**Story Overview**

| All Escape Rooms need a good backstory. The game facilitator will read this to the group before they start the game: |
| --- |

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# **Game Details**

| **Instructions for Attendees:**  \* | | **Instructions for Set Up:**  \* Create a Google Form or [COPY THIS ONE](https://docs.google.com/forms/d/1ehVokxDLIjJczKd7SFjL08kW3Oy6X_0Dt-8I7TtLn7U/copy)  \* Use conditional formatting to create ‘locks’  \* Always have a ‘custom error message,’ or it gives the answer  \* Create a Nearpod or Google Site to host clues and form | |
| --- | --- | --- | --- |

# **Game Flow**

To create a digital escape room, you need to include several puzzles or clues that the players will attempt to solve. Typically, such games have 5 to 10 puzzles. When designing each challenge, you should think about the logical steps players might take to solve the puzzle. Provide a brief description of each puzzle and how players will approach and solve it. If you plan to offer hints to students, predict where they might encounter difficulties and provide some potential hints. Emojis are useful custom error messages that can also double as a hint.

| **Game Details**: | **Puzzle** **1**: **NEARPOD CODE**  **ANSWER**:  **HINT(S)**: | **Puzzle** **2**: **LETTER LOCK**    **ANSWER**:  **CUSTOM FORMATTING:**  ALL CAPS  **CUSTOM ERROR MESSAGE**:  **HINT(S)**: | **Puzzle 3: DIGIT LOCK**    **ANSWER**:  **CUSTOM FORMATTING:**  Just digits - no symbols or spaces  **CUSTOM ERROR MESSAGE**:  **HINT(S)**: |
| --- | --- | --- | --- |
| **Puzzle 4: DATE LOCK**  **ANSWER**:  **CUSTOM FORMATTING:** MM/DD/YYYY  **CUSTOM ERROR MESSAGE**:  **HINT(S)**: | **Puzzle** **5**: **DIRECTION LOCK**  **ANSWER**:  **CUSTOM FORMATTING:**  ALL CAPS - first letter of directions  **CUSTOM ERROR MESSAGE**:  **HINT(S)**: | **Puzzle 6: COLOR LOCK**    **ANSWER**:  **CUSTOM FORMATTING:**  ALL CAPS - first letter of colors  **CUSTOM ERROR MESSAGE**:  **HINT(S)**: | **Puzzle 7: EMOJI LOCK**  **ANSWER**:  **CUSTOM ERROR MESSAGE**:  **HINT(S)**: |

# **Favorite Digital Clue Ideas**

| **Resource** | **Link** | **Function** |
| --- | --- | --- |
| Pre-created BreakoutEDU Games | <https://platform.breakoutedu.com> | Find inspiration from pre-created games. User-generated = FREE |
| Digital Escape Room Game Template | <https://go.nearpod.com/digital-escape-room-template> | Make a copy to brainstorm the game flow for your own Digital Escape Rooms |
| Blog: Design Secrets Digital Breakout | <http://bit.ly/37RWKij> | My blog explaining my process for creating digital breakoutEDUs/Escape Rooms |
| Google Form | <https://www.google.com/forms/> | Required Response + Response Validation = lock |
| Google Sites | <https://sites.google.com/new> | Easy website creation for hosting game |
| Google Drawings | <https://docs.google.com/drawings/> | Great way to add hotspots to embedded images |
| Remove.bg | <https://www.remove.bg/upload> | Remove background from photos, useful with hotspots |
| Canva for Education | <https://www.canva.com/education/> | Create custom images to use as clues |
| Bitly | <https://bitly.com/> | Shorten UR to use as clues |
| QR Code Generator | <https://www.qrcode-monkey.com/> | Create QR codes with custom colors and images |
| Emojis | <https://emojityper.com/> | GoogleForm will accept an emoji with conditional formatting |
| Jigsaw Planet | <https://www.jigsawplanet.com/> | Create a digital jigsaw puzzle using your own image |
| CHEM Speller | <https://www.chemspeller.com/> | Create words using the Periodic Table of Elements |
| Fodey | <https://www.fodey.com/> | Create fake newspaper headlines - realistic-looking template |
| Libre Barcode Font | Libre Barcode Font | Turn text into scannable barcodes |
| Redacted Script Font | Redacted Script Font | Looks like scribbles, but really a Google font |
| iFake Text Message | <https://ifaketextmessage.com/> | Create fake text message conversations |
| Paper Props - from 1920s or fantasy | <http://bit.ly/2NaT8hH> | Printable/customizable paper props |
| dCode.fr | <https://www.dcode.fr/> | Code or decode a variety of languages and number systems |
| Cryptii | <https://cryptii.com/> | Virtual cipher machines |
| FestiSite | <https://www.festisite.com/> | Customize the look of the dollar bill and other clue options |
| Rebus Generator | <https://www.rebuses.org/> | Create digital rebus puzzles |
| Upside Down Text | <http://www.upsidedowntext.com/> | Flips text upside down and backward |
| Braille Generator | <http://www.byronknoll.com/braille.html> | Turn your text into Braille |
| Google Translate | <https://translate.google.com/> | Type your clue in a foreign language |
| Template for Google Site BreakoutEDU | <http://bit.ly/2Not15j> | Explains types of questions to use in form and embedding on site |
| Maze Generator | <https://www.mazegenerator.net> | Maze Generator |
| Maze Font | <https://bit.ly/3DIIzvy> | Maze Font for hiding clues in plain sight |

# **Brainstorm Content**

What content can you use to create your game? Vocabulary, images, dates, numbers, etc. After you know WHAT you want to include, determine how to turn it into locks and clues.

|  |  |
| --- | --- |
| **1** |  |
| **2** |  |
| **3** |  |
| **4** |  |
| **5** |  |
| **6** |  |
| **7** |  |
| **8** |  |
| **9** |  |
| **10** |  |