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**PROJECT: ESCAPE**  
**ROOM GAME**



This document involves:

Sr No.	Category	Description
1	Soft skills to be assessed	A list of soft skills that will be evaluated during the escape room game
2	Games' answers	A record of the correct solutions to the puzzles and challenges in the game
3	Admin page details	Details of the administrative interface for managing the game and players
4	Test cases	A set of test cases to verify the functionality and user experience of the game

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# SOFT SKILLS ASSESSED BY THIS GAME:

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Online escape room game that can be played solo can assess a variety of soft skills such as problem-solving, critical thinking, creativity, attention to detail, perseverance, and time management.

**Problem-solving and critical thinking:** This Online escape room often involve solving puzzles and riddles to progress through the game. Players must use their problem-solving and critical thinking skills to figure out the solutions to these challenges.

**Creativity:** This online escape room require players to think creatively and "outside the box" in order to solve certain puzzles or challenges.

**Attention to detail:** This Online escape room involves searching for clues and details that may be hidden in plain sight. Players must pay close attention to their surroundings and examine objects and clues carefully to progress through the game.

**Perseverance:** Online escape room can be challenging and require players to persist even when they encounter obstacles or setbacks.

**Time management:** This online escape room have a time limit, so players must manage their time effectively in order to solve all the puzzles and escape the virtual room before time runs out.

**Decision-making:** Online escape room present players with choices and decisions that can affect the outcome of the game. Players must make quick and informed decisions based on the information and clues available to them.

**Adaptability:** Online escape room can be unpredictable, and players must be able to adapt to changing circumstances and unexpected challenges. This requires a certain level of flexibility and adaptability.

**Analytical thinking:** Online escape room require players to analyze information, make connections between different clues, and draw conclusions based on their observations. This requires a high level of analytical thinking and attention to detail.

Overall, online escape room game that can be played solo can be a fun and engaging way to assess a variety of soft skills, while also providing an entertaining and challenging gaming experience.

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## Answers To Escape The Room:

## LIVING ROOM:



- ➔ Living room have 4 doors and one treasure box you can find your clues by clicking them.
- ➔ By exploring Every room you can find one digit to open treasure box, treasure box contains 4 digit password to unlock.





# OPEN THE LOCK:

**1st Digit: BedRoom**

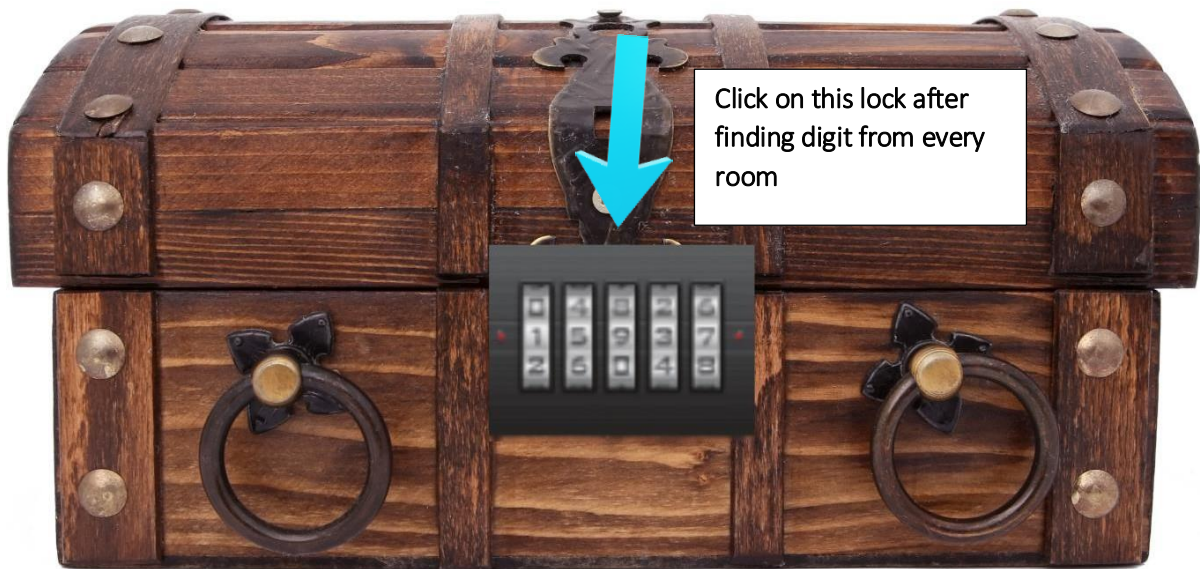
**2nd Digit: Kitchen**

**3rd Digit: Wine Room**

**4th Digit: Liibrary**

- ➔ You can find first digit from Bed Room.
- ➔ Second digit from Kitchen
- ➔ Third digit from wine room
- ➔ Fourth digit from Library.

