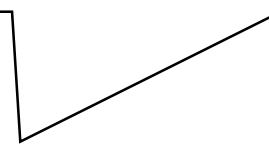


ESCAPE ROOM

What level?

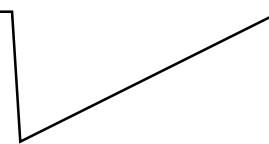
How many tasks do
you need in your
Escape Room?



How many tasks do
you need in your
Escape Room?

At least 3

Can you have more
than 3 tasks in your
Escape Room?



Can you have more
than 3 tasks in your
Escape Room?

Sure

1

Simple Game, no ifs.

2

Simple ifs.
Games from class.

3

Complex games from class. Not modified.

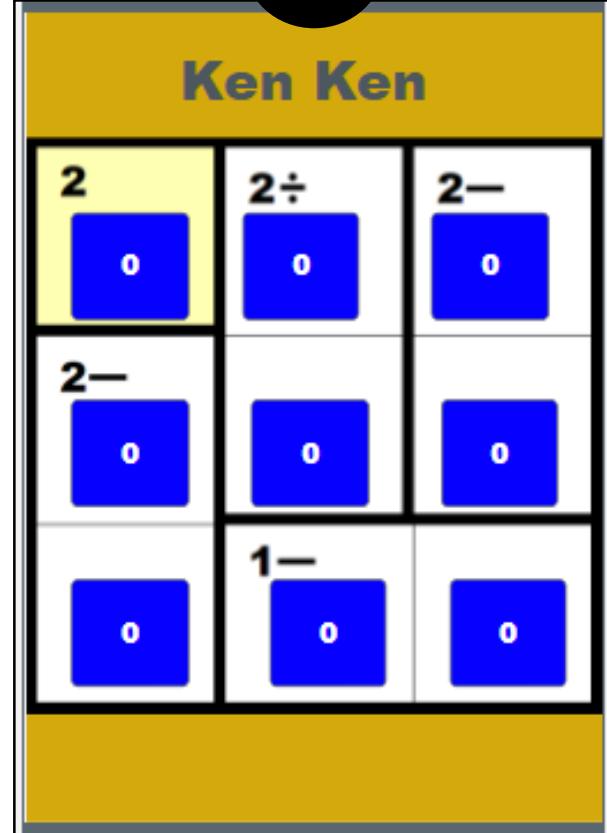
4

Complex games from class.
Modified.

4+

Own Games.
Not from class.
Complex.

A



B



4

Own Games.
Not from
class.
Simple.

What mark would you give A?

1

Simple Game, no ifs.

2

Simple ifs.
Games from class.

3

Complex games from class. Not modified.

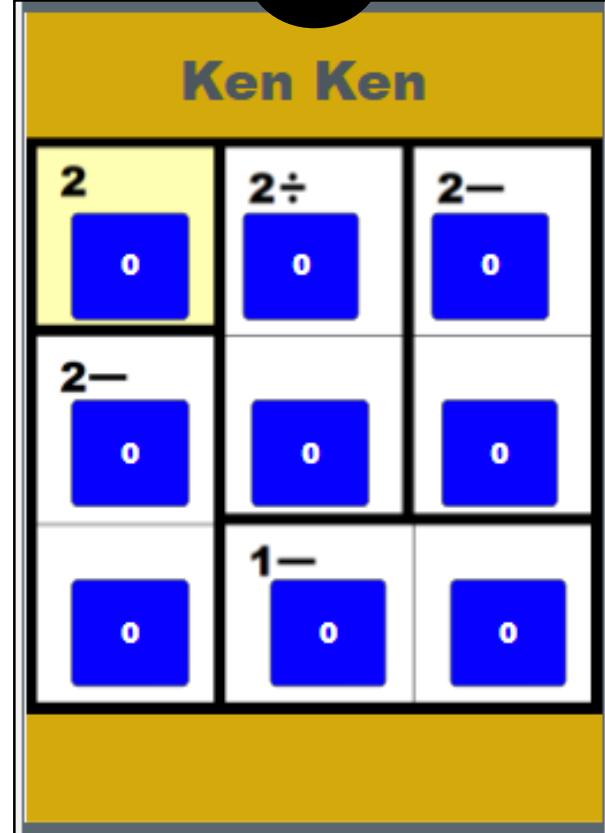
4

Complex games from class.
Modified.

