**SINS**

**Concept:**

This is an escape room puzzle game themed around the seven deadly sins. There are seven levels (one for each sin) that the player must complete. This game is based on the Rusty Lake series of games.

**Gameplay:**

**Level 1 – Lust:**

**Level 2 – Gluttony:**

**Level 3 – Greed:**

**Level 4 – Sloth:**

**Puzzles:**

* **Snail Racing Puzzle** – In this puzzle, a player must catch a snail before it reaches the end of a grid. There are 3 levels for this puzzle. Each grid is 10x12 squares (height x width), and there is a separate starting point for both the snail and the player. The snail moves forwards horizontally one space each turn, and the player can move unidirectionally 3 spaces horizontally or vertically each turn. The player and snail move during the same turn. There are barriers on the borders of some of the spaces through which the player cannot pass. If the player hits a barrier before they have moved a full 3 spaces, they stop and the turn ends. The player must land on the same space as the snail on or before the 11th turn. See excel doc for grid layouts and solutions to the levels.

**Level 5 – Wrath:**

**Level 6 – Envy:**

**Level 7 – Pride:**