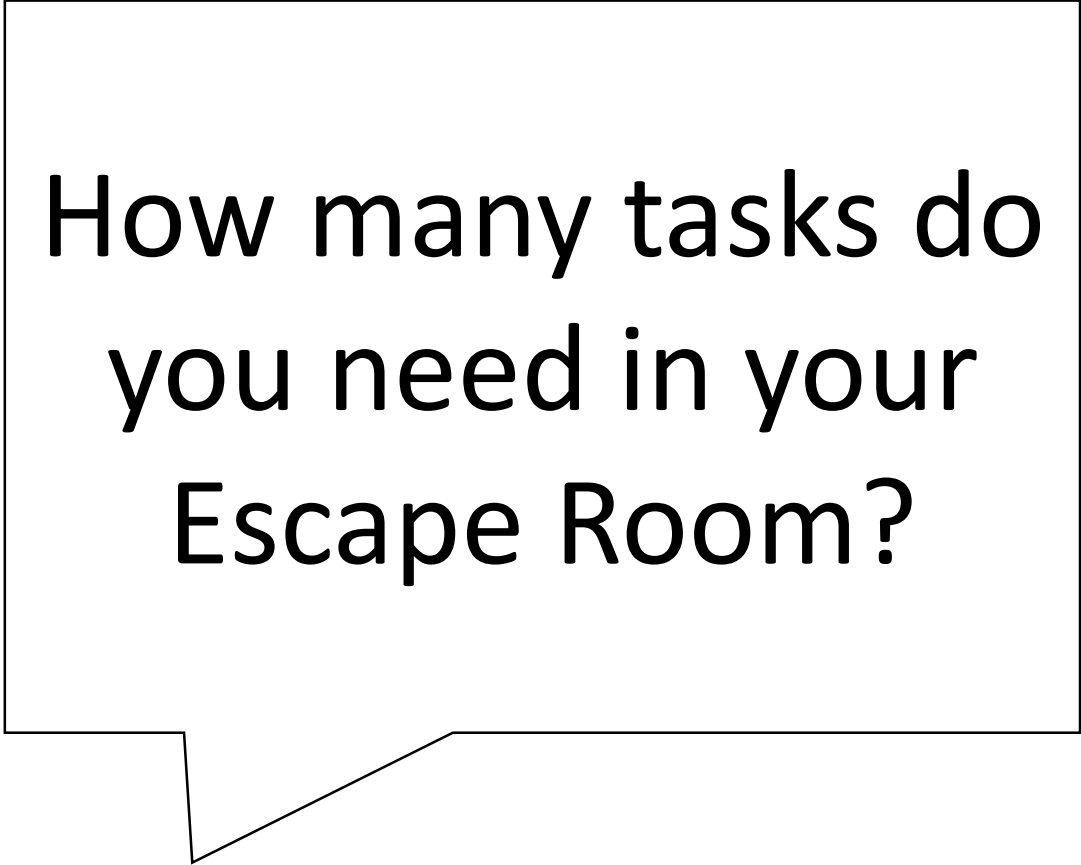


A neon sign on a brick wall. The sign consists of a pink rectangular border. Inside the border, the word "ESCAPE" is written in white, blocky, uppercase letters. Below "ESCAPE", the word "ROOM" is written in a stylized, bubbly font. The letters of "ROOM" are outlined in cyan and filled with a red-to-cyan gradient. Above and below the pink border are two horizontal cyan lines, one above and one below, centered horizontally.