## TREASURE BOX:



➔ Click on the lock after finding all the digits

### Unlock The Treasure Box:

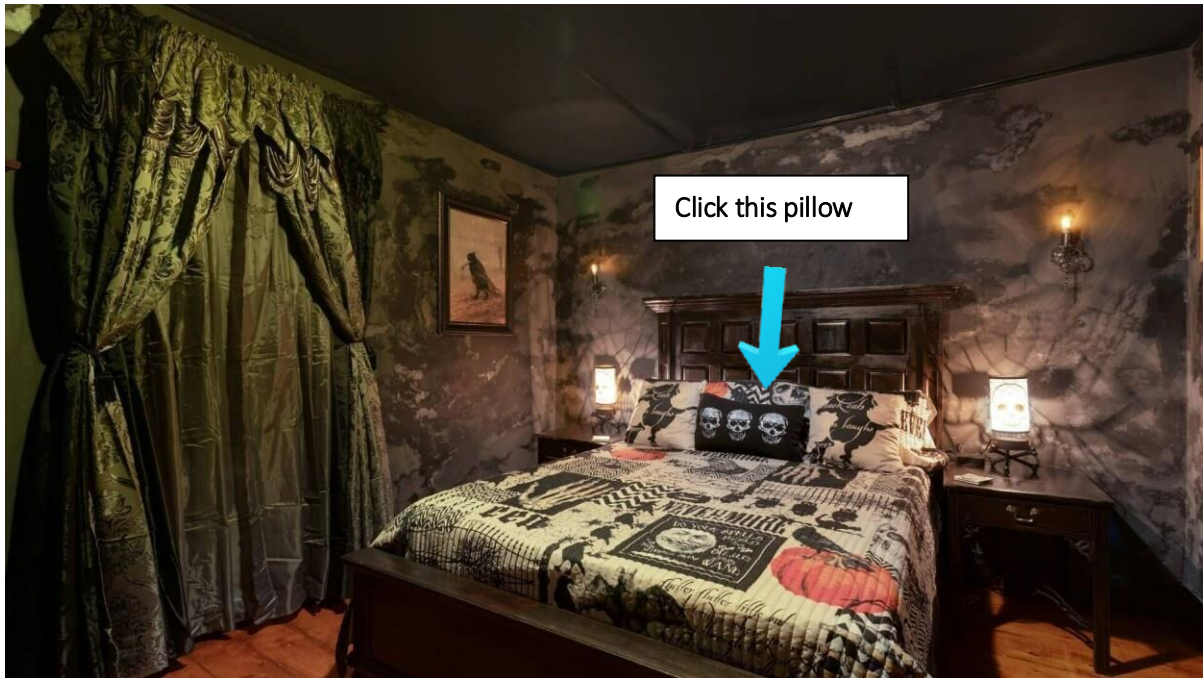
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Submit

