

Escape Room Project Report

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Storytelling

Theme:

Our escape room's theme is a historic thriller with some hints of mystery.

Title

Alcalá's Library.

What is the story/context?

You are an inventor for the royal court of a country in the XVII century, and you have been put in jail for having a bit much fun with the queen. The king raged when he found out and ordered your execution for the next day. You have 24 hours to escape through some hidden rooms and corridors in the library using your abilities and intelligence before the doomed hour.

What is the location/timeline?

Our project is located in an old prison turned into a library, during the XVIIth Century.

Why do we need to escape? What is the goal? Do we need to get out with something?

The reason is also explained previously, but you have 24 hours until you get executed. The goal is escaping from the library before that time. The only requirement is to get out with your life.

Are there any characters?

A friendly ghost that gives you advice, who once was a servant of the evil king, and was murdered by him.

Synopsis

You were having an affair with the Queen and the King wants to kill you. Until the execution is ready you have been jailed into an old library where you meet a ghost that helps you to escape.

Links to inspiration and examples

We are very imaginative people and created the game from scratch.

Moodboard

Look & Feel

What our goal for the ambience of the project is a historic, old look-feel, and a bit of a tetric thriller essence. As you advance through rooms, they gain a mysterious and abandoned feeling that will lead to darker chambers and corridors. If you finally escape you will get a heartworm mixed with a hopeful feeling, on the other hand you end up with a dark, ominous room with a cranium embellishing the room.

Type of design (realistic, flat design, illustration, etc)

The kind of design that we have given to our game is realistic, so the immersion in the story is greater.

Font

The most used fonts in our project are:

- Garamond, serif : Main font in our escape room (ex. This is an example)
- Geek: Imported font. Mainly used for the last code to escape, as it is understandable but not too clear to read it easily.
- Emporo: Imported font. Used in the home page, for the title and warnings about accessibility.
- As backup for other fonts in the first big room we find: Cambria, Georgia, Times New Roman.
- As backup for other fonts in the second big room we find: Trebuchet MS, Lucida Sans, Arial;

Colour palette



As our theme historic thriller, we have used colors that showed those sensations.

The first row of our palette represents the old look, with that range of brown we have tangled between giving light or shade.

Our next choices had an obvious goal, to give the thriller its own characteristic, a dark suspenseful look.

The hardest decision was how to give a little twist of mystery to the palette, and cold light colors in contrast with the previous row were our go to option.

CSS

It is a very complex and general area, so here we explain a tiny bit of it.

Some of the most noticeable functions/characteristics used by us were:

- Z-index → Used for specifying the stack level of the 'box' inside each context
- Cursor → Used for applying to the cursor a different appearance under specific circumstances.
- Filter:brightness,contrast →Used for giving elements specific brightness and contrast.
- Keyframes, and font-face elements in many ways and situations all along the rooms.
- A great variety of animations such as: hover,locked & unlocked, selection,hidden...
- The use of modal elements, which was an innovative introduction into pop up elements for us.
- Flexbox Layout: It's a way to organize elements on a webpage, making it easy to align and space them out.
- Box Model: It's how elements are structured in CSS, including spacing around them (margin), space inside them (padding), and their size (width and height).
- Positioning: It decides where elements appear on the page, either in a fixed spot or relative to other elements.
- Background Styling: It's about how to set pictures or colors behind elements, like setting a background picture or color.

Images - Sounds



Here you can see a variety of the images used in the project, some objects, others are rooms. The only sounds that appear in the game are: a responsive alert for any people that can't be able to experience the game properly. Second a guttural sound when you fail to escape and die.

Features

Type of flow (linear non-linear)

It is in its entirety linear type of flow, but in the end you need a last code that the hint for deciphering it is located in the first room. You obviously can go back between rooms, in case you have missed something.

Time allotted

As the time set for the tryout was of one hour duration, the time allotted is the one conveyed.