ESCAPE  
ROOM

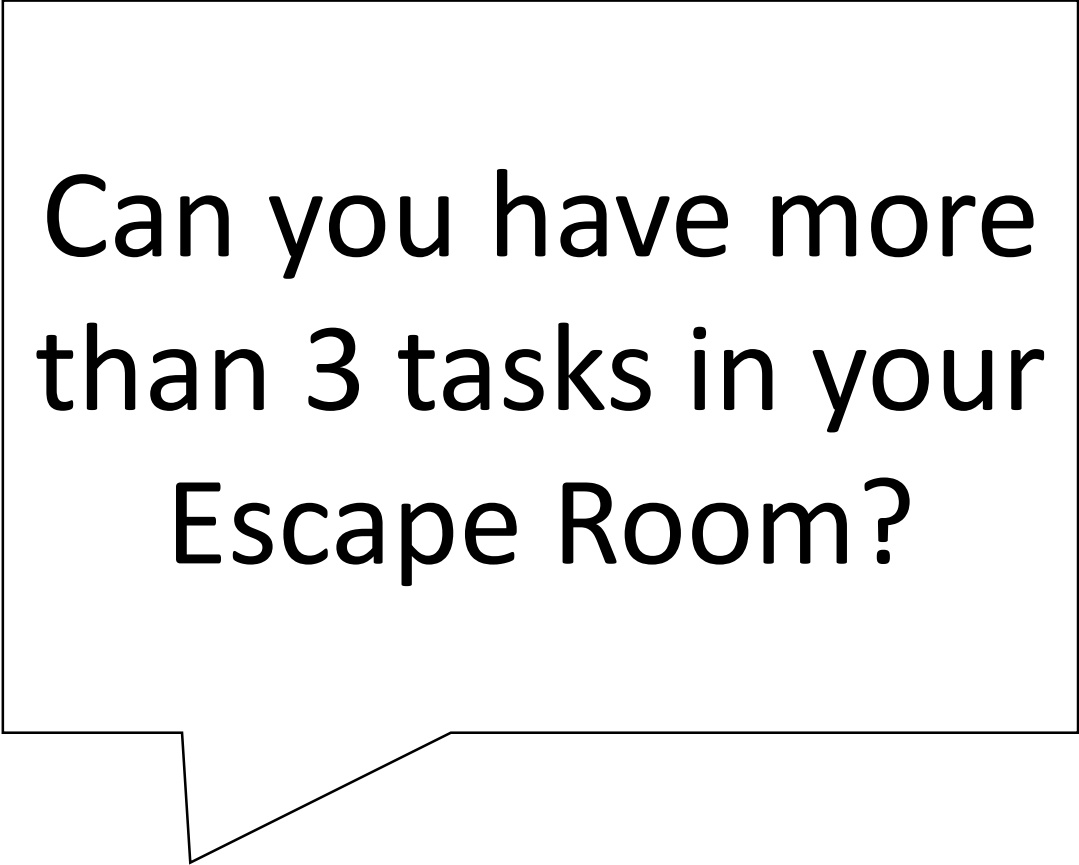
What level?

A black-outlined speech bubble with a tail pointing downwards and to the left. Inside the bubble, the text "How many tasks do you need in your Escape Room?" is written in a bold, black, sans-serif font, centered and arranged in three lines.

How many tasks do  
you need in your  
Escape Room?

How many tasks do  
you need in your  
Escape Room?

At least 3

A black-outlined speech bubble with a tail pointing downwards and to the left. Inside the bubble, the text "Can you have more than 3 tasks in your Escape Room?" is written in a large, black, sans-serif font.

Can you have more  
than 3 tasks in your  
Escape Room?

Can you have more  
than 3 tasks in your  
Escape Room?

Sure

1  
Simple  
Game, no  
ifs.

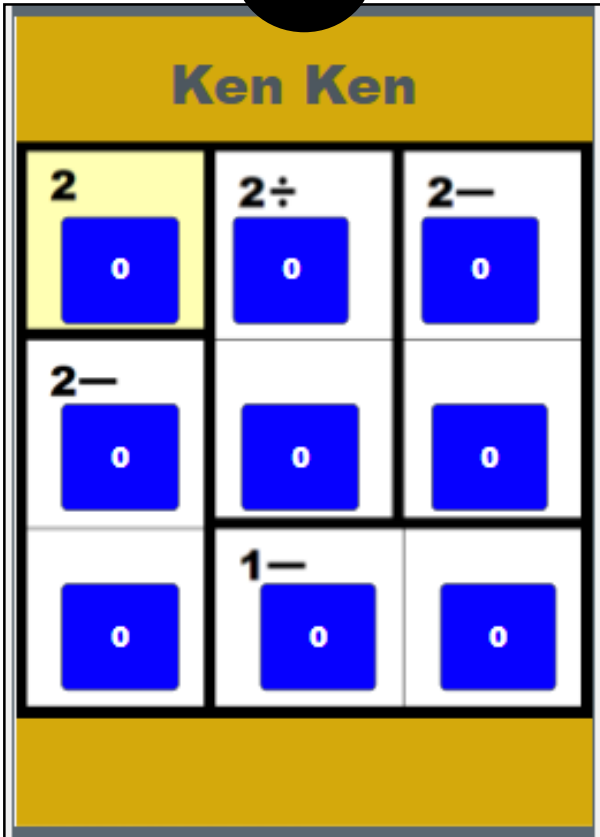
2  
Simple ifs.  
Games  
from class.