Back



## 1)BEDROOM:



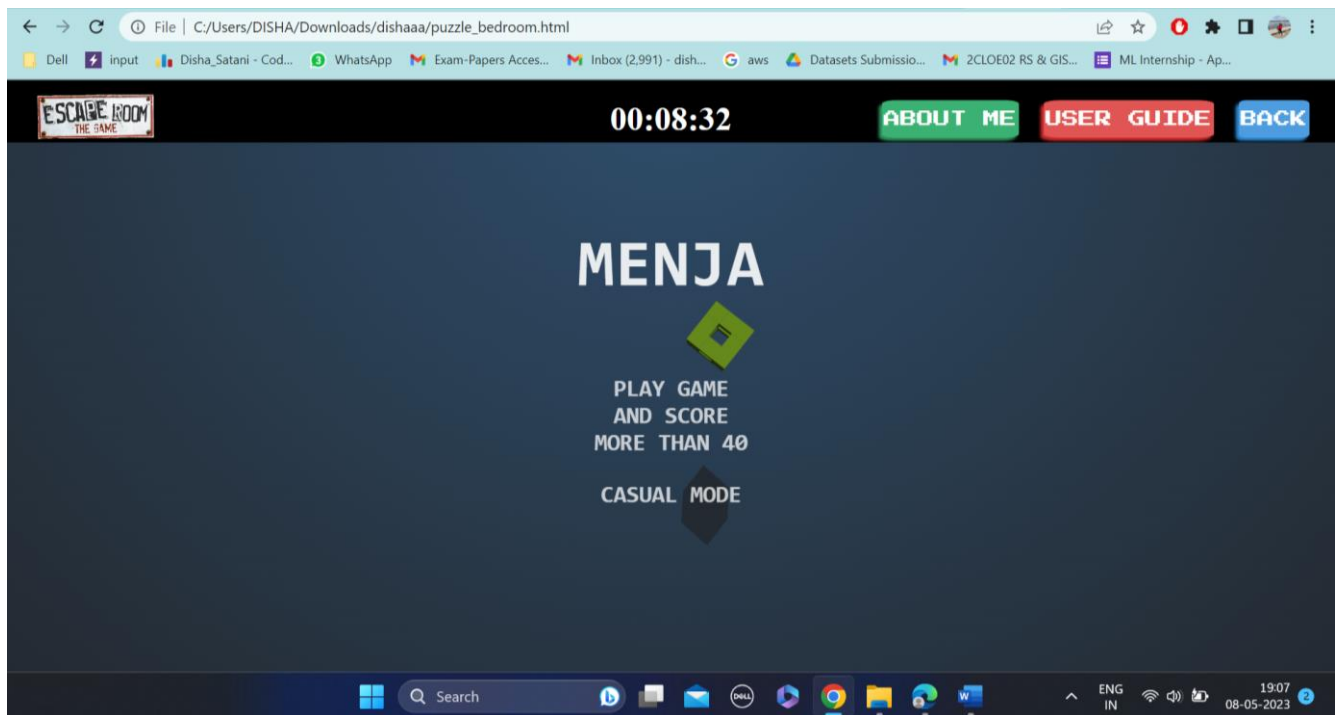
➔ Find the odd pillow and click on it.



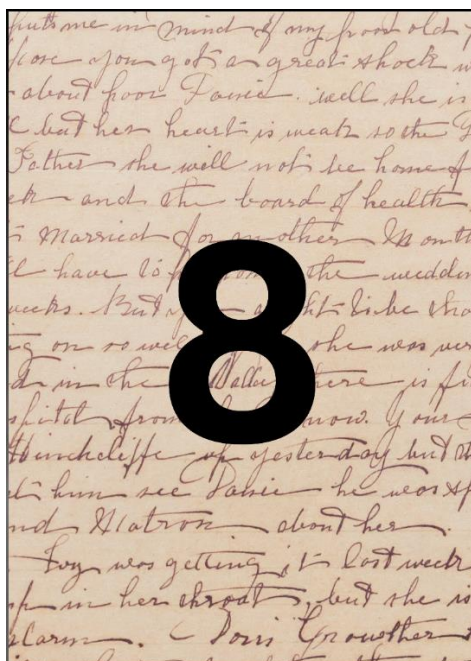
➔ You can find your next clue by clicking one of skull.

➔ After that you will redirect to one game and you have to score 40+ score to get your digit.



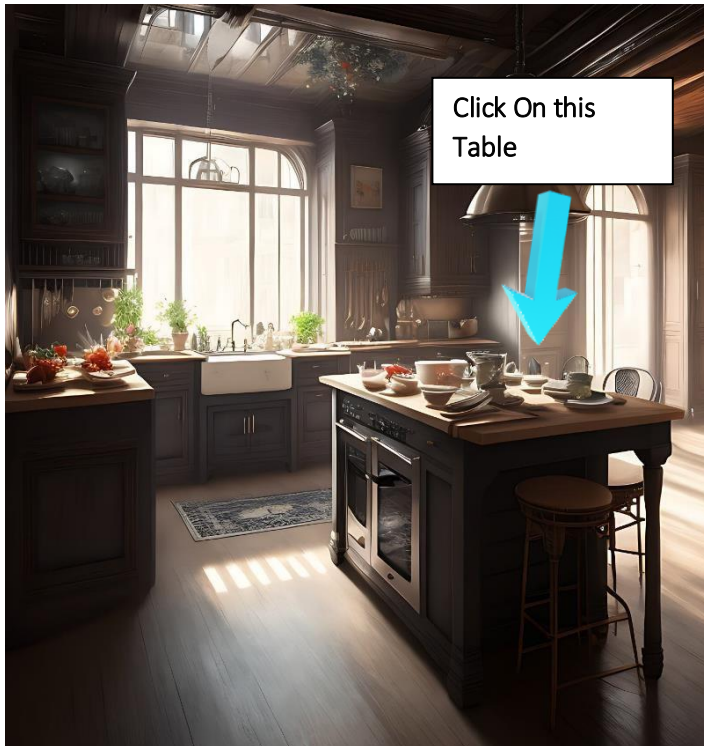


➔ Click On “Play Game “ and score more than 40 to find the next digit. Cut the boxes like fruit ninja.



