Thomas Mak

Co Sci 290

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Homework 2

Group 2: Homework 2

Escape the Room-based adventure

Objects/ classes:

* Backpack - to put the loot into
* Large Colored Keys – for the last door
* Small Keys - doors or chest
* Flashlight - light source
* Battery - the flashlight and maybe an UV bulb
* UV bulb - light source
* Chest - hidden small/ large clues
* NPC person like -
* Old Flip phone - clue, a message on the screen
* Small Statue of a Cat - clue
* Trap Doors - leads to different routes