3  
Complex  
games from  
class. Not  
modified.

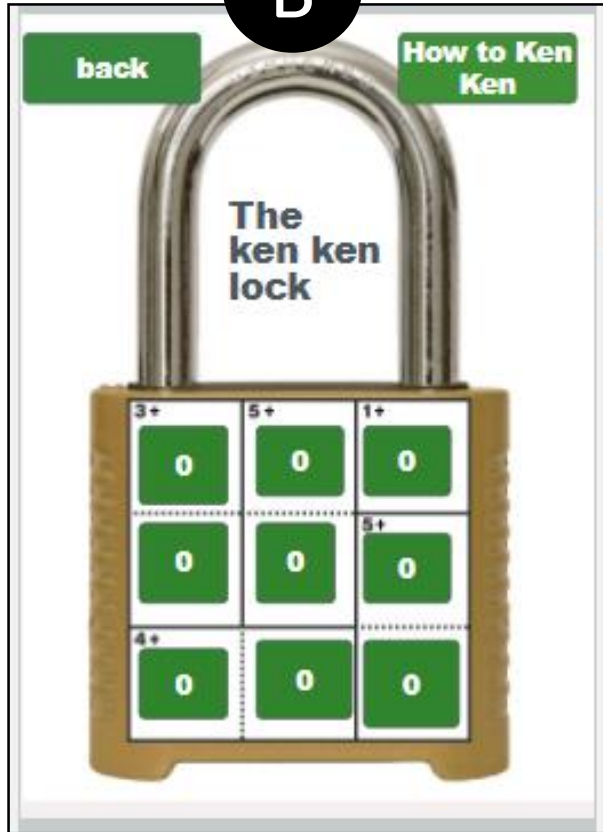
4  
Complex  
games from  
class.  
Modified.

4+  
Own Games.  
Not from  
class.  
Complex.

A



B



4  
Own Games.  
Not from  
class.  
Simple.

What mark  
would you  
give A?

1  
Simple  
Game, no  
ifs.

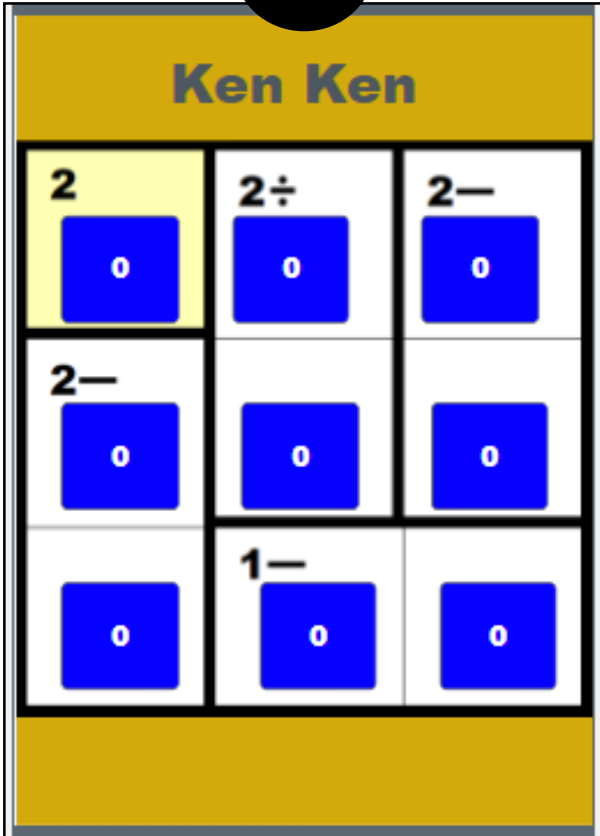
2  
Simple ifs.  
Games  
from class.

