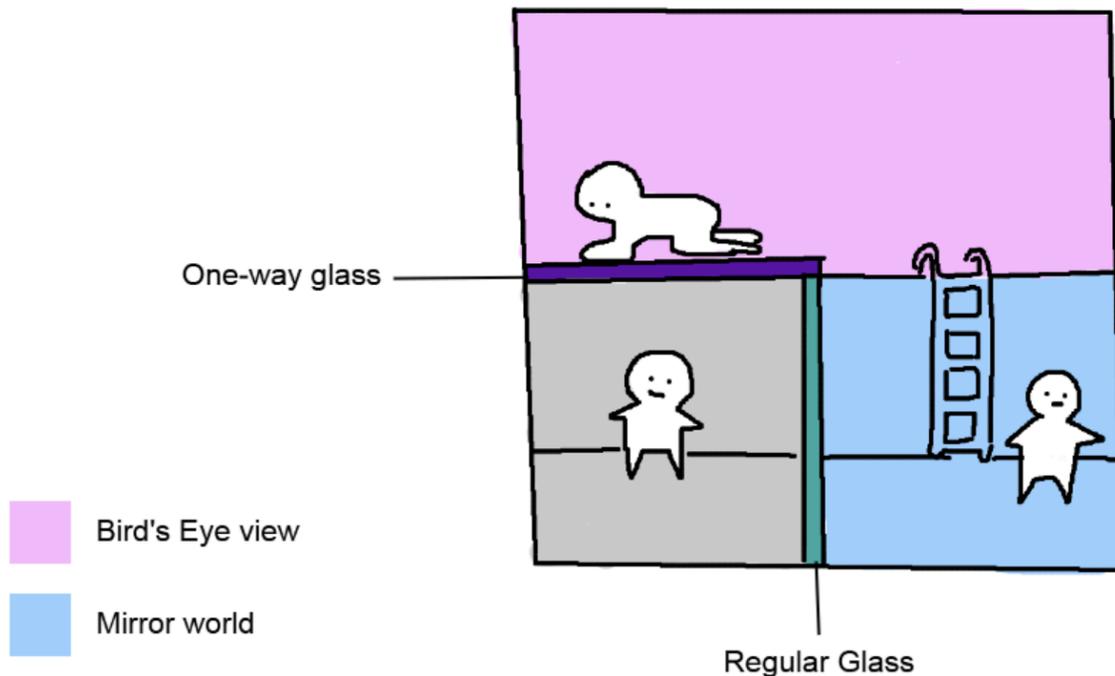


Concept

For this assignment, I decided to design an escape room based on the idea of dimensionality. I wanted to play with the idea of perspectives and how one player may be able to see information another player won't be able to see. I like the idea that players have to communicate with each other to solve the puzzle. Which means, there should at least be 2 participants for the puzzles to work.

I wanted to include the aspect of teamwork, where players must work together to solve the puzzle. Since it's an escape room, I also wanted to include an element of physicality to the puzzles.

Room Setup



The room set up includes the gray room, in which the player inside cannot leave and access the pink or blue room. The pink and blue room is linked together, by pulling on a cord on the ceiling, a drop down ladder will be accessible to the player, and they can climb up into the pink room similar to an attic.

The blue room is supposed to represent the mirror world, all decorations inside of the blue room would be identical to the gray room, but mirrored on the other side. This clues players into thinking that the two rooms are supposed to be a reflection of each other.

