

Experience Design Challenge



## Experience Design Challenge

More difficult than completing an <u>escape room</u> is the challenge of designing a fantastic escape room experience, so your challenge is to:

## Design your own escape room challenge

## The Rules

• The challenges must be solvable using logic and sound reasoning.

## **Tips**

- Players should clearly understand the goal, and how long they have to complete the challenge.
- Pick a theme and storyline that is immersive and believable, and test the entire experience multiple times before declaring it complete.
- Include a variety of puzzle types.
- Use a progression in difficulty to avoid boredom and burnout.
- Develop a hint system in advance, and avoid too many red herrings.
- Know: Who is your target audience? What is your goal for the room?