3  
Complex  
games from  
class. Not  
modified.

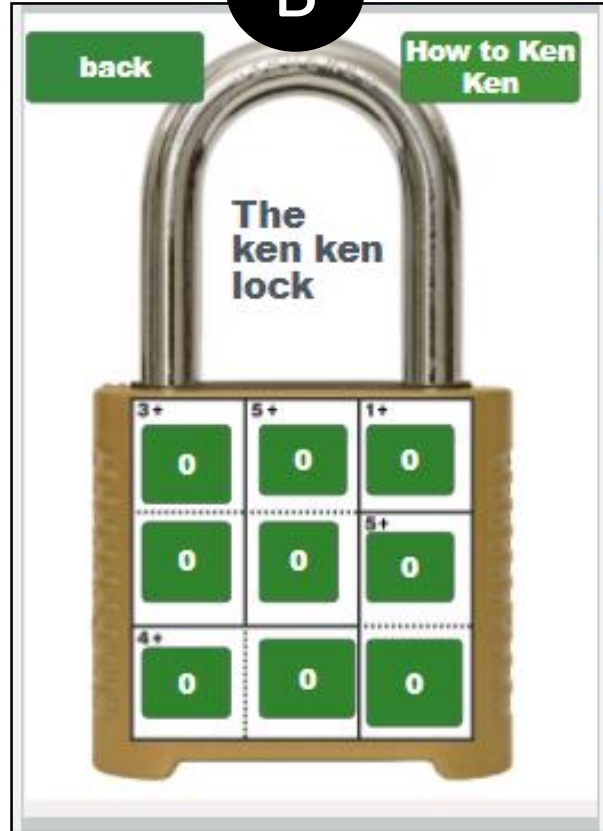
4  
Complex  
games from  
class.  
Modified.

4+  
Own Games.  
Not from  
class.  
Complex.

A



B



4  
Own Games.  
Not from  
class.  
Simple.

What mark  
would you  
give A?

A = 3

1  
Simple  
Game, no  
ifs.

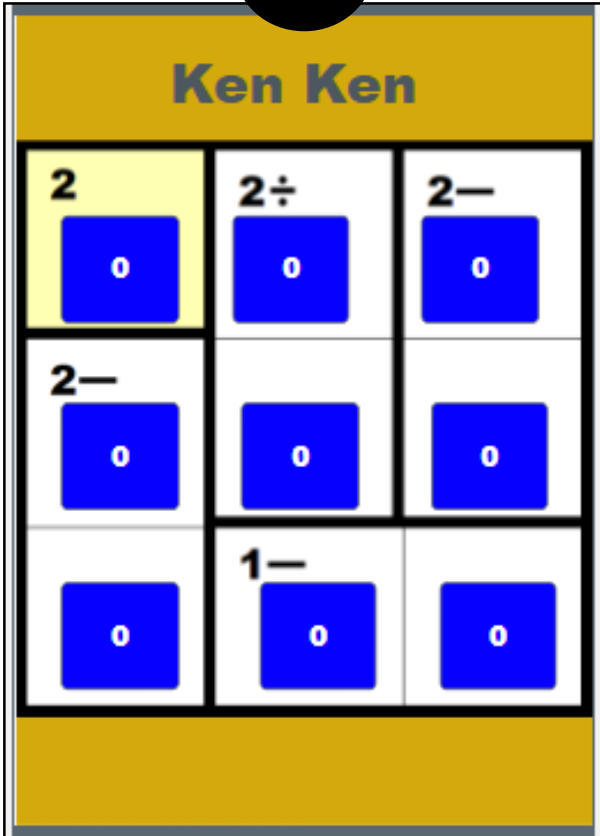
2  
Simple ifs.  
Games  
from class.