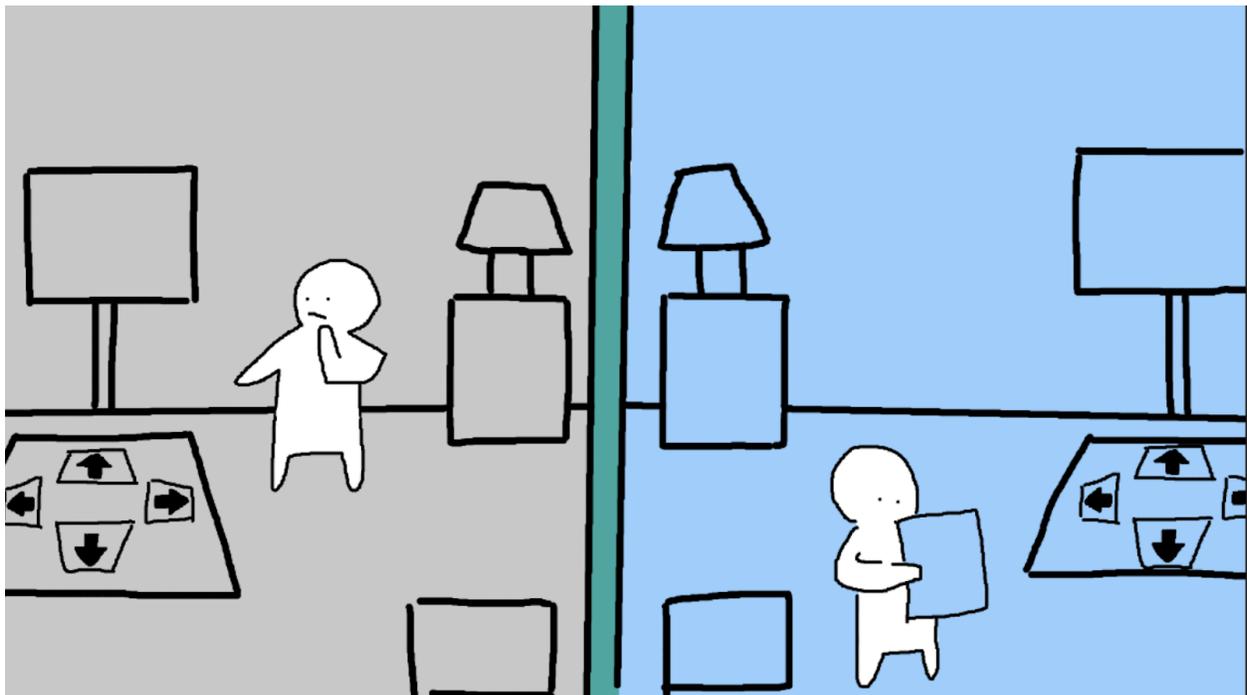
The pink room on the other hand, is supposed to represent a birds eye view of the gray room. The person in the gray room cannot look up and see through the window to the pink room, the person in the pink room however, can look below and see the layout of the gray room.

Due to there being multiple rooms that are separated with walls, players would probably be equipped with walkie-talkies so they can hear each other better.

In the future, this set up could be further expanded upon where maybe the other sides of the room or even underneath the room could have some kind of information as well?

Puzzle 1: Contrary motion

In this puzzle, both players will find a set of instructions printed on paper in the blue and gray room. Also in the far corner of both rooms is a dance pad with four arrow keys connected to a screen.



On the paper, both players will receive instructions, being a sequence of arrows.

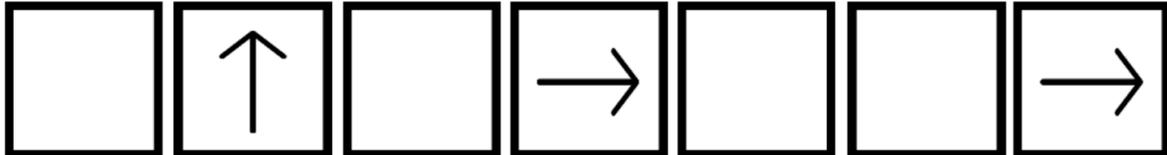
The player in the gray room will receive a paper that looks like this:

What is the password?