Level of difficulty

The difficulty level isn't very high, but there could be elements that are based on English language knowledge and knowledge of a specific date (date of discovery of America by Columbus). It also cannot be adjusted, because its difficulty isn't hard, being the hardest part of the game to find the objects/elements and their proper use.

Instructions

The only instruction that we, the game masters give to players is that changing the size of the screen isn't permitted under any circumstance, because objects or images would be weirdly adjusted and wouldn't look good.

Also it is important to remind you that one of our last puzzles doesn't work properly unless you open the game through the live-server property from Visual Studio. It's a free extension that shouldn't give you any problem.

Game masters (brief text and image)

Our team members are:

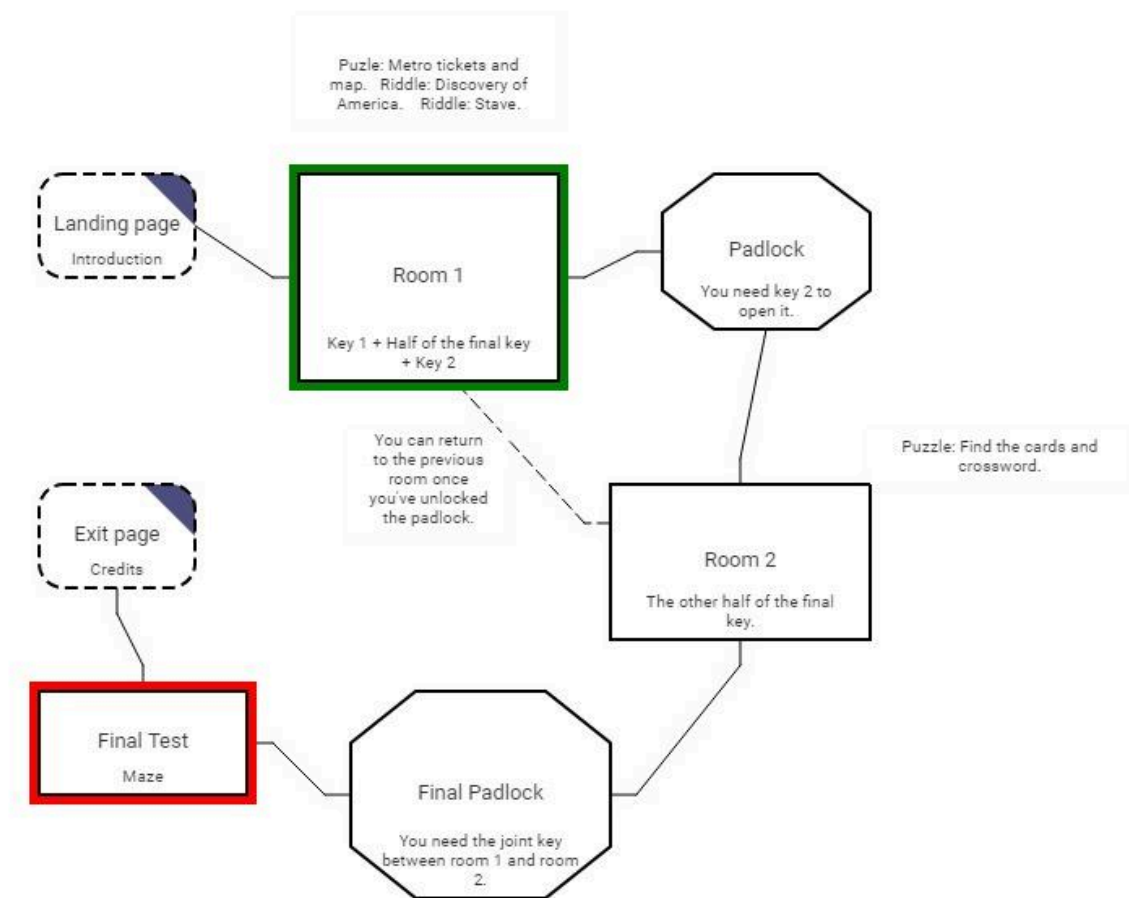
Daniel Polo. A bright, hard working guy that has a great eye for details and finishes jobs with impeccable artistic taste.