3  
Complex  
games from  
class. Not  
modified.

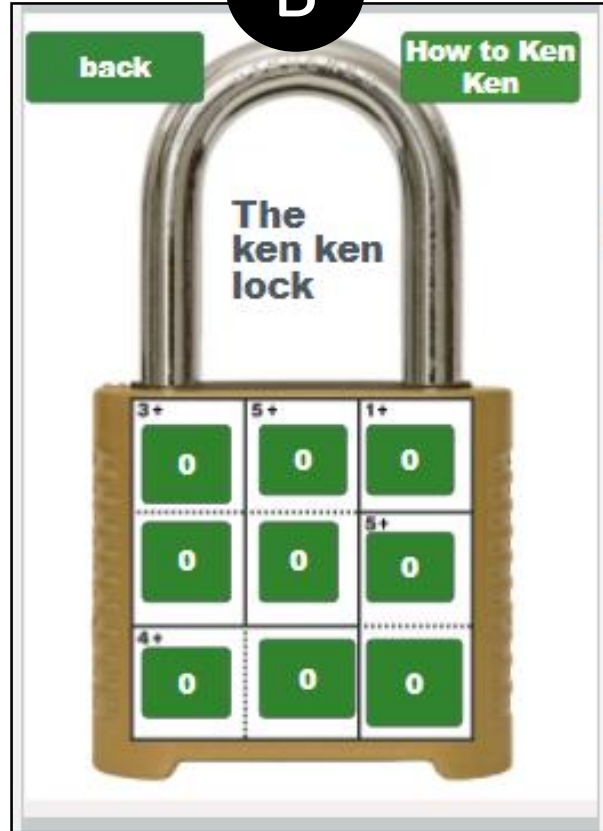
4  
Complex  
games from  
class.  
Modified.

4+  
Own Games.  
Not from  
class.  
Complex.

A



B



4  
Own Games.  
Not from  
class.  
Simple.

What mark  
would you  
give B?



1  
Simple  
Game, no  
ifs.

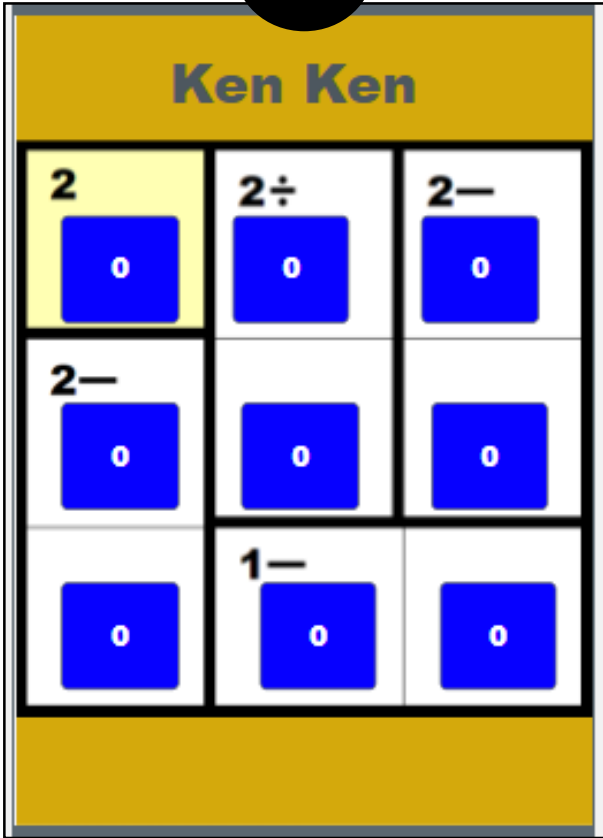
2  
Simple ifs.  
Games  
from class.

