

Documentation:

Project Name: Escape Room

Project Description: The idea of the project is that the user wakes up in a dark room after being kidnapped. The user hears the sound of the kidnapper talking to him and asking him questions while the only control he has is the flashlight in his hand. The flashlight allows the user to see the shelf in front of him which has a picture of his mom and other suvineeres that made the killer/kidnapper who he is today.

The experience we aim to provide is the feeling of the kidnapper a what is the project, what is the overall concept and theme, and what kind of experience you were striving to create.

Process:

How did you go about implementing the concept.

Reflection/Evaluation:

This should bookend the initial concept and talk about whether your expectations and goals were met in the process of building the final working version.

[p5.speech | Speech synthesis and recognition for p5.js \(idmnyu.github.io\)](https://p5.speech.js.org/)

Place: Dark room cursor : flashlight

Killer goes in, sound comes from the side and gives the back story.

Show that he is insane using flashlight to point to objects

Enter your name at the beginning of game

Have 3 questions (yes/no)

Objects to include on the shelves:

- Photo
- Png
- https://www.goodreads.com/book/show/15654.The_Stranger_Beside_Me
- - Skull



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Entrance:

door knock

door opening

footsteps approaching

Killer

****creepy voice****

Wakey Wakey...(name)
Do you know why you are here?? Hmmm...
You will understand that in no time.

...

Oh don't try to get out, you are tied up really well, my papa was good at those things he... He liked to tie up my mom, when she didn't listen. She didn't like it, you know, but it was required. She had to listen to papa.

He made me teach her the lesson once... when he was sick...
It was hard at first but it became easier with time...
Oh don't get me wrong, I loved my mom, but tying her was...
It taught me how life works... It's why I am who I am today!!

You love your mama, right?

[yes/no]

Oh,hahaha, you can't say anything, just blink the flashlight twice for no, once for yes

****wait for user input and record response****

Hmm... interesting...
You know there's a picture of your family on the top left shelf you can see...

(Question reaction yes)

But you love them, that's very good...

(Question reaction no)

But you said you don't love them. Guess if you're going they'll go too...

Back to the topic, You know I used to only tie up people who needed a lesson... but mistakes happen... oops...

But you know... mistakes make you who you are.

RIGHT?? Please use the flashlight to answer again little poor human. what do you think?

[yes/no]

Hmm... interesting...
That skull is just one of many... those people made mistakes and look what that made them...

(Question reaction yes)

*Oh you learned your own lesson one day didn't you...
Or did you just say that because you are scared?
Guess I'll never know...*

(Question reaction no)

*Sweet little life you got? Never made a mistake, everything
handed to you on a silver platter? Well guess this is a first
huh.*

*My first murder was a mistake you know... HEHEHE... fun mistake.
Are you... scared? Oh no, please don't! You shouldn't be! Not at
all! Doing it for the first time may be quite nerve wracking,
but it becomes less so as you go. You know, you kind of get used
to it. The screams, the tears, the blood... It becomes somewhat
routine. I am trying new things every now and then to spice it
up a little bit. To make it more fun for the two of us.*

I hope you are having fun right now, are you?

(Question reaction yes)

*Oh! HAHAAHAHAH! Ha... I'm glad you do... I really am. It feels nice
to know that someone appreciates your efforts. It actually took
me a month of planning to prepare this whole set up. I guess, my
time wasn't wasted for nothing! Though, even if you'd say no, I
wouldn't be too saddened cuz I'd get to have fun anyways...*

(Question reaction no)

*Oh... It's kind of sad... I don't like having fun on my own, that's
selfish. Maybe we can make up for it a bit later... Yeah, don't
worry! That's not all I've prepared for today. There is
something more waiting for you...*

*Will I kill you? Ugh... I don't know... Will I? That is for you to
decide.*

*Oh wait, you already did! The questions you've just answered
have decided your fate. I was looking for something like: yes
yes yes. I was inspired by this one Jim Carrey movie. Love that
guy, so good at what he's doing.*

[if user chose the right sequence]

*I guess you've also seen this movie, huh? If you haven't, I
highly recommend you watch it today. You're one lucky guy cuz
I'm letting you out. For my own safety, I'll need to knock you*

out before moving you out of this basement, good you haven't seen my face. Don't worry! It shouldn't be too painful! I'll count to three so that you can prepare yourself mentally. Three. Two. Good bye [cheerfully] [knocking sound][end screen]

[if user chose the wrong sequence]

I guess you haven't seen this movie, huh? Or maybe you've seen it and wasn't moved by the story? Well, at this point it doesn't really matter, cuz you're going to die. You can call it a mistake or a fate, whatever works for you. I'm kind of bad at saying goodbyes, they make me emotional. So let's keep it nice and short. Bye bye! [cheerfully/friendly][killing sound][end screen]