Carlos de la Mota. He is our problem-solver specialist, but a more important factor is his love for escape rooms or beers.

Diego Ordóñez. Every team has a heart that pumps energy into everyone else, next to his knowledge in image editing makes him unique.

Santiago Yñigo. Light-hearted and clever ideas combined with a bit of programming and English language knowledge is what he is.

Flow Chart



As it is shown there are 5 rooms, each one with its puzzles and riddles. Progression is not enough to complete the game as it is seen, because even though players might think they are done with a room we have thought that the ending padlock was something that its solution was created from elements whose origin were the two main rooms.

We have thought of any issue that the players might have if they tried to go back into a room or a puzzle, so we have implemented a characteristic that allows the player to go back without having to insert again a password or code in the given case that it has been forgotten.

This isn't the case for the last padlock, because after successfully completing it, it is not needed to go back for anything else.

Room 1: Landing page

Narrative (describe puzzles, objects and elements in detail)

Consists of an accessibility message(written and heard) and a start button. A background image of a bright room of the library, with the title of the game in the middle.

Interactivity

Buttons for agreeing on understanding accessibility measures and advancing into the game.

User experience

Buttons are clearly visible and their colour contrasts with the background. The text inside them clearly states what happens after they are clicked.

Room 2: First big room

Narrative (describe puzzles, objects and elements in detail)

This is the first of the two main sites that our game consists of.

The only character of the game, the ghost, explains the players their situation through a dialog box. It has a button that lets players read the information given at their own pace.

You have a small Inventory tab that can be minimized and it is thought for storing tickets for the London underground puzzle.

Different hidden buttons all along the library shine when you hover the mouse over them. The mouse also changes so you notice those changes better.

These buttons are:

- A tilted book in the top bookcase on the left side shelf, touching the timer there is a button that contains a ticket that once you pick it up it disappears from there and ends up in your inventory. (*Elephant & Castle to Charing cross*)
- Another book in the same bookshelf but, this time it's located in the second bookcase starting from the bottom. It is a thin book around the middle of the

shelf. This one contains a poem that its purpose is finding a hidden button in a stave. It means to click the *fourth 'sun'* (meaning the note 'sol'/G) on the *second piano* of the happy birthday stave. Once you click on it a clue for the last code is given. You must write down the hint for solving that last code.

- The first drawer in the chest of drawers shows a lock with eight digits. These can be changed with up and down arrows that let those numbers vary from zero to nine. There is also a lock symbol that unless the combination is correct is going to be locked and with a red background. Once it is correctly set it will change to an opened lock with a green background. The combination is obtained by some clues in another book. Once you get in you will see a map of the London underground.
- A bit more to the right but again in a bookshelf but at the furthest one you can find a small object in the fifth row that gives you another ticket. (*Old St to Elephant and Castle*)
- A small pentagon shaped piece on the floor between two opened books, a bit closer to the viewer than the middle of the room, will hide another ticket. (*Drayton Park to Old St*)
- If your sight continues going upwards once you find a resting ladder, after two bookshelves a small object shaped as a triangle will stick out. There you will find the previously mentioned Happy Birthday stave that will give you a hint to solve the last code. The instructions for finding the place of the hint have already been given.
- An old scroll in front of a circular shaped object will show a text where adding the capital letters discovers a message that spelled 'The day Columbus discovered america'. This date is 12 of October(10th month) of 1492. That is the code for the drawer lock.
- In the bookshelf next to the stave clue, a big brown book spine will stand out. That is the hidden book that opens a secret corridor to a mysterious door. That door is guarded by a four-digit lock whose solution is the numbers of each underground line of the route that is created once you find all four tickets. These lines are the fifth, third, first and fourth lines. Once you enter 5314 and press the verify button another room will appear.
- The furthest box in the right-side almost close to its top left corner a tiny piece will be lying on the floor, underneath a pile of books and manuscripts. That is the last location for a ticket. (*Charing cross to Victoria*)

