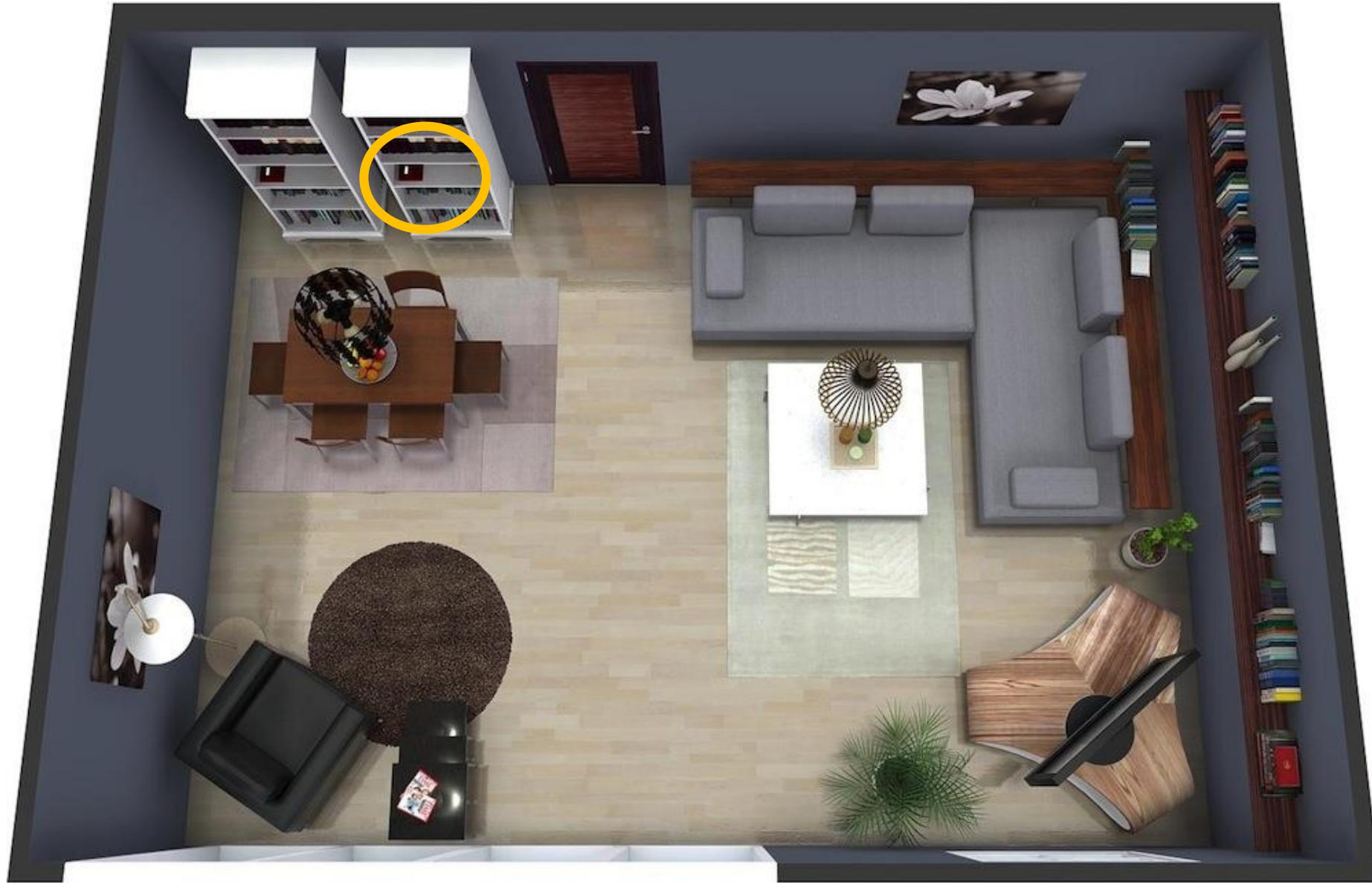
You are travelling across Europe. It's late and you decide to check into a hotel. You see a nice one ahead and check in. The room seems nice and you go to sleep.

