

Unit 2 Assignment

Room Escape

Create an app which has a theme and end goal.

To reach the goal, the user must complete a series of puzzles and challenges. There should be at least 3 challenges.

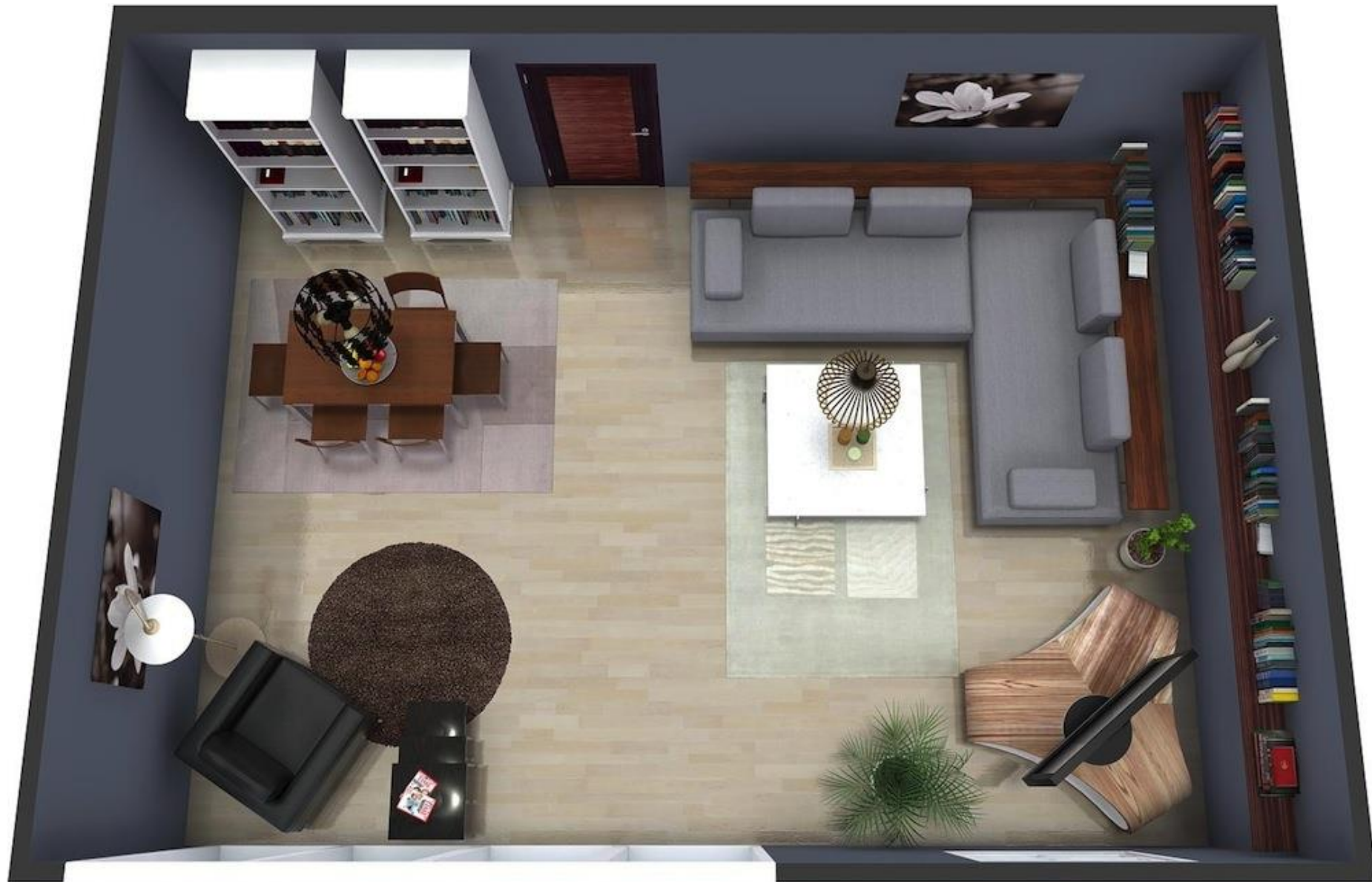
Higher mark games will have a colour scheme, games you have developed yourself.