3  
Complex  
games from  
class. Not  
modified.

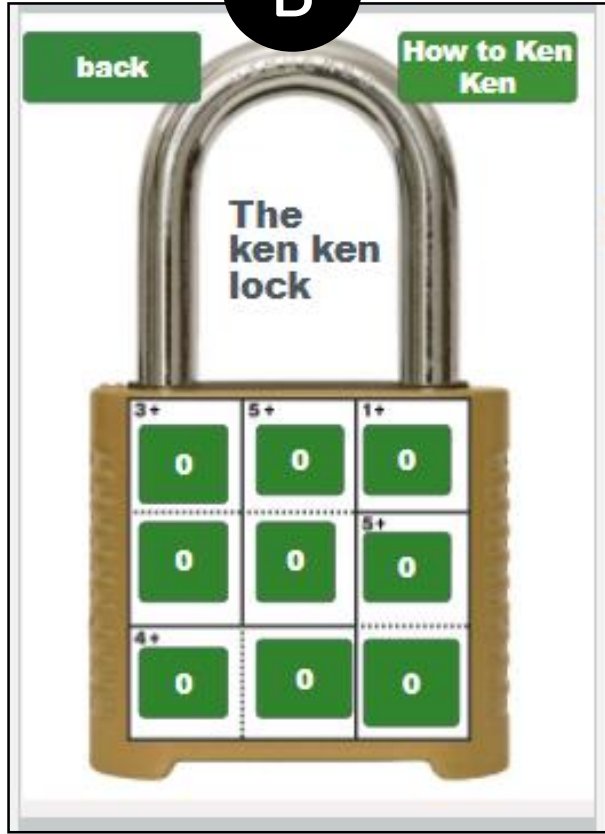
4  
Complex  
games from  
class.  
Modified.

4+  
Own Games.  
Not from  
class.  
Complex.

A



B



4  
Own Games.  
Not from  
class.  
Simple.

What mark  
would you  
give B?

B = 4

1

Simple  
Game, no  
ifs.

2

Simple ifs.  
Games  
from class.

3

Complex  
games from  
class. Not  
modified.

4

Complex  
games from  
class.  
Modified.

4+

Own Games.  
Not from  
class.  
Complex.

C



4

Own Games.  
Not from  
class.  
Simple.

What mark  
would you  
give C?

1  
Simple  
Game, no  
ifs.

2  
Simple ifs.  
Games  
from class.

3  
Complex  
games from  
class. Not  
modified.

4  
Complex  
games from  
class.  
Modified.

4+  
Own Games.  
Not from  
class.  
Complex.

C



4  
Own Games.  
Not from  
class.  
Simple.

What mark  
would you  
give C?

C = 2

1

Simple  
Game, no  
ifs.

2

Simple ifs.  
Games  
from class.

3

Complex  
games from  
class. Not  
modified.

4

Complex  
games from  
class.  
Modified.

4+

Own Games.  
Not from  
class.  
Complex.

4

Own Games.  
Not from  
class.  
Simple.



D

What mark  
would you  
give D?

1  
Simple  
Game, no  
ifs.

2  
Simple ifs.  
Games  
from class.

3  
Complex  
games from  
class. Not  
modified.

4  
Complex  
games from  
class.  
Modified.

4+  
Own Games.  
Not from  
class.  
Complex.



D

4  
Own Games.  
Not from  
class.  
Simple.

What mark  
would you  
give D?

D = 3

1

Simple Game, no ifs.

2

Simple ifs. Games from class.

3

Complex games from class. Not modified.

4

Complex games from class. Modified.






4+

Own Games. Not from class. Complex.

E

**Sudoku**

Fill the grid so that each row, column and 4-square box contains one of each nature pictures.

?		?	
?	?		?
?	?	?	?
?			?

Continue

F

**Sudoku**

Fill the grid so that each row, column and 4-square box contains one of each sea-creatures.

?		?	
?	?		?
?	?	?	?
?			?

Check      Reset

4

Own Games. Not from class. Simple.

What mark would you give E?

1  
Simple  
Game, no  
ifs.

2  
Simple ifs.  
Games  
from class.

3  
Complex  
games from  
class. Not  
modified.

4  
Complex  
games from  
class.  
Modified.






4+  
Own Games.  
Not from  
class.  
Complex.

E

F

### Sudoku

Fill the grid so that each row, column and 4-square box contains one of each nature pictures.

?		?	
?	?		?
?	?	?	?
?			?

Continue

### Sudoku

Fill the grid so that each row, column and 4-square box contains one of each sea-creatures.

?		?	
?	?		?
?	?	?	?
?			?

Check    Reset

4  
Own Games.  
Not from  
class.  
Simple.

What mark  
would you  
give E?

E = 4

1

Simple Game, no ifs.

2

Simple ifs. Games from class.

3

Complex games from class. Not modified.

4

Complex games from class. Modified.






4+

Own Games. Not from class. Complex.

E

**Sudoku**

Fill the grid so that each row, column and 4-square box contains one of each nature pictures.