A loud noise wakes you up. You run to the door – it is locked. But there is a note that slides under your door. It says “You have 1 hour to escape.”



Door Keypad Code:

\_\_\_\_\_



Door Keypad Code:

\_\_\_\_\_



Hey, there's a tablet on the shelf.  
It's got a Whack-A-Mole game.

Play it

Return



Good Job, you whacked 5 moles!  
One of the digits (in an appropriate  
position) on the door lock is 6.

Return



Door Keypad Code:

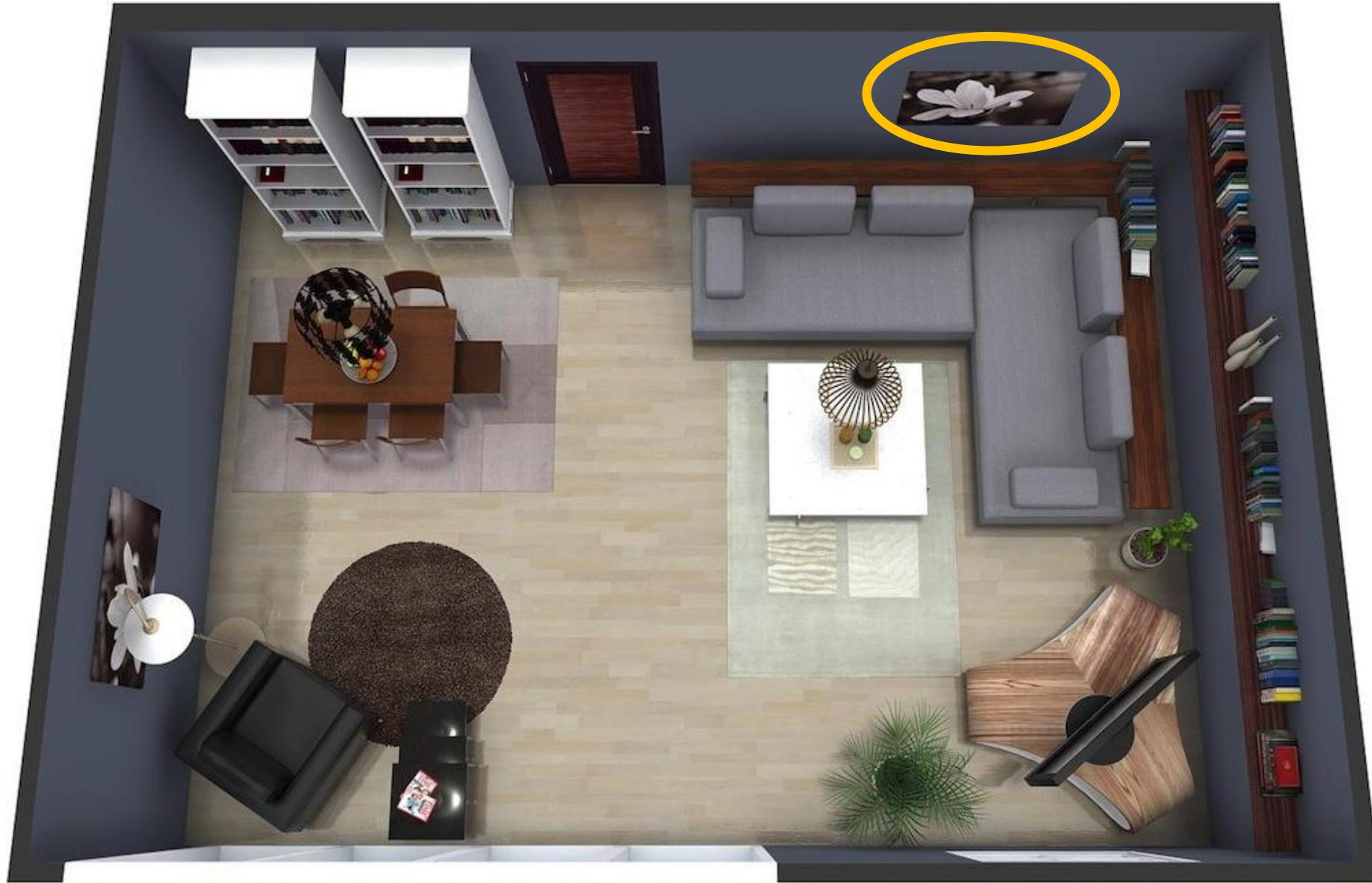
\_\_\_\_\_

Digit #1

$$6 \div 2(1+2) =$$

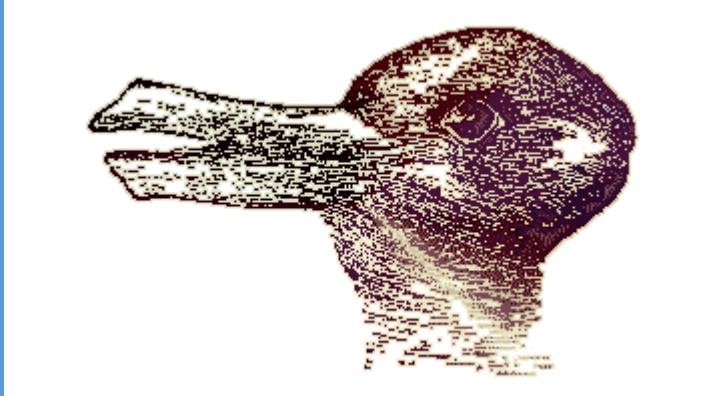
On the paper, a math problem  
is listed. Is it 1 or is it 9?

[Return](#)



Door Keypad Code:

\_\_\_\_\_



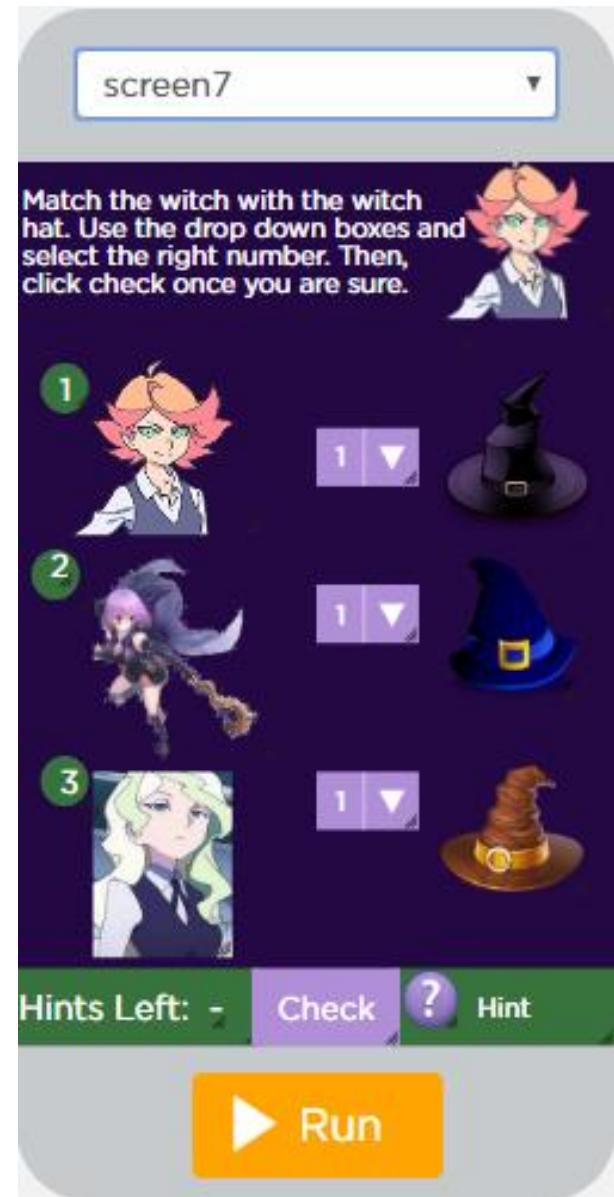
You look at the picture, it's strange.  
What two animals appear?