➔ You will get digit “8” from Bedroom.

## 2) KITCHEN:

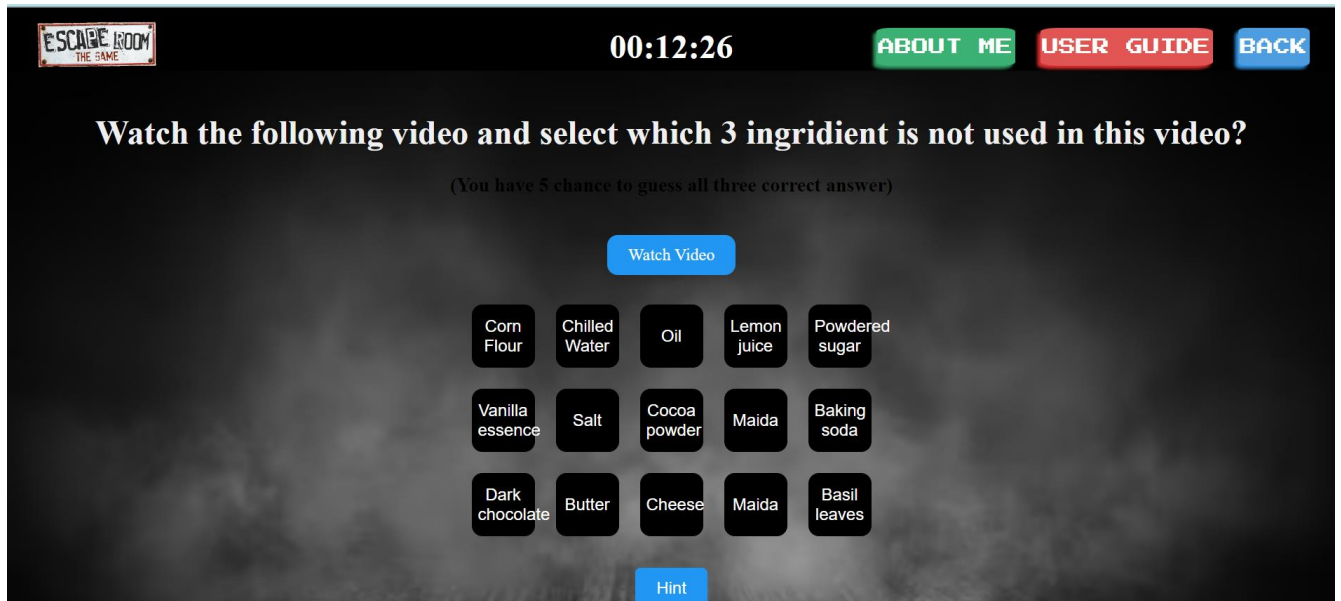


➔ You next clue is ready on dining table click to explore.

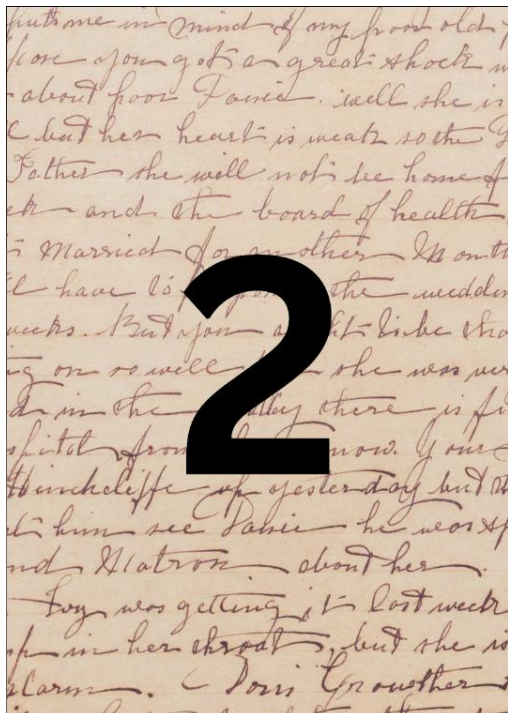


➔ Find odd dish to find next clue (hint: which dish is not Indian?) click on it.