?		?	
?	?		?
?	?	?	?
?			?

Continue

F

**Sudoku**

Fill the grid so that each row, column and 4-square box contains one of each sea-creatures.

?		?	
?	?		?
?	?	?	?
?			?

Check      Reset

4

Own Games. Not from class. Simple.

What mark would you give F?



1  
Simple  
Game, no  
ifs.

2  
Simple ifs.  
Games  
from class.

3  
Complex  
games from  
class. Not  
modified.






4  
Complex  
games from  
class.  
Modified.

4+  
Own Games.  
Not from  
class.  
Complex.

E

### Sudoku

Fill the grid so that each row, column and 4-square box contains one of each nature pictures.


?		?	
?	?		?
?	?	?	?
?			?

Continue

F

### Sudoku

Fill the grid so that each row, column and 4-square box contains one of each sea-creatures.

?		?	
?	?		?
?	?	?	?
?			?

Check    Reset

4  
Own Games.  
Not from  
class.  
Simple.

What mark  
would you  
give F?

F = 3

1  
Simple  
Game, no  
ifs.

2  
Simple ifs.  
Games  
from class.

3  
Complex  
games from  
class. Not  
modified.

4  
Complex  
games from  
class.  
Modified.

4+  
Own Games.  
Not from  
class.  
Complex.

G

0 **Unscramble**

avajrscepti

typohn

ccloaehr  
o pilmnta

ohal

SdMos-

**Input the code in  
the lock**

H

**Guessing Game**

Switchblades power level is  
unknown. Try to guess the  
number of his power level in  
order to defeat him.

**Guess**

Click on 'Guess' to  
guess Switchblades  
power levels.

**Number of Guesses**

**Timer: 35**

4  
Own Games.  
Not from  
class.  
Simple.

What mark  
would you  
give G?

G = 4+

1  
Simple  
Game, no  
ifs.

2  
Simple ifs.  
Games  
from class.

3  
Complex  
games from  
class. Not  
modified.

4  
Complex  
games from  
class.  
Modified.

4+  
Own Games.  
Not from  
class.  
Complex.

G

0 **Unscramble**

avajrscepti

typohn

ccloaehr  
o pilmnta

ohal

SdMos-

**Input the code in  
the lock**

H

**Guessing Game**

Switchblades power level is  
unknown. Try to guess the  
number of his power level in  
order to defeat him.

**Guess**

Click on 'Guess' to  
guess Switchblades  
power levels.

**Number of Guesses**

**Timer: 35**

4  
Own Games.  
Not from  
class.  
Simple.

What mark  
would you  
give G?

1  
Simple  
Game, no  
ifs.

2  
Simple ifs.  
Games  
from class.

3  
Complex  
games from  
class. Not  
modified.

4  
Complex  
games from  
class.  
Modified.

4+  
Own Games.  
Not from  
class.  
Complex.

G

0 **Unscramble**

avajrscepti

typohn

ccloaehr  
o pilmnta

ohal

SdMos-

**Input the code in  
the lock**

H

**Guessing Game**

Switchblades power level is  
unknown. Try to guess the  
number of his power level in  
order to defeat him.

**Guess**

Click on 'Guess' to  
guess Switchblades  
power levels.

**Number of Guesses**

**Timer: 35**

4  
Own Games.  
Not from  
class.  
Simple.

What mark  
would you  
give H?

H = 4+

1  
Simple  
Game, no  
ifs.

2  
Simple ifs.  
Games  
from class.

3  
Complex  
games from  
class. Not  
modified.

4  
Complex  
games from  
class.  
Modified.

4+  
Own Games.  
Not from  
class.  
Complex.

G

0 **Unscramble**

avajrscepti

typohn

ccloaehr  
o pilmnta

ohal

SdMos-

**Input the code in  
the lock**

H

**Guessing Game**

Switchblades power level is unknown. Try to guess the number of his power level in order to defeat him.

**Guess**

Click on 'Guess' to guess Switchblades power levels.

**Number of Guesses**

**Timer: 35**

4  
Own Games.  
Not from  
class.  
Simple.

What mark  
would you  
give H?