4+

Own Games.
Not from class.
Complex.

A



B



4

Own Games.
Not from class.
Simple.

What mark would you give A?

A = 3

1

Simple Game, no ifs.

2

Simple ifs.
Games from class.

3

Complex games from class. Not modified.

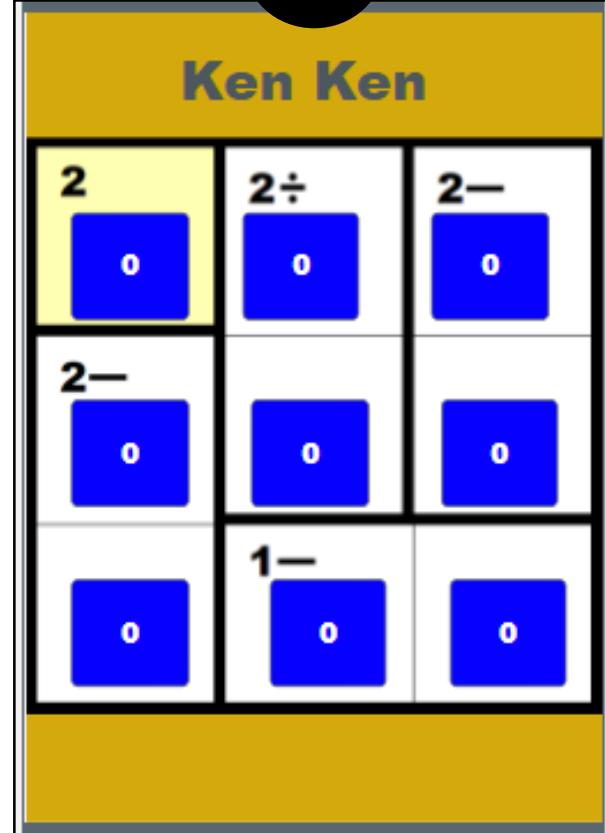
4

Complex games from class.
Modified.

4+

Own Games.
Not from class.
Complex.

A



B



4

Own Games.
Not from class.
Simple.

What mark would you give B?

1

Simple Game, no ifs.

2

Simple ifs.
Games from class.

3

Complex games from class. Not modified.

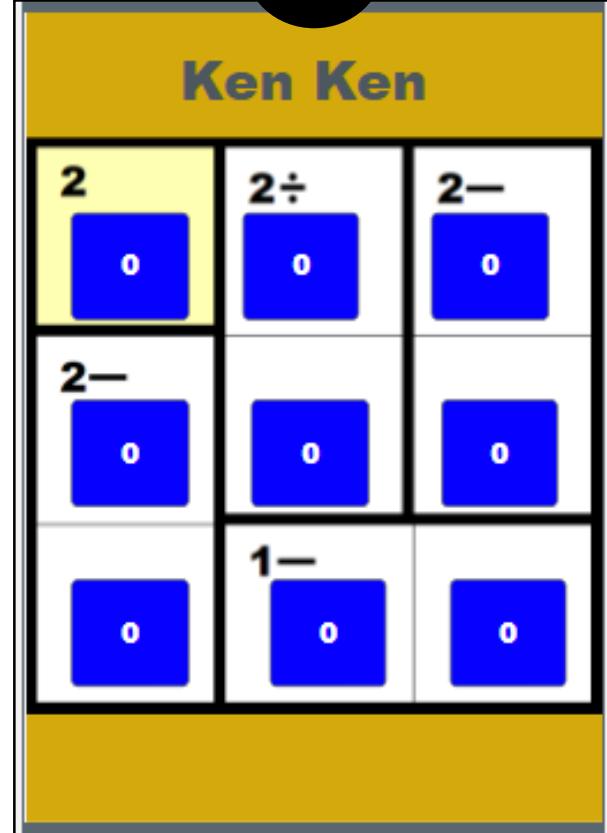
4

Complex games from class.
Modified.

