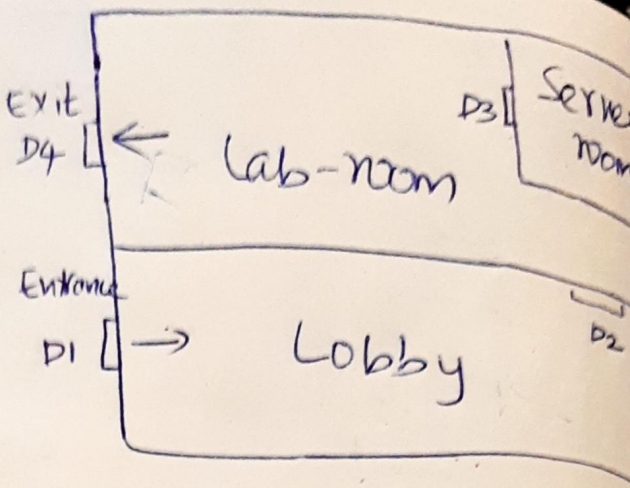
ESCAPE ROOM



D1 Lobby
- Motion/proximity sensor + Speaker
- magnetic lock.
- Stopper

puzzle 1 (lobby) → Key to door D2 (RFID
- Emergency (flickering) decoder box (RFID
safe bo

D2 - Automatic lock. (RFID tag)

Lab-room D2 (P2-P4).

- LED (RGB) (stable, flickering).
- Timer display.

P2 → ~~Knock sensor~~ Binary code.

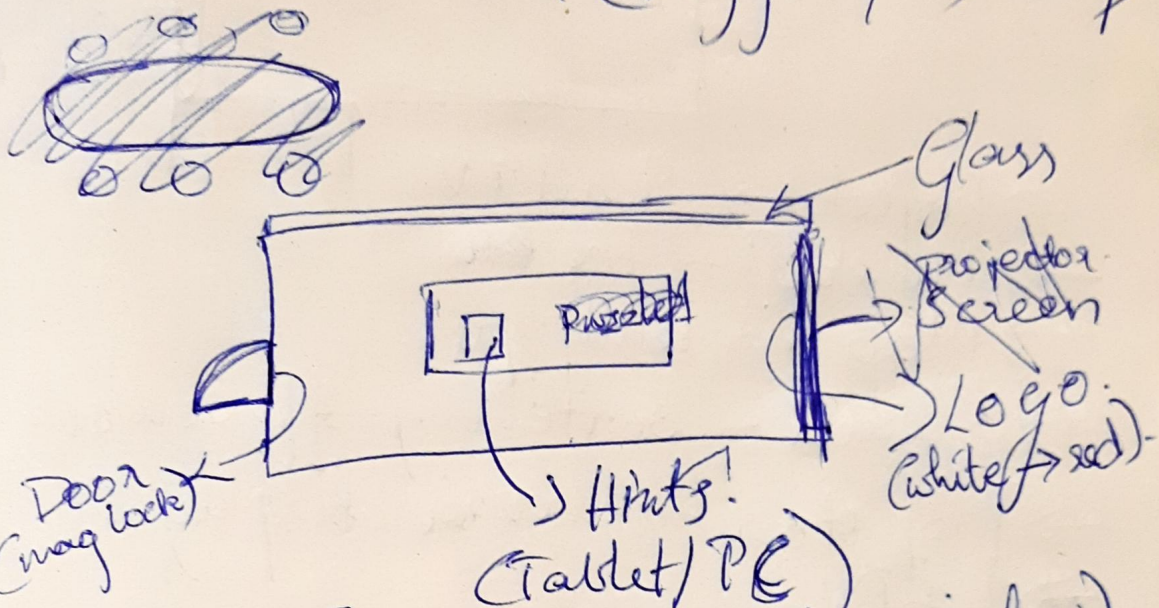
P3 → Joystick & Black light which display a morse code / Binary of
(no. of

P4 → Knock sensor on D3.

Lab

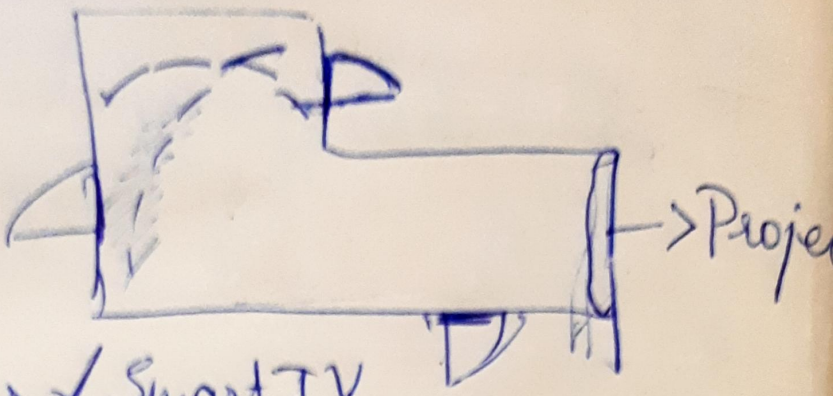
Hallway

→ Door (~~automatic~~ Programmable) : magnetic lock
+ (trigger w/ something)



→ Projector - Screen (simulate window)
→ Back lights. (for Glass).
→ Speakers (for Announcement). - programmed w/ recorded Audio.
→ Emergency lights!
→ Puzzle 1 should opend door to control room.

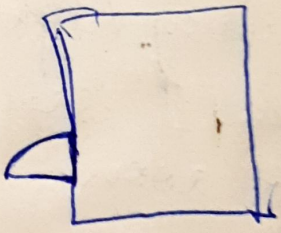
Control Room



→ Projector / Smart TV
→ Monitors? – Fix on
→ Map as wallpaper.
→ Speaker – switching off sound.
→ Projector – aurora display.
→ LEDs
→ Spotlights on each puzzle.
→ Button for hints (display on screens)
→ Puzzle 4 opens door to Server Room.

Server Room

→ Puzzle to switch on lights using Alexa.
→ Generator's Sound



Smell : Burning
Touch : ?