**Individual Summary Report**

Text

Description automatically generated**Level 1:**

A screenshot of a computer

Description automatically generated with low confidenceI developed the first level of the game which can be played if the user selects easy difficulty. This level allows the user 30 seconds to search an Elms bedroom for a key, that will unlock the door for them to escape. Once they escape, the user will be brought directly to level 2. I set the background of the buttons I created to transparent in the css so they wouldn’t be visible to the user. I then added event listeners to the buttons, so when the user clicks on an object it will zoom in on that specific object and its surrounding area to allow the user to search for the key. I also used event listeners to change the dialogue in the dialogue box once the user clicks on a new object.

Graphical user interface, application, website

Description automatically generated**Final Page:**

I created the final page for the game, and this will be displayed once the player has fully completed the game. It presents the character profile photo which the user selected at the start, the name that the user entered, the difficulty level in which the user selected and also the time taken for the user to complete the game.

Text

Description automatically generated

These statistics were produced using local storage variables, carried from other forms so they could be displayed on the final page.