4+

Own Games.
Not from class.
Complex.

A



B



4

Own Games.
Not from class.
Simple.

What mark would you give B?

B = 4

1

Simple Game, no ifs.

2

Simple ifs.
Games from class.

3

Complex games from class. Not modified.

4

Complex games from class.
Modified.

4+

Own Games.
Not from class.
Complex.

C



What mark would you give C?

1

Simple Game, no ifs.

2

Simple ifs.
Games from class.

3

Complex games from class. Not modified.

4

Complex games from class.
Modified.

4+

Own Games.
Not from class.
Complex.

C



4

Own Games.
Not from class.
Simple.

What mark would you give C?

C = 2

1

Simple Game, no ifs.

2

Simple ifs. Games from class.

3

Complex games from class. Not modified.

4

Complex games from class. Modified.

4+

Own Games. Not from class. Complex.

D

Guessing game 2: Trying to open the briefcase

Think of a number from 1 - 10. Multiply with 3. Now add 45. Divide by 6. Subtract the number you started with.



What is your number?

Back

What mark would you give D?

1

Simple Game, no ifs.

2

Simple ifs. Games from class.

3

Complex games from class. Not modified.

4

Complex games from class. Modified.

4+

Own Games. Not from class. Complex.

D

Guessing game 2: Trying to open the briefcase

Think of a number from 1 - 10. Multiply with 3. Now add 45. Divide by 6. Subtract the number you started with.



What is your number?

Back

4

Own Games. Not from class. Simple.

What mark would you give D?

D = 3

1

Simple Game, no ifs.

2

Simple ifs.
Games from class.

3

Complex games from class. Not modified.

4

Complex games from class. Modified.

4+

Own Games.
Not from class.
Complex.

E

F

Sudoku

Fill the grid so that each row, column and 4-square box contains one of each nature pictures.



Continue

Check

Reset

Sudoku

Fill the grid so that each row, column and 4-square box contains one of each sea-creatures.



4

Own Games.
Not from class.
Simple.

What mark would you give E?

1

Simple Game, no ifs.

2

Simple ifs.
Games from class.

3

Complex games from class. Not modified.

4

Complex games from class. Modified.

4+

Own Games.
Not from class.
Complex.

E

F

Sudoku

Fill the grid so that each row, column and 4-square box contains one of each nature pictures.



Continue

Sudoku

Fill the grid so that each row, column and 4-square box contains one of each sea-creatures.



Check

Reset

What mark would you give E?

E = 4

1

Simple Game, no ifs.

2

Simple ifs.
Games from class.

3

Complex games from class. Not modified.

4

Complex games from class. Modified.

4+

Own Games.
Not from class.
Complex.

E

F

Sudoku

Fill the grid so that each row, column and 4-square box contains one of each nature pictures.



Continue

Sudoku

Fill the grid so that each row, column and 4-square box contains one of each sea-creatures.



Check

Reset

What mark would you give F?

1

Simple Game, no ifs.

2

Simple ifs.
Games from class.

3

Complex games from class. Not modified.

4

Complex games from class. Modified.

4+

Own Games.
Not from class.
Complex.

E

F

Sudoku

Fill the grid so that each row, column and 4-square box contains one of each nature pictures.



Continue

Sudoku

Fill the grid so that each row, column and 4-square box contains one of each sea-creatures.



Check

Reset

What mark would you give F?

F = 3

1

Simple Game, no ifs.

2

Simple ifs.
Games from class.

3

Complex games from class. Not modified.

4

Complex games from class.
Modified.

4+

Own Games.
Not from class.
Complex.

G

H

0 Unscramble

a v a j r s c p t i

t y p o h n

c c l o a e h r
o p i l m n t a

o h a l

S d M o s -

Input the code in the lock

Guessing Game

Switchblades power level is unknown. Try to guess the number of his power level in order to defeat him.

Guess

Click on 'Guess' to guess Switchblades power levels.

Number of Guesses

Timer: 35

What mark would you give G?