Example #1

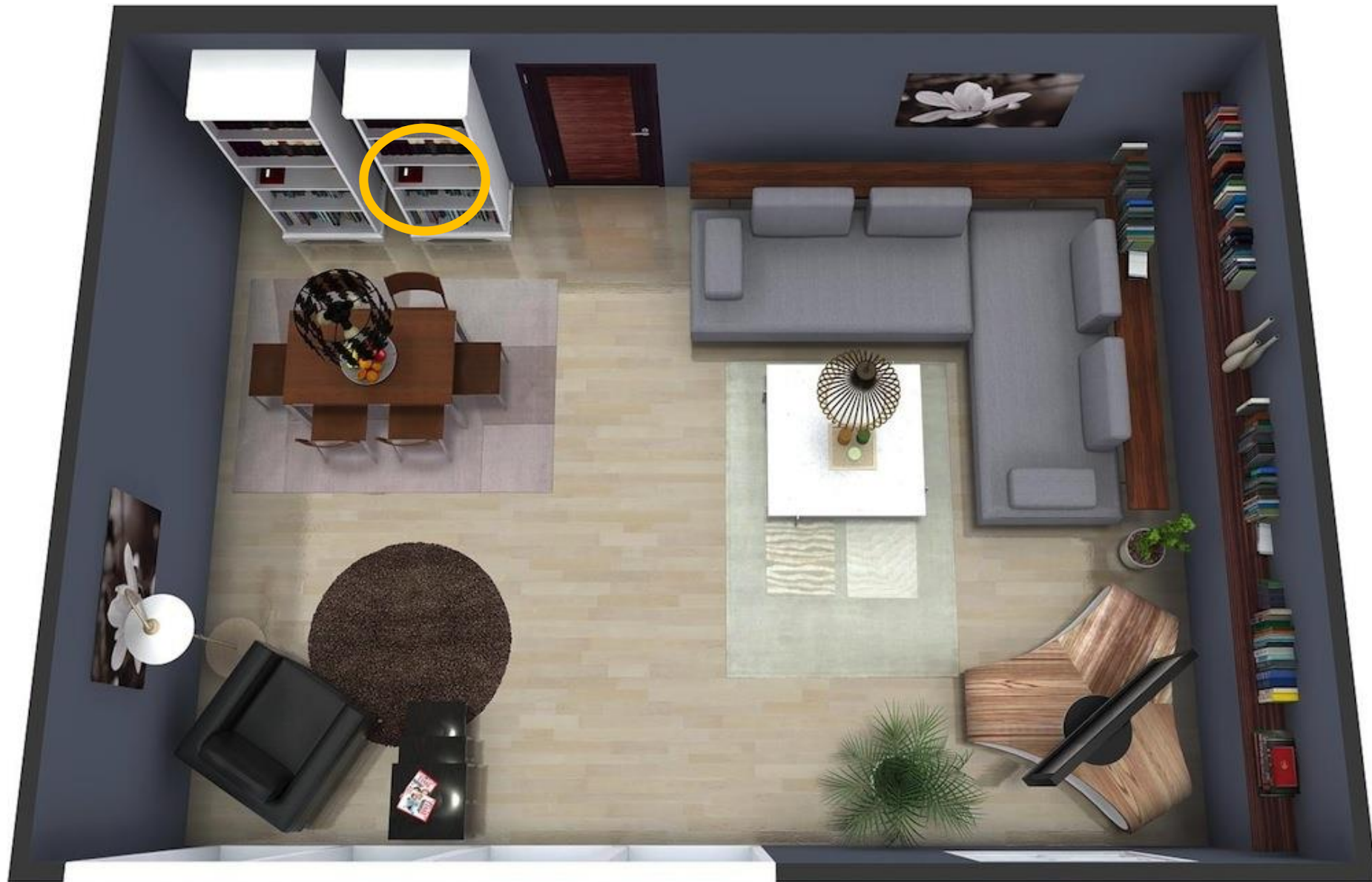
THE
ESCAPE
ROOM

You are travelling across Europe. It's late and you decide to check into a hotel. You see a nice one ahead and check in. The room seems nice and you go to sleep.