➔ Next clue will be YouTube video, find 3 ingredients which is not used in that video, you will get your next digit.

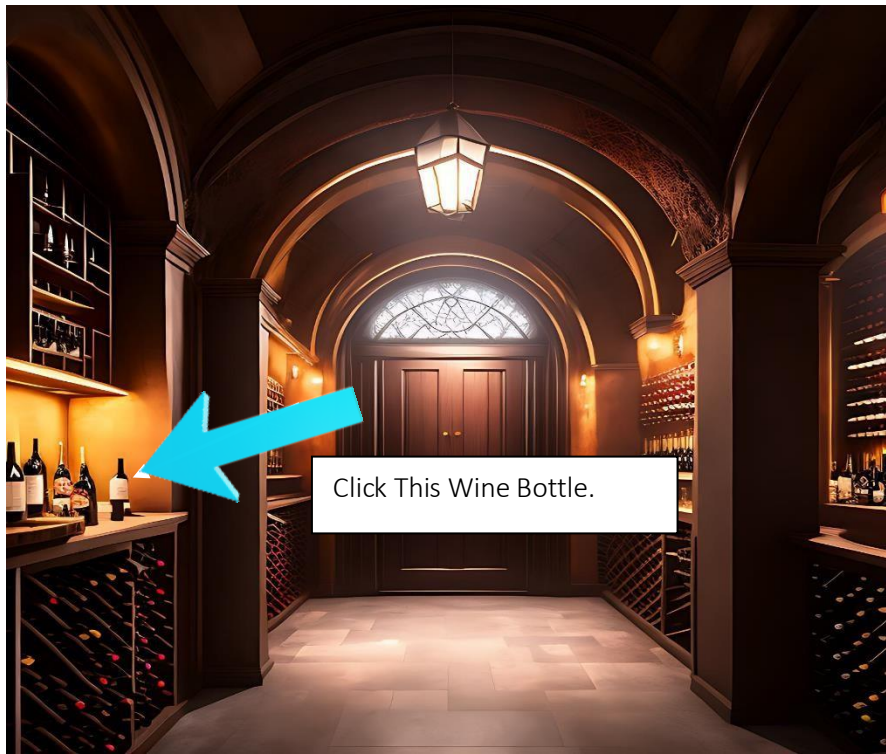


**Answer is : Corn Flour, Basil Leaves and Cheese**



➔ **You will get digit “2” from Kitchen**

### 3) WINEROOM:



➔ Click the wine bottle to find the next clue.



➔ You Can find your next clue By clicking on 3\*3 square.

➔ You have to fill a magic square. The numbers 1 to 9 are should be placed in the small squares in such a way that no number is repeated and the sum of the three digits column-wise, row-wise and diagonally is equalto 15.



00:16:22

[ABOUT ME](#)
[USER GUIDE](#)
[BACK](#)

Here is a magic square. The numbers 1 to 9 are should be placed in the small squares in such a way that no number is repeated and the sum of the three digits column-wise, row-wise and diagonally is equal to 15.


Submit

Possible answers are:

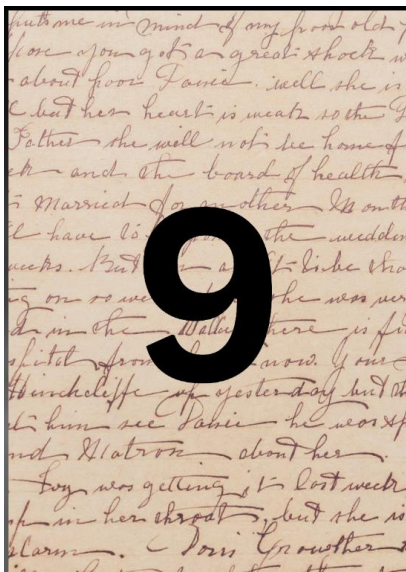
8	1	6
3	5	7
4	9	2

4	9	2
3	5	7
8	1	6

8	3	4
1	5	9
6	7	2

4	3	8
9	5	1
2	7	6

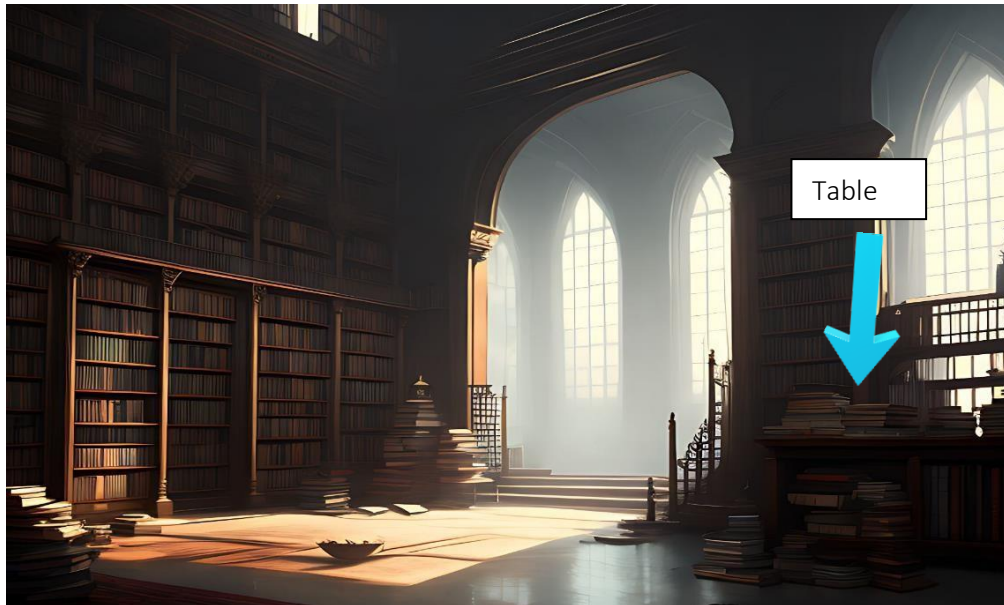
4	3	8
9	5	1
2	7	6



➔ Digit of wine room is 9



## 4)Library

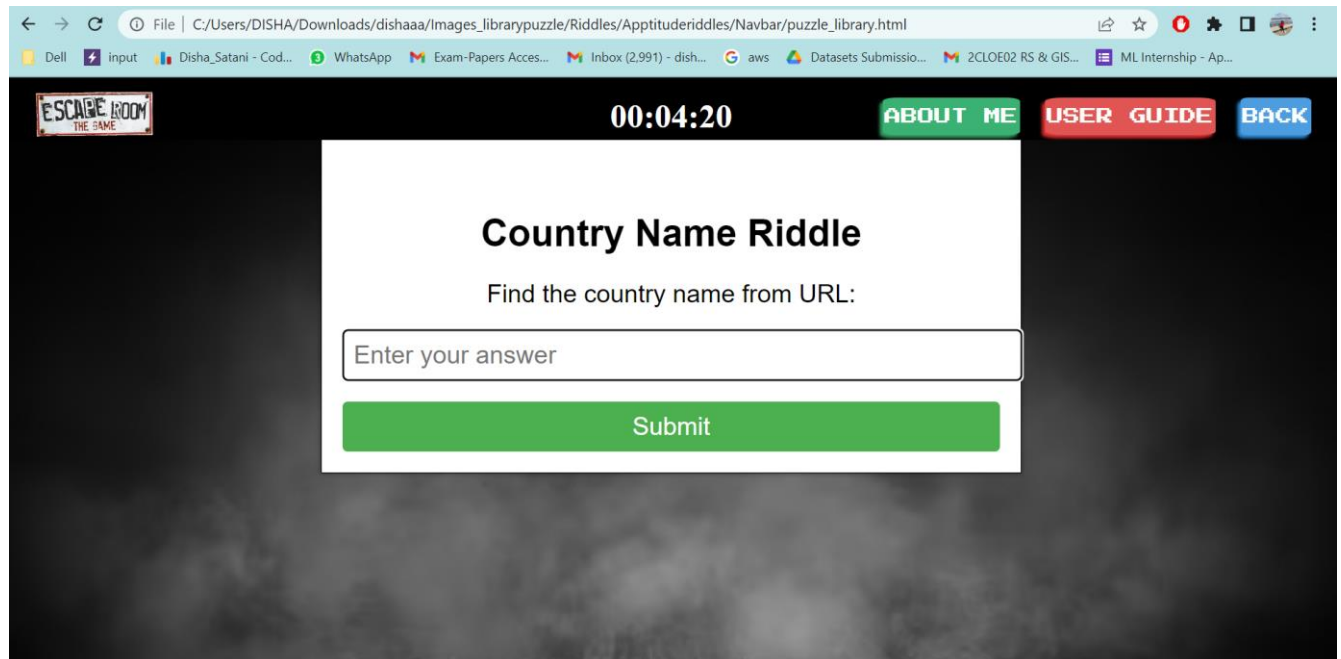


➔ You can find you hidden clue by clicking on Table.