G = 4+

1

Simple Game, no ifs.

2

Simple ifs. Games from class.

3

Complex games from class. Not modified.

4

Complex games from class. Modified.

4+

Own Games. Not from class. Complex.

G

H

0 Unscramble

a v a j r s c p t i

t y p o h n

c c l o a e h r
o p i l m n t a

o h a l

S d M o s -

Input the code in the lock

Guessing Game

Switchblades power level is unknown. Try to guess the number of his power level in order to defeat him.

Guess

Click on 'Guess' to guess Switchblades power levels.

Number of Guesses

Timer: 35

What mark would you give G?

1

Simple Game, no ifs.

2

Simple ifs. Games from class.

3

Complex games from class. Not modified.

4

Complex games from class. Modified.

4+

Own Games. Not from class. Complex.

G

H

0 Unscramble

a v a j r s c p t i

t y p o h n

c c l o a e h r
o p i l m n t a

o h a l

S d M o s -

Input the code in the lock

Guessing Game

Switchblades power level is unknown. Try to guess the number of his power level in order to defeat him.

Guess

Click on 'Guess' to guess Switchblades power levels.

Number of Guesses

Timer: 35

What mark would you give H?

H = 4+

1

Simple Game, no ifs.

2

Simple ifs.
Games from class.

3

Complex games from class. Not modified.

4

Complex games from class.
Modified.

4+

Own Games.
Not from class.
Complex.

G

H

0 Unscramble

a v a j r s c p t i

t y p o h n

c c l o a e h r
o p i l m n t a

o h a l

S d M o s -

Input the code in the lock

Guessing Game

Switchblades power level is unknown. Try to guess the number of his power level in order to defeat him.

Guess

Click on 'Guess' to guess Switchblades power levels.

Number of Guesses

Timer: 35

What mark would you give H?

1

Simple Game, no ifs.

2

Simple ifs.
Games from class.

3

Complex games from class. Not modified.

4

Complex games from class.
Modified.

4+

Own Games.
Not from class.
Complex.

I



4

Own Games.
Not from class.
Simple.

What mark would you give I?

I = 4+

1

Simple Game, no ifs.

2

Simple ifs.
Games from class.

3

Complex games from class. Not modified.

4

Complex games from class.
Modified.

4+

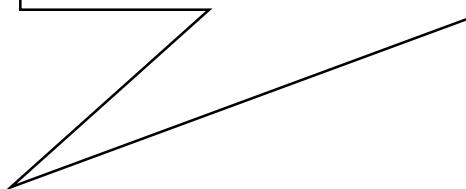
Own Games.
Not from class.
Complex.

I

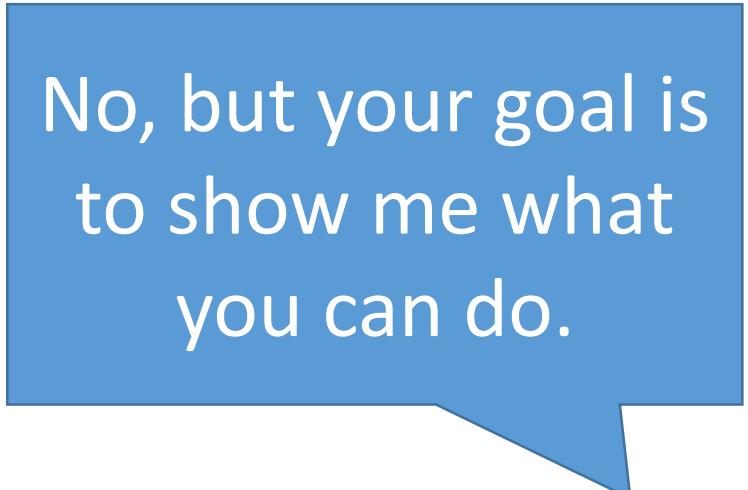


What mark would you give I?

Do all three of your tasks
need to be 4+ to get a 4+
on your project?



Do all three of your tasks
need to be 4+ to get a 4+
on your project?



No, but your goal is
to show me what
you can do.