

# Building a Framework for Digital Interaction in Escape Rooms

Survey and Analysis Stage, COM3610

Simon Fish | Supervisor: Andrew Stratton

This report is submitted in partial fulfilment of the requirement for the degree of Computer Science with a Year in Industry by Simon Fish.

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**Signed Declaration**

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Simon Fish

## **Abstract**

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## Chapter 1

# Introduction





## Chapter 2

# Literature Survey



## Chapter 3

# Requirements and Analysis



## Chapter 4

# Progress



## Chapter 5

# Conclusions and Project Plan