➔ You can find your hidden clue by clicking on Book.

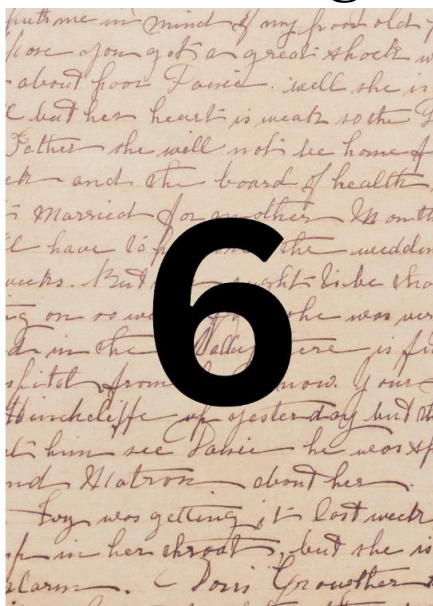
➔ It will redirect to the Puzzle page you need to answer the question which is asking hidden country name in URL:



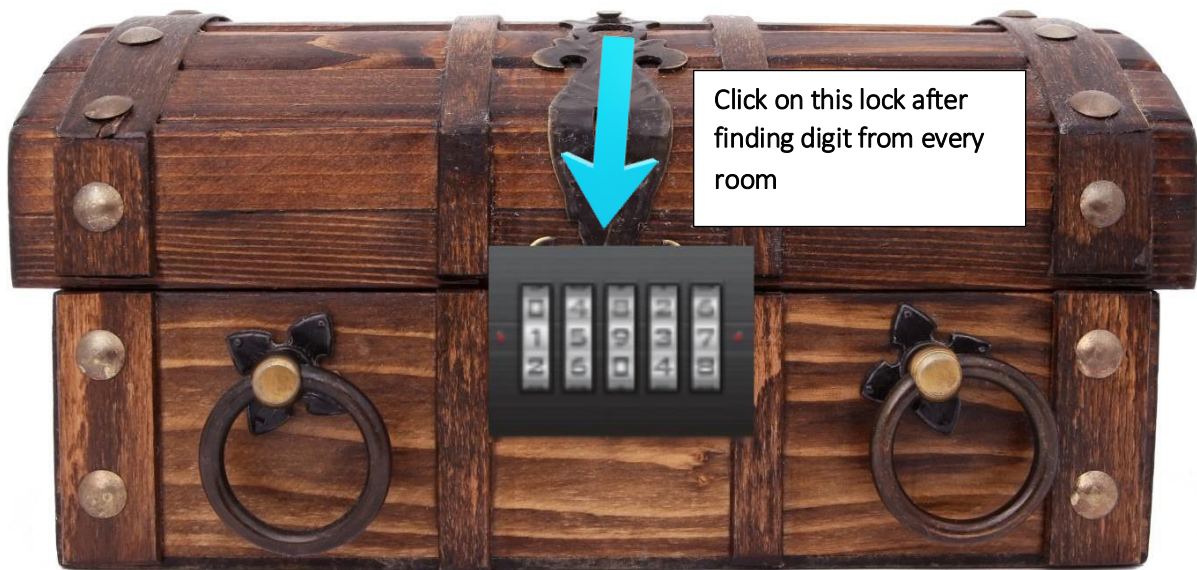
file:///C:/Users/DISHA/Downloads/dishaaa/**I**images\_librarypuzzle/**R**iddles/**A**pptituderiddles/**N**avbar/puzzle\_library.html

➔ **ANSWER IS **IRAN****

➔ **You will get digit “6” from library**



# Treasure Box



➔ Click on the lock after finding all the digits

The interface shows a timer at 00:21:02 and navigation buttons: ABOUT ME, USER GUIDE, and BACK. The main text is "Unlock The Treasure Box:". Below it are four empty input boxes for the code. At the bottom are "Submit" and "Back" buttons.

