

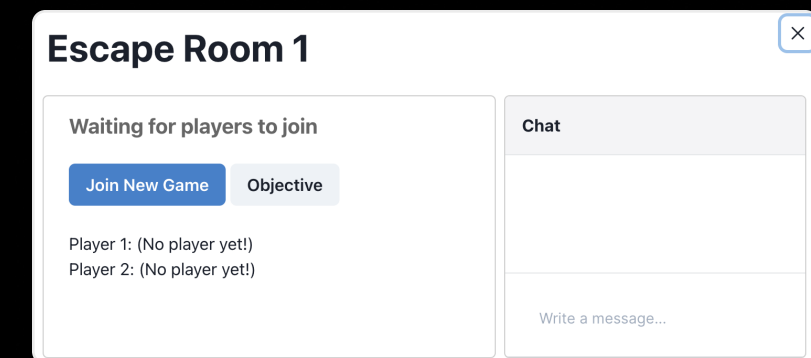
# CS 4530 Final Project: Escape Room

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## Our Feature: Escape Room

Our game is an escape room consisting of three different rooms involving a unique challenge in each part

The three rooms in the escape room share common mechanics, including a hint system activated by pressing [Space], which displays level-specific hints intended for use when players are stuck. Players collect and manage items in their inventory, essential for solving puzzles and progressing. Each room has a locked exit door that requires finding and using a key from the room to unlock, allowing access to the next room or completion of the escape room.



## Our Tech Stack

Our Project utilizes libraries and interfaces from **Covey.Town**. We have used the intractable area interface to create the escape room game area. The modals for our game user interface are also from covey.tow.

The individual rooms are made and manipulated through the map editor **Tiled**. These objects are rendered on the screen using **Phaser**.

This project is deployed on **Render.com**

## Future Work, Demo, & Source Code

In the future our project can be expanded on by added some functionalities/features. We could add more complexity to our escape rooms and add further changes to our characters such as speed. This would add a dynamic aspect to the leaderboard. Additionally, we could add the ability for two duos to play at the same time like a race to finish.

Demo: <https://covey-escape-room.onrender.com/>

Source Code: <https://github.com/neu-cs4530/spring24-project-team-512>