1  
Simple  
Game, no  
ifs.

2  
Simple ifs.  
Games  
from class.

3  
Complex  
games from  
class. Not  
modified.

4  
Complex  
games from  
class.  
Modified.

4+  
Own Games.  
Not from  
class.  
Complex.



4  
Own Games.  
Not from  
class.  
Simple.

What mark  
would you  
give I?

I = 4+

1

Simple  
Game, no  
ifs.

2

Simple ifs.  
Games  
from class.

3

Complex  
games from  
class. Not  
modified.

4

Complex  
games from  
class.  
Modified.

4+

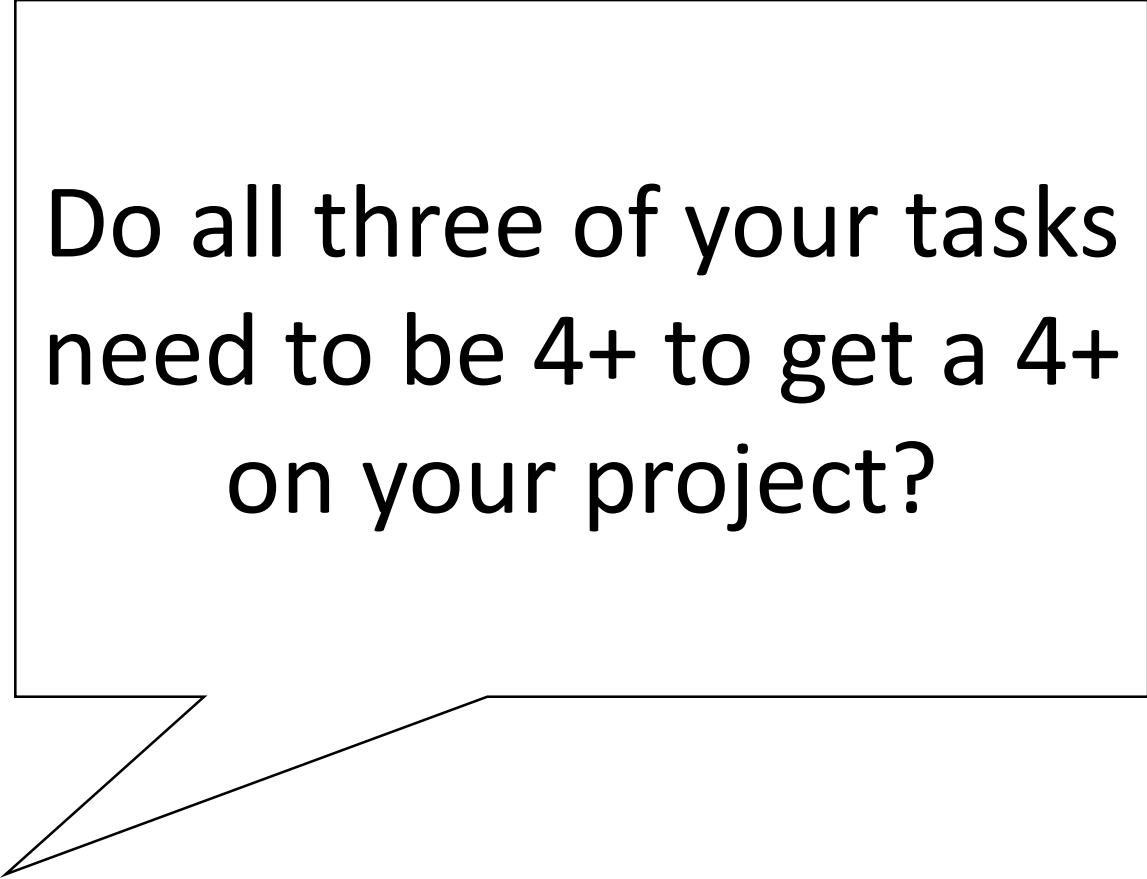
Own Games.  
Not from  
class.  
Complex.



4

Own Games.  
Not from  
class.  
Simple.

What mark  
would you  
give 1?



Do all three of your tasks  
need to be 4+ to get a 4+  
on your project?



Do all three of your tasks  
need to be 4+ to get a 4+  
on your project?

No, but your goal is  
to show me what  
you can do.