ESCAPE ROOM THE GAME

00:21:02

ABOUT ME USER GUIDE BACK

Unlock The Treasure Box:

Submit

Back

ANSWER IS 8296

# Admin page:

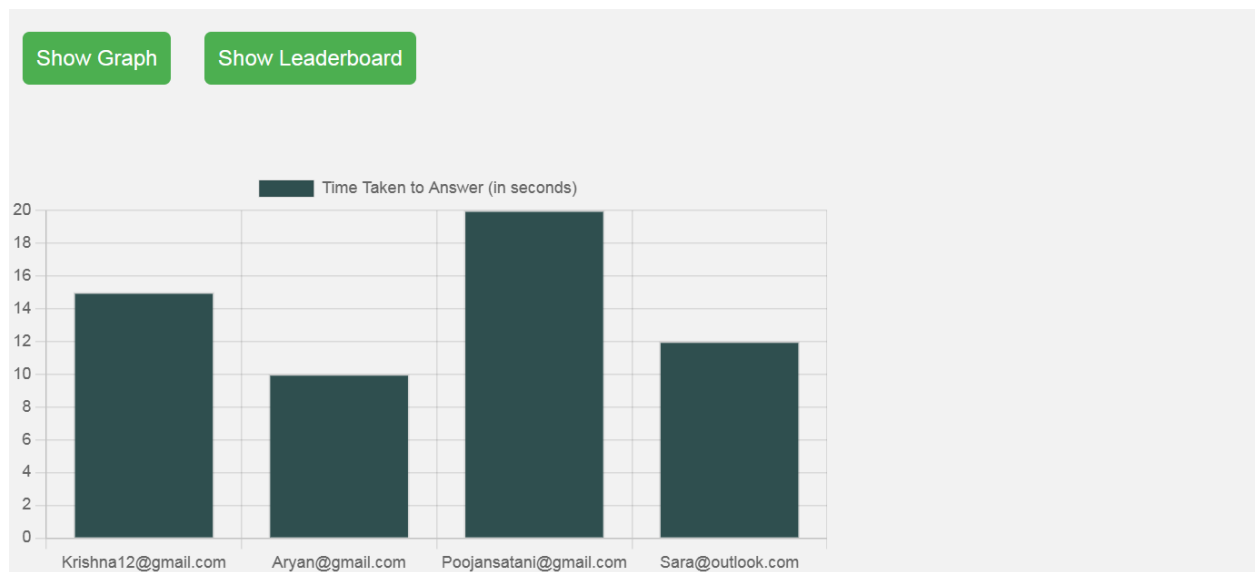
Table of emailId,password,time taken to complete the quiz will be displayed on admin page

Quiz Results		
Username	Password	Time Taken
Krishna12@gmail.com	password123	15
Aryan@gmail.com	letmein	10
Poojansatani@gmail.com	password	20
Sara@outlook.com	123456	12

Show Graph

Show Leaderboard

On clicking show graph button bar chart will be displayed according to time taken to complete the quiz.



On clicking Leader Board button user will be sorted and displayed according to time taken to complete the quiz.

Username	Time Taken
Aryan@gmail.com	10
Sara@outlook.com	12
Krishna12@gmail.com	15
Poojansatani@gmail.com	20



# Testcases:

Test Case ID	Test Case Description	Expected Result	Actual Result	Pass/Fail
001	Verify that the user can open the locked door using the correct key.	The locked door should open, allowing the user to progress to the next room.	PASS	PASS
002	Verify that the user cannot open the locked door using an incorrect key.	The locked door should remain closed, preventing the user from progressing to the next room.	PASS	PASS
003	Verify that the user can find the hidden key using the provided clues.	The user should be able to locate the hidden key and use it to open the locked door.	PASS	PASS
004	Verify that the user cannot progress to the next room without finding the hidden key.	The locked door should remain closed, preventing the user from progressing to the next room.	PASS	PASS
005	Verify that the user can solve the puzzle in the room to progress to the next room.	The puzzle should be solvable using the provided clues, allowing the user to progress to the next room.	PASS	PASS
006	Verify that the user cannot progress to the next room without solving the puzzle.	The locked door should remain closed, preventing the user from progressing to the next room.	PASS	PASS
007	Verify that the user can use the provided tools to complete a task in the room.	The user should be able to use the provided tools to complete a task and progress to the next room.	PASS	PASS
008	Verify that the user cannot progress to the next room without using the provided tools to complete a task.	The locked door should remain closed, preventing the user from progressing to the next room.	PASS	PASS

