

# CS 4530 – Covey.Town Escape Room: Locked In, LLC

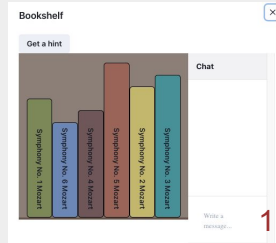
Group 304: Dillon Scott, Regan Murphy, Margaryta Polishchuk, Alex Menikoff

## Our Feature: Escape Room(s)

In the original Covey Town, we noticed users could interact in many ways, but the only activities available were competitive two-player games. To give users a collaborative game where they can work together, we created an Escape Room.

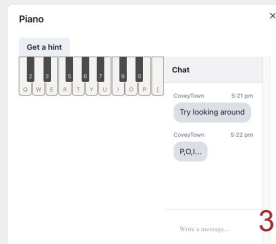
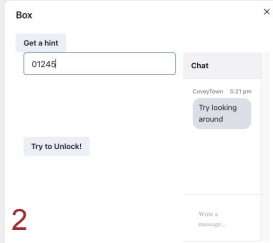


Our Escape Room is part of the map, where users can enter and start a game with 2-8 players. Within the game, users solve puzzles by exploring the room, looking for clues, and requesting hints if they get stuck. Gameplay is timed, so users groups can compete to improve their scores that are posted on the leaderboard.



Books shelf puzzle where books need to be arranged in the right order

Box that can be unlocked only with the correct combination



Piano keys that need to be played in the right order to finish the room

## Demo & Source

**Demo site:**

<https://escape-covey-town.onrender.com/>

**Source code:**

<https://github.com/neu-cs4530/spring24-project-team-304>



## Tech Stack & Design

For our tech stack, we primarily relied on existing libraries that were part of the code base, and found the react-piano and soundfont-provider libraries, by Kevinsqj and Danigb respectively, publicly available on GitHub, for the piano playing functionality. In terms of design, we conducted a thorough review of how to approach designing the Escape Room extension for maximum flexibility and future extensibility - this included designing escape rooms so they can be created with any other theme, as well as a seamless backend and frontend integration for new puzzles, such that the only limiting factor of easily improving both the design, and the room mechanics, is sheer creativity.

## Future Work

As freelance virtual escape room designers, there are endless possibilities for future changes and alternative implementations. In our demo, we displayed one escape room theme, and three different types of puzzles. However, our framework supports the addition of any themes and layouts imaginable. With our robust design, we are also looking forward to modifying our escape room map, adding escape rooms with new and sequential rooms for a more challenging group exercise.