Interactivity

Aside from the buttons that lets you pick up tickets, it has its importance that the inventory can be hidden and shown at will. Also both locks, one different to the other have completely different kinds of code setting (how the input of numbers work). Buttons for going backwards and inside clue elements (hidden buttons) are also worth mentioning.

In the lock if you click outside the small window it will close itself.

User experience

All around the game, the user has hints that help find the objects like the mouse change and the special lighting of the objects while you hover over them. In this game finding clues is the hardest element, because the puzzles haven't been too difficult. Our goal is to make the player think and understand what the elements are for.

Room 2: First padlock

Narrative (describe puzzles, objects and elements in detail)

Already described in the last room, but it only contains the timer, a lock that once you complete it remains unlocked, and a button to go back into the first room.

The lock inside has a text that cries: 'Insert a four digit code'. Below that inscription there are two buttons, one for verifying the answer and another to delete in case of mistake. A blue text-box will show the numbers that the player inputs once he pushes the number buttons.

Interactivity

As mentioned, a lock image that zooms in and shows an image of a lock with numbers.

The delete and verify buttons do as it is presumed, and each number once you click on it will show the selected number in the text-box. If you click outside the lock it closes itself. A 'previous' button helps you go back to the room you were previously in.

User experience

There are very few elements here, but the ones that exist, their purpose is easy to understand and guided.

Room 3: Second big room & second padlock

Narrative (describe puzzles, objects and elements in detail)

In this room there are *two puzzles* that are *two halves of one big puzzle*. The result of it will give you the answer for a code that is needed for advancing to the last stage of the game.

These two main puzzles are:

- *First*, finding cards that are hidden all over the room in random places, like books, elements on the table among many places. There are six cards that once they are picked they will appear on the shelf in the background beneath the window. You will see a tablecloth where they will be once you click on it.

From left to right you will find the cards in:

- Second book shelf, fourth bookcase, the first book on the left side.
- Second quill on the left of the quill receptacle on the left side of the table.
- Book shelf on the left side of the window, on the fifth book case, the thickest spined book.
- The circle in the middle of the window is another place.
- Book shelf on the right side of the window, on the third book case, the most right-sided book.
- Last book shelf, fifth bookcase, and the fifth book starting from the left.

Once you have found all of them, each one will have a colour and if you click them on the table cloth they will turn around and show you the other side of the card. In each one there will be an image of a figure made of origami: a *dragon*, a *dwarf*, a *witch*, a *phantom*, a *vampire*, and a *werewolf*.

- *Second*, there is a wide opened book on the table that shows a window, in which you can find a poem and a crossword. Looking closer at the poem there are some strange word-number pairs. Each of them represents a colour of a card and a number in which you input the answer into the crossword. The rest of the text gives the player hints for choosing the right answers.

Once you have completed correctly the crossword a button appears, and guides you to a scroll in which there are roman numerals numbers: VIII-IV-VI- II -III-III-IX- I

The ultimate object to find in the game is a lever situated on the second column counting from the right-side. The uttermost lock's key are those roman numerals but applying to them what the clue of the first room said. The answer would end up like: 68441672.

These will lead you to a corridor that downstairs would be a door, when you pass it you will appear in the next room.

Interactivity

In this room you find lots and different kinds of ways of interacting. First by finding the cards and picking them up, later on to see the figures on the cards you can twist them by clicking on them.

On the crossword, you input letters one by one, and if it's correct the background colour of the letter will turn green. You can also see interactions previously seen like closing tabs by clicking outside their body or the lock functionality.

