Sherlock’s Escape

Synopsis

**Title**

Sherlock’s Escape

**Description**

This is a complete text-based adventure game. The program works like an escape room containing five rooms, each room having one puzzle. The program will let users move around these rooms based on user input and get descriptions of each room. The user will be able to move forward, backward, right or left in the room till he reaches a puzzle. The user will be able to move to the next room only when he solves the puzzle in his current room failing which, he goes back to the first room. In this program, the user takes the role of the main character of this game: Sherlock, who gets kidnapped while solving a case and is locked inside this escape room.

**Expected outcome**

There are five rooms in total, and each room has one type of puzzle. The user is supposed to solve the puzzle in order to move to the next room and eventually come out of the escape room. The types of puzzles involved in this room are jumbled words, hangman, quiz, decrypting words and a riddle.

**Structure to take input and display outcome**

The program tracks the movement of the user around the rooms when the user gives input by either the arrows (the left, right, up or down arrow key) or using the WASD keys. The program then shows where the user is on the map and unlocks the puzzle when the user reaches the puzzle destination. Then the user will be able to solve the puzzles in the form of input text boxes, etc.

**Python module, python tool or Python Api that you are planning to use if any and why**

The following python modules were used in the program:

1. pygame: For including components like the game window, images, objects like the user and the puzzle box.
2. sys: To manipulate different parts of the Python runtime environment
3. PyQt5: To make the program interactive in nature

**Team details (Team 3)**

Name and SRN: 1) SREERAMYA DHARANI PRAGADA (PES1UG20EC200)

2) SHREYAS ANANT KATTI (PES1UG20EC185)

3) P AADHITH SANJAY (PES1UG20EC358)