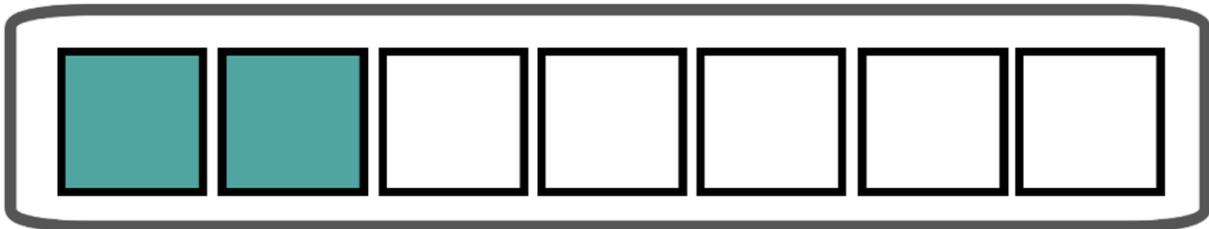


While the player in the blue room will receive a paper that looks like this:

What is the password?



On both of the screens is a progress bar, which increases with each correct input. However, with an incorrect input on either side, the bar will reset back to 0. The goal is to get all inputs correct and make the bar reach 100% completion.



Solution

The solution to the puzzle is that both players must input the correct sequence, however they each only have partial information. They require the player on the other

side to tell them what are the missing arrows for their side in order to complete the dance.

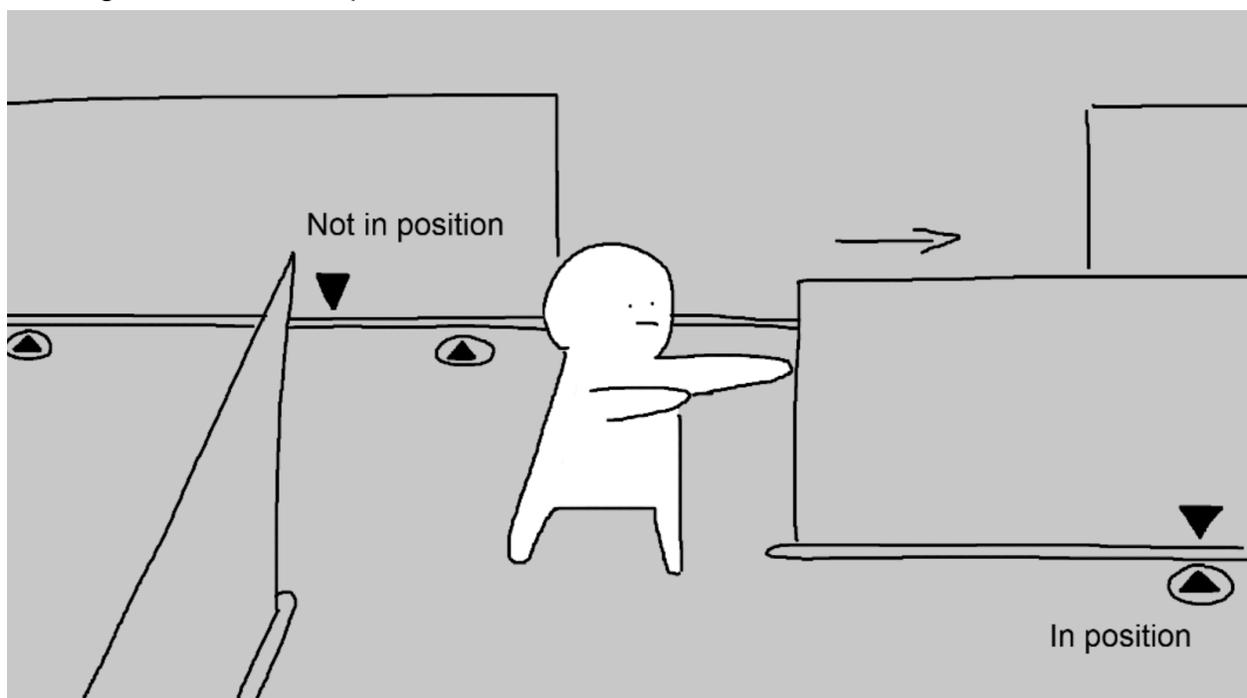
The twist is that the instructions each player tells the other side must be mirrored. Due to the information being from separate worlds, each player must “translate” their instructions to the other player.