A loud noise wakes you up. You run to the door – it is locked. But there is a note that slides under your door. It says “You have 1 hour to escape.”



Door Keypad Code:



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Hey, there's a tablet on the shelf.
It's got a Whack-A-Mole game.

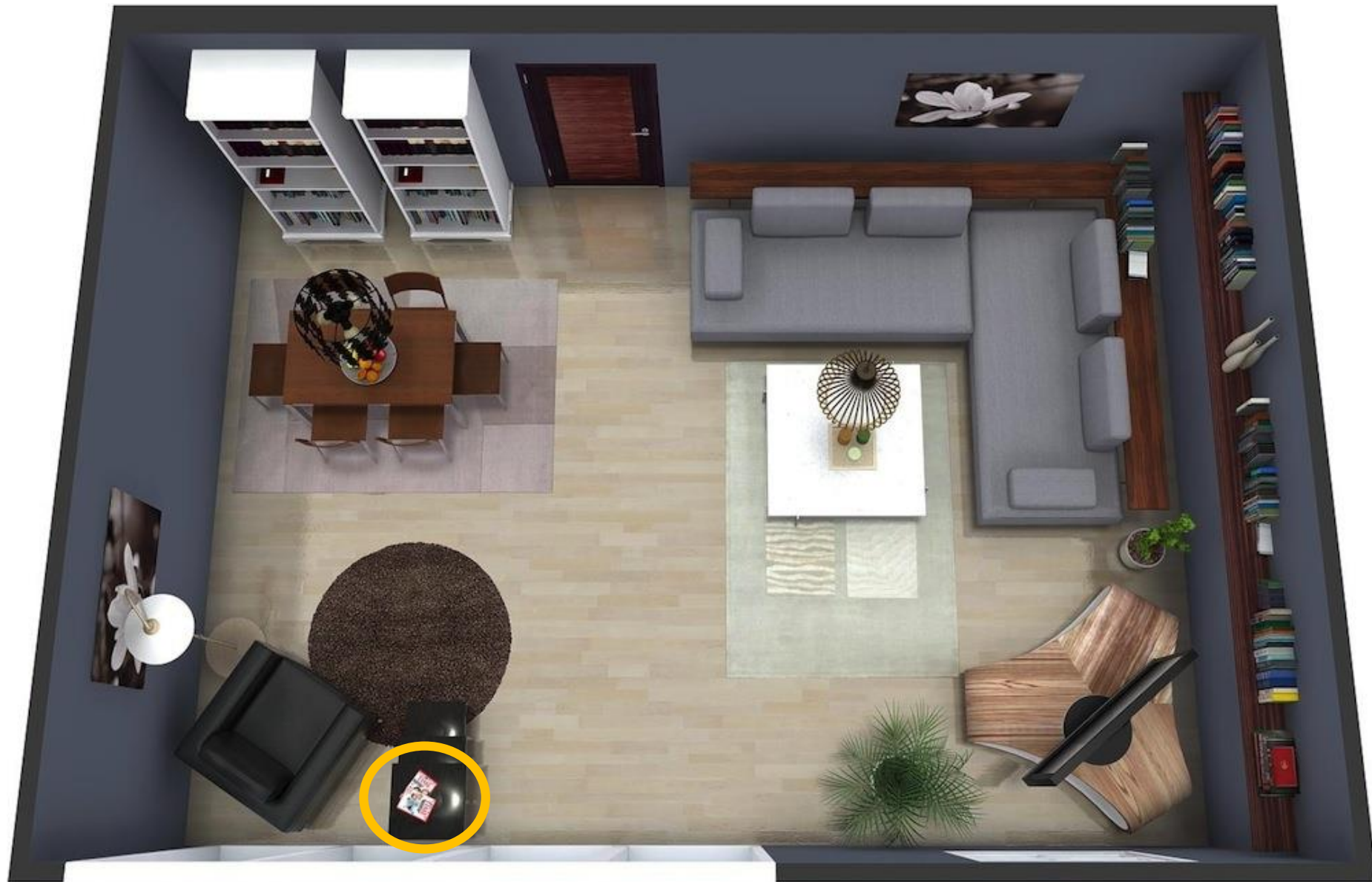
Play it

Return



Good Job, you whacked 5 moles!
One of the digits (in an appropriate
position) on the door lock is 6.

Return



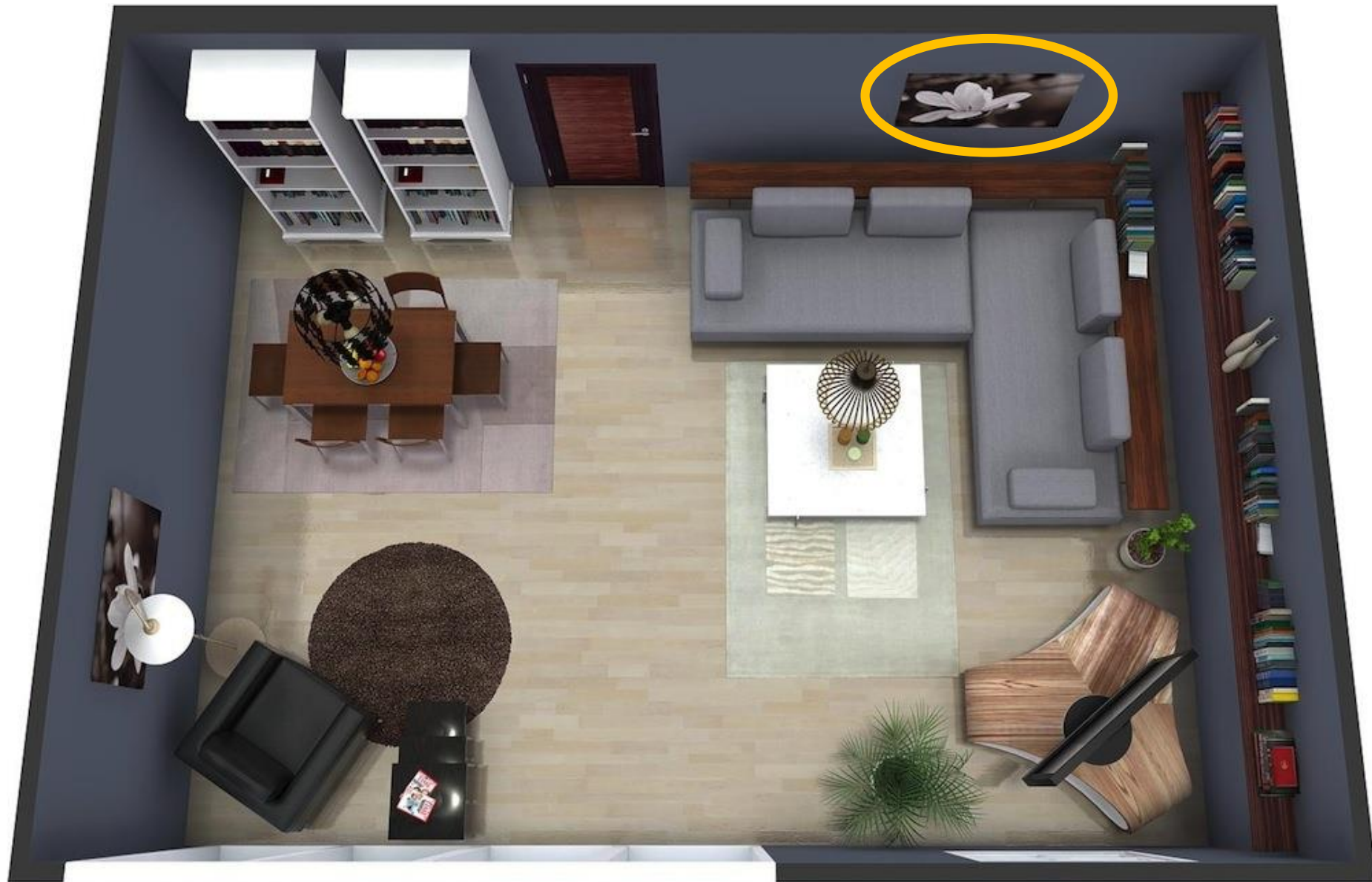
Door Keypad Code:

Digit #1

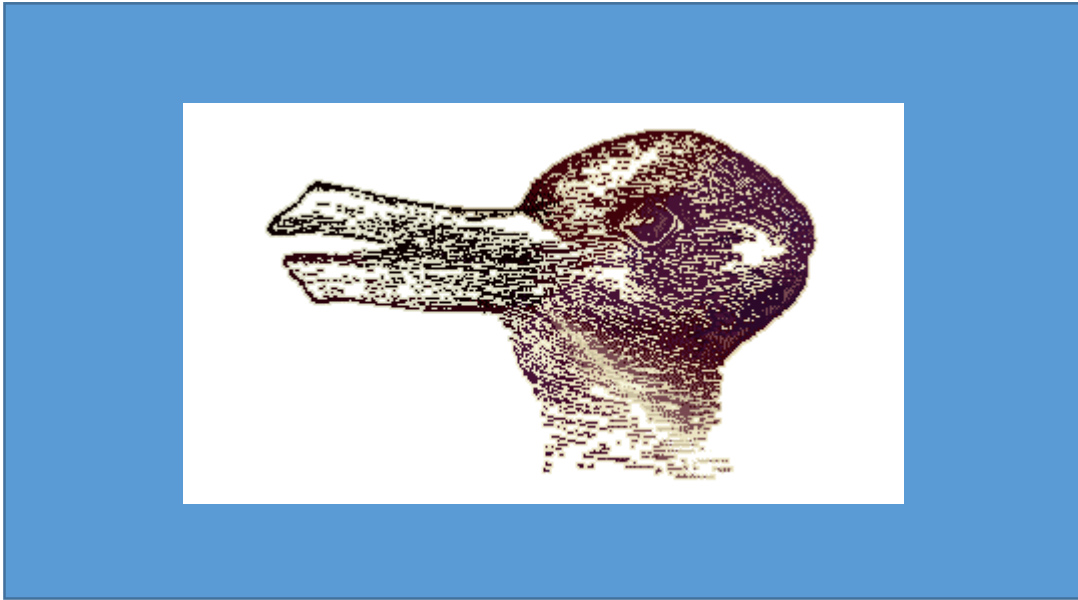
$$6 \div 2(1+2) =$$

On the paper, a math problem is listed. Is it 1 or is it 9?

