Escape room ideas (mine) ranked by yours truly

1. Simple maze puzzles designed to find stuff hidden in different places (meh, it could be better if I knew more assembly)
2. Lock and key solve puzzles(normie)
3. Wire connection puzzles?(stole that from poopy playtime)
4. Simple type puzzles(lazy)
5. Mcq triggering qte puzzles(would be plausible and good if implemented properly)
6. Silly gags where the escape rooms are broken? (Who tf do you think you are, Dave Chappelle?)
7. At one point the system goes down and the plyer needs to set It up using the assembly they know (the Stanley parable will sue you for copyright)
8. A few out of place rooms which are non-technical to keep up engagement