In this case, the player in the gray room needs to tell the player in the blue room that the first input is left instead of right, then the player in the blue room must tell the player in the gray room that the second input is down instead of up. Players would keep their original orientation of the arrows for their own room and input those, but tell the other player the inverted information so they would get it right.

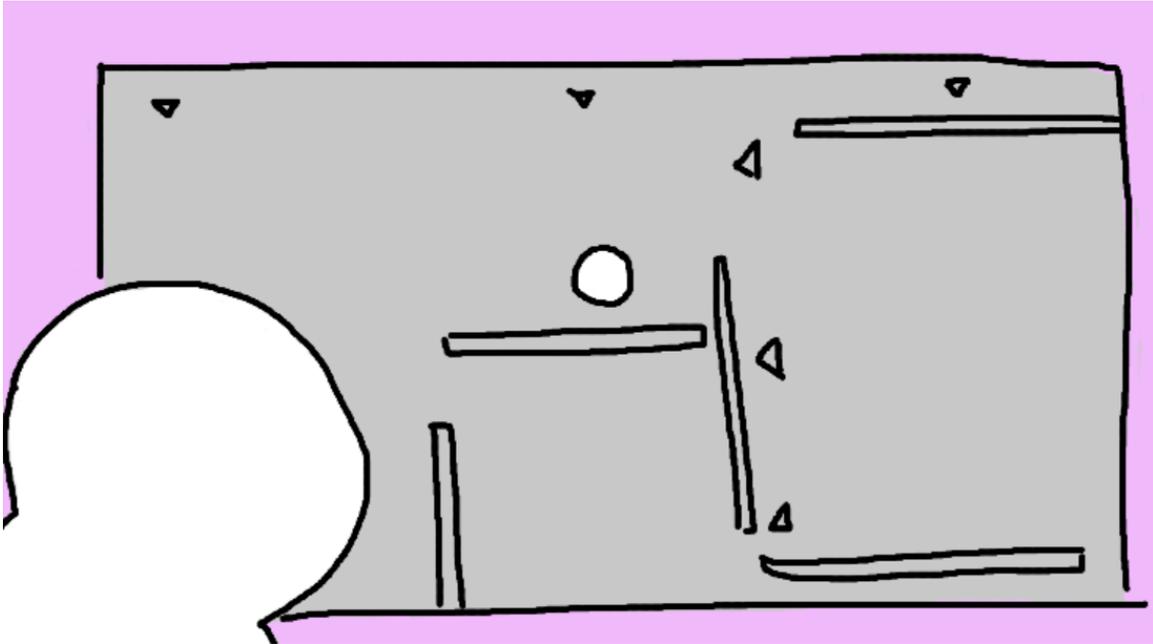
When both players have successfully imputed all seven inputs, a maglock would release, and the cord to open the attic (pink room) is released. Now the player in the blue room can access it by pulling it down and revealing a ladder.