Return



Door Keypad Code:



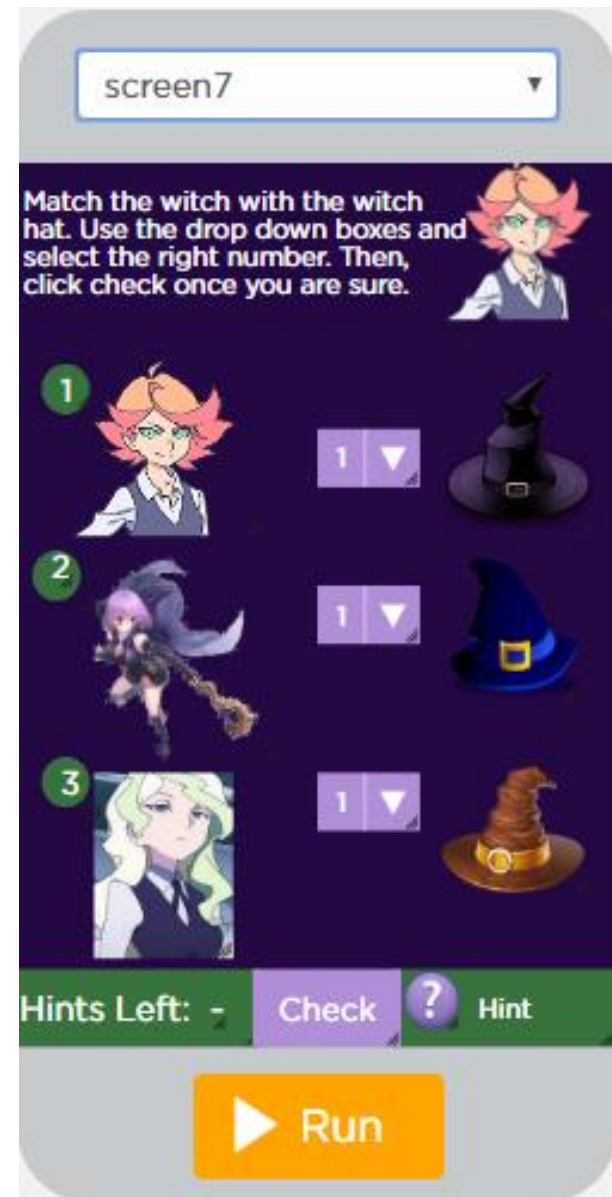
You look at the picture, it's strange.
What two animals appear?

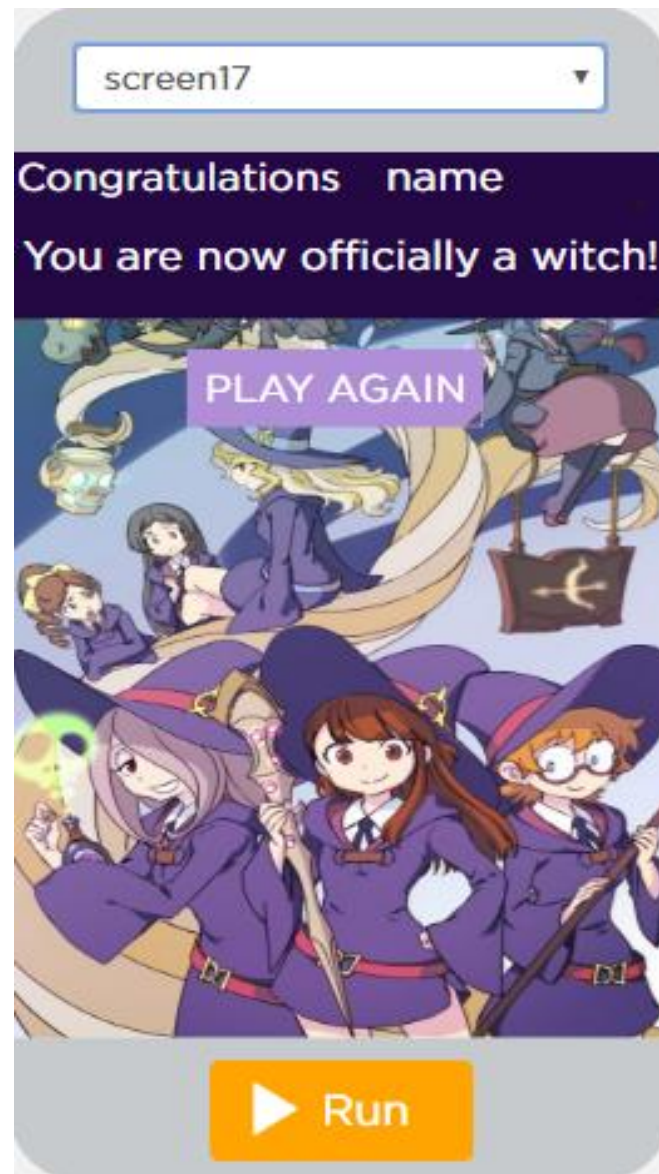
Animal #1:

Animal #2:

Submit

Example #2

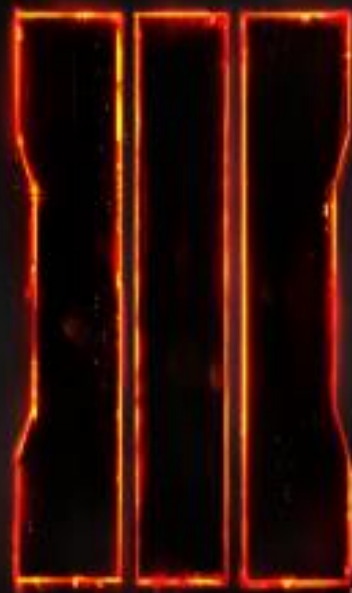




Example #3

screen1

BO3 Puzzles



Start

▶ Run

screen3

Spot the enemy



Find the enemy and click on him

▶ Run

Example #4

screen6

Oh no! Cinderella has to do a KenKen game before leaving. Quickly finish!

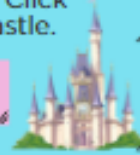
2-		2
<input type="text"/>	<input type="text"/>	<input type="text"/>
2÷	3÷	
<input type="text"/>	<input type="text"/>	<input type="text"/>
	1-	
<input type="text"/>	<input type="text"/>	<input type="text"/>

▶ Run

screen7

Bring Cinderella to the ball. Using the buttons, bring Cinderella's pumpkin carriage to the castle. Click 'Arrived' when you reach the castle.

Arrived



Left

Up

Right

Down

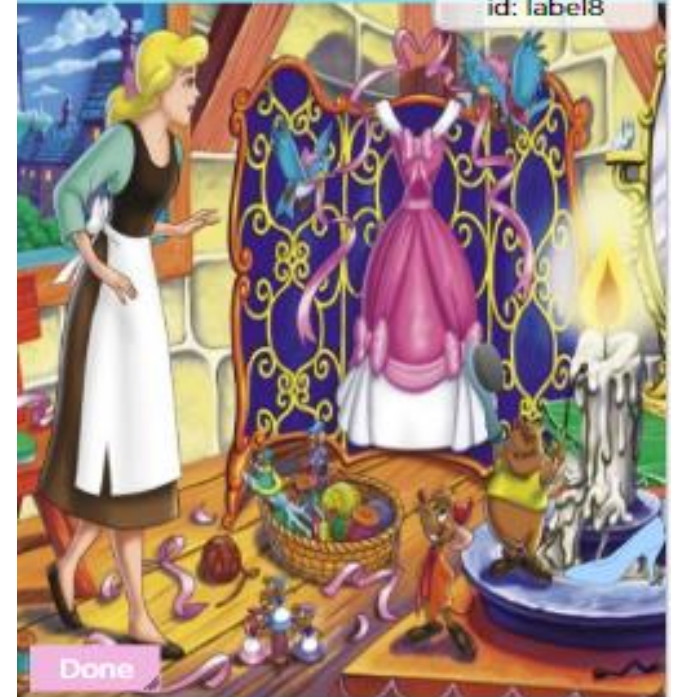
▶ Run

screen4

Help Cinderella find her items.

Look around the room and find Cinderella's brush and glass slipper. When you find them, click the 'Done' button. x: 209, y: 42

id: label8



Done

▶ Run