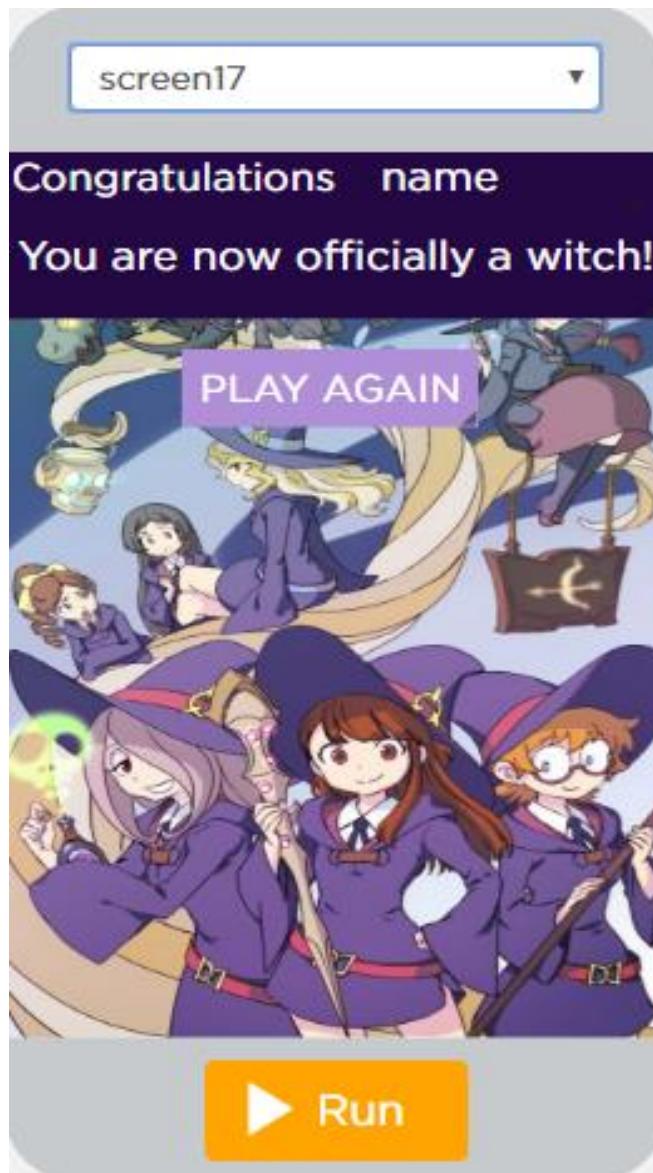
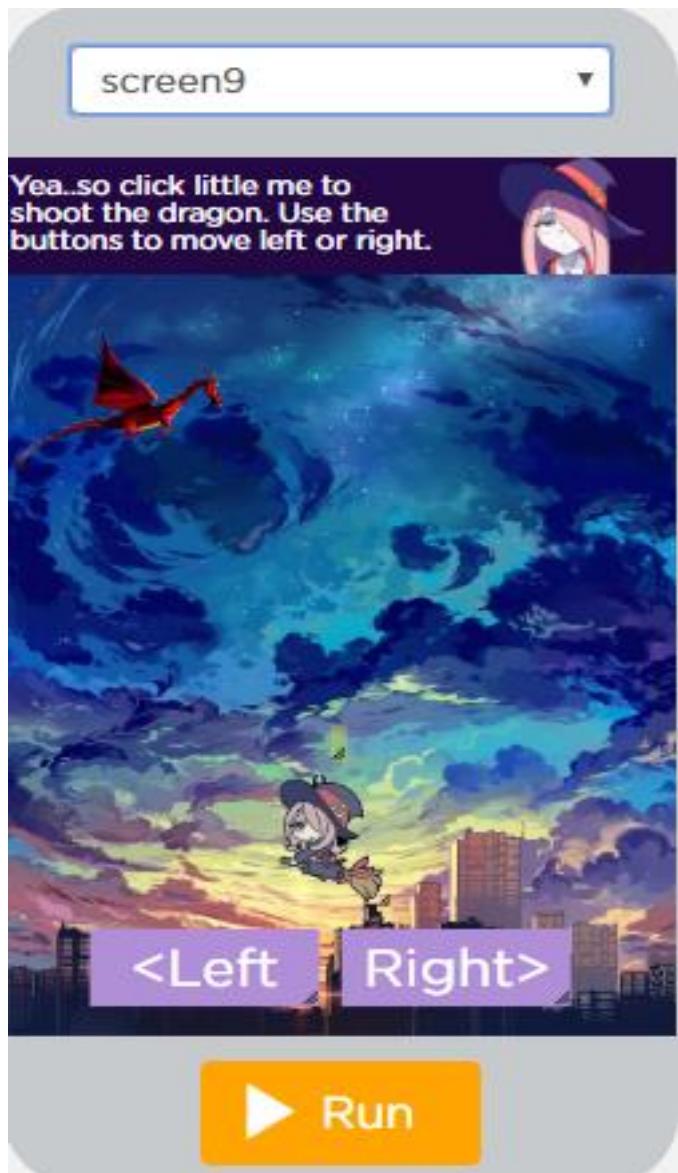
Animal #1:

Animal #2:

Submit

# Example #2





# Example #3



# Example #4

screen6

Oh no! Cinderella has to do a KenKen game before leaving. Quickly finish!

$2 -$			$2$
0	0	0	0
$2 \div$	$3 \div$		
0	0	0	0
	$1 -$		
0	0	0	0

Run

screen7

Bring Cinderella to the ball.  
Using the buttons, bring Cinderella's pumpkin carriage to the castle. Click 'Arrived' when you reach the castle.

Arrived



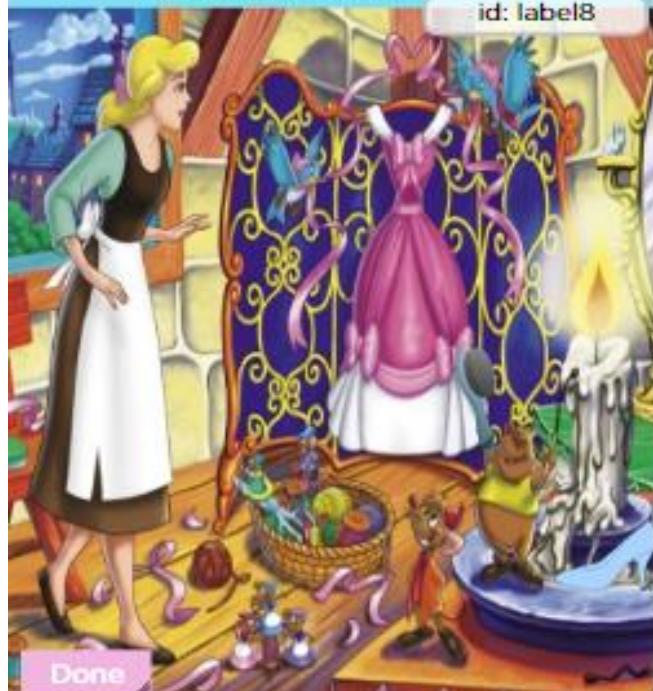
Left Up Right  
Down

Run

screen4

Help Cinderella find her items.  
Look around the room and find Cinderella's brush and glass slipper. When you find them, click 'Done' when you are done, click 'Run' to move on.

id: label8



Done

Run