

Escape Room DP Update

1. Create a new section on your "Wave Physics" section of you DP and title "Escape Room Exhibition"
2. Upload a picture of your decorative artifact to go along with your exhibition reflection
3. Answer the following questions...
4. To submit your work, have this document attached to the G.C. assignment AND submit the VIEW ONLY link as a private comment on the assignment.

What went well for the players playing your game (3 specific complete sentences)?

A few things that went well for our players was that they were involved in the story, they got to take a look around the escape room and see our props, and they were challenged by our puzzles. Our escape room had many interactive puzzles that were blended in with the props that we made. Once we finished our escape room we got mentions of how the parents liked the challenge that we gave them.

What was challenging for the players playing your game (3 specific complete sentences)?

Our players were challenged by a few different elements including our information, the puzzles, and the order. We didn't have an overly clear defining order so we had to lead them back on track despite our descriptions not to go ahead and to move from left to right. While they were reading our clues they struggled with some of the information, not understanding some of our words and struggling to read some of them. Our puzzles also took some time due to their slight complexity, also because they didn't know much about waves they were kinda confused.

How well did the players feel your escape room taught them about light waves and sound waves? (3 specific complete sentences)

The players felt that our escape room taught them about light and sound waves quite well! Despite only getting through the first half of our escape room, the topics that they learned taught them a good chunk about sound and light waves. For the amount of information that they were able to get through, I'm quite sure they learned something.

How immersive did the players feel the escape room was? Did the creative artifacts enhance the setting of the room? Why or why not?(3 specific complete sentences)

They definitely felt immersed, we tried to make them feel part of the story as much as we could. The artifacts definitely made the place look better and gave it a more "antique" feel, which was exactly what we were going for! The only issue is that there might have been too many objects for them to mess with.

If you were to design an escape room like this again, what would you do differently and why? (3 specific complete sentences)

If we were to do an escape room again we probably would have worked on our organization. It took us some time to get an understanding of each other's puzzles which put a stop in our deciding on the look of the tent. The main problem in our escape room was the lack of order, which made the parents kinda look at/into things they shouldn't have until they solved another puzzle. I would also explain things better at the beginning of the escape room.

How well did you work together with your group to complete this exhibition? (3 specific complete sentences)

My group worked well together, we got stuff done and made a really interactive escape room! The only issue was the uneven work load. Some people did more than others, and some finished before others. All in all though, we made a really cool escape room, and we wished that the parents were able to escape but oh well!