ESCAPE•CODE

BY SHAHAF ISRAEL AND YINON LEVI

SUPERVISOR : MOSHE SULAMY

MAIN GOAL

Our goal was to create an engaging and educational game accessible to everyone, with a particular focus on individuals with disabilities. We aimed to eliminate the need for expensive or specialized equipment, making the experience both inclusive and affordable.

GAMEPLAY

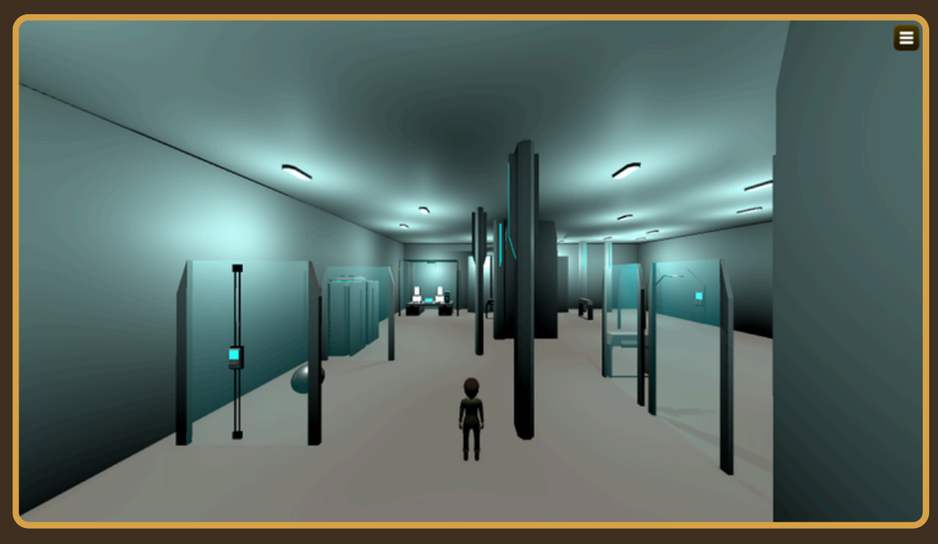
- The game is divided into multiple stages with increasing levels of difficulty.
- Before each stage, the player learns the basic coding concepts required to solve the upcoming challenge.
- The coding questions are intentionally simple and approachable, designed for beginners.
- The player can request assistance at any time during gameplay.
- The game includes accessibility settings tailored to the user's needs.

FEATURES

- Eye-tracking navigation - Enables hands-free control using gaze input.
- Voice-based code submission - Players speak their solutions instead of typing.
- AI assistant integration - Provides hints, guidance, and responds contextually.
- Puzzle validation engine - Submitted solutions are checked via Python scripts.

TOOLS USED

- Unity 3D - Main platform.
- Uniteye - Free eye-tracking technology (gray box).
- GPT- 4o API - Live chat assistant
- Whisper - Voice to text transcription



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