Puzzle 2: Floor plans

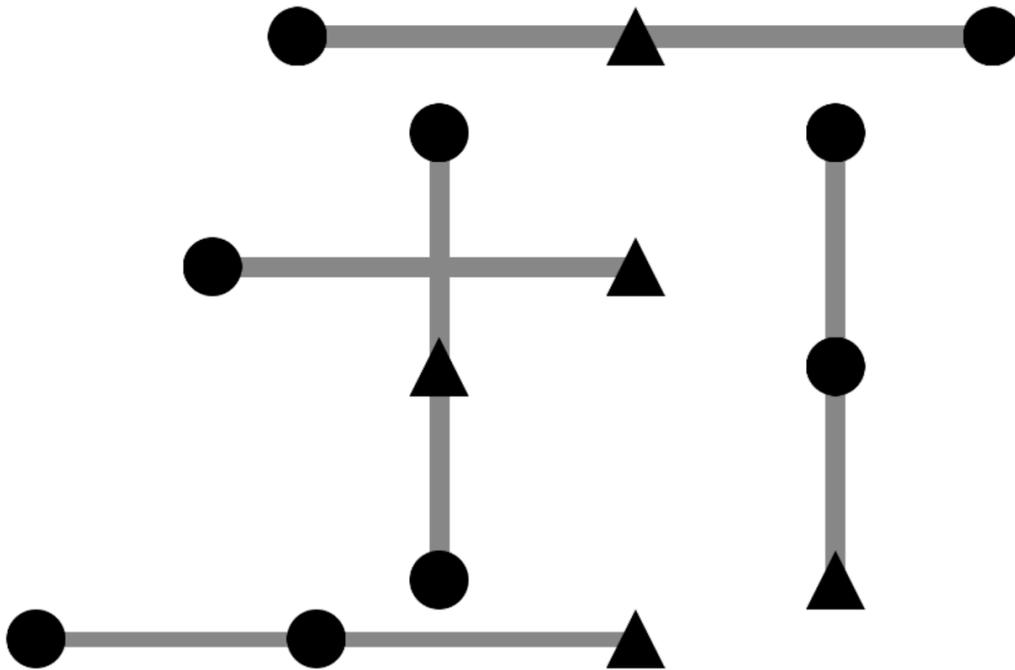
In the other chamber of the gray room, players can see a lot of walls on rails, each can slide into a certain amount of positions. These walls vary by length. Players can push these walls around and they click into each position slot. Each position is marked with a triangular arrow on the ground and when the arrow on the side of each wall aligns with it, it is in-position.



However, each rail has multiple positions that the wall can click into, so how do we know which one is right? The player in the pink room provides us with another piece of information. From above, the player can see through the one way glass and see the overall layout of the room.

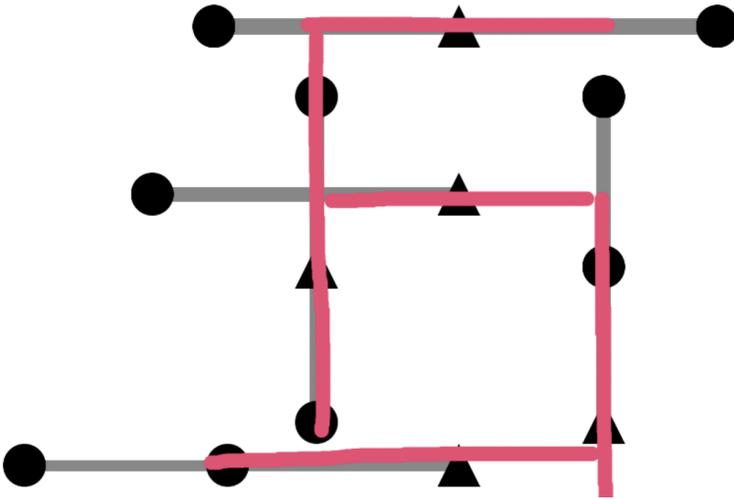


The player will also find 4 separate pieces of paper, each with different patterns on it. Each paper is also labeled with a number from 1-4. It looks similar to this:



Solution

The player in the pink room recognizes that the triangles indicate where the walls should be pushed to. They communicate this to the player in the gray room and they push the walls to the correct slots. Similar to a digital clock, the player from above now can see that the walls spell out a number. In this case, it is 6.



They repeat this process for all 4 digits and get a 4 digit code. The player in the pink room now enters this number into a keypad in the pink room to access the next puzzle.