User experience

This room's difficulty is higher than the previous one, especially finding the cards. The crossword has some challenging words, because we have used the word 'phantom' instead of 'ghost', a more common guess.

Differencing 'dwarf' and 'gnome' is a bit challenging also, but the definition gives you a hint. The deciphering of the last code might be more demanding, forcing players to find what they are forgetting.

Room 4: Tunnel maze

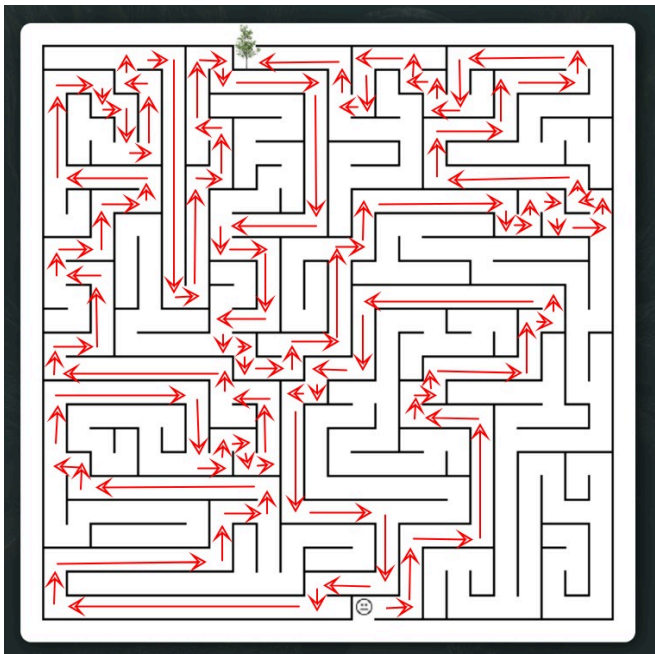
Narrative (describe puzzles, objects and elements in detail)

An instruction message given from afar by the ghost explains that the player must go through a maze for its last step to freedom.

Some instructions are given about movement and lastly there is a button that reads 'start'

When clicked a maze surfaces, and we can use the keycaps mentioned to cross it.

In the maze you are represented by a face, and the exit is represented by a tree, meaning freedom. Here you have the solution of the maze:



Interactivity

As said in the instructions using the keycaps (WASD) you can move upwards, leftwards, downwards and rightwards. The use of instructions clears any doubts to players.

The limits of the maze (black lines) are a gif and you might not notice it, but while you play you interact with them continuously because its functionality is that when you hit a wall you are pushed backwards one pixel.

The other element which players can interact with is the tree, once you touch it a message congratulating you pops up and once you accept you go on to the last image with credits.

User experience

Here the only issue the players might find is the difficulty of the maze, but it's the point of all of it. Some other things that might vary the experience of the user are the use of the keycaps for moving if they are not used to them, or fluidity, we are aware that it is not the most fluid movement, but it is good enough.

Room 5: End page and credit scene(or death)

Narrative (describe puzzles, objects and elements in detail)

As background it can be appreciated an image of a man walking out those tunnels, meaning that you have escaped, and in front of it a congratulation text.

The credits scroll down to infinity, in which players can read the copyright message, followed by our names. With that picturesque image our game ends.

If you sadly haven't been able to escape during the time given, an image of a skull in the middle of a library is what awaits the unlucky player.

Interactivity

There is no interactivity by the player available on this page.

User experience

The user might feel from many different ways and we cannot control them, but we just hope that the time spent on the game doesn't feel wasted. We have put a great amount of effort on it and we sure don't want it to be underappreciated.

Conclusion

We have learned a lot from this project and we are happy that it is now finished. How to be a team, how to organize different tasks between us and how to help one another. If there is any mistake or question about it, please let us know.

CREATORS: Carlos de la Mota, Diego Ordóñez, Daniel Polo, Santiago Yñigo
DA2D1E