



ROOMES

YOUR MULTIPLAYER ESCAPING GAME

LINK

Google Slides:

https://docs.google.com/presentation/d/1P0YxsntyN0fOzq-0fSFM98Pi6T_z4Jr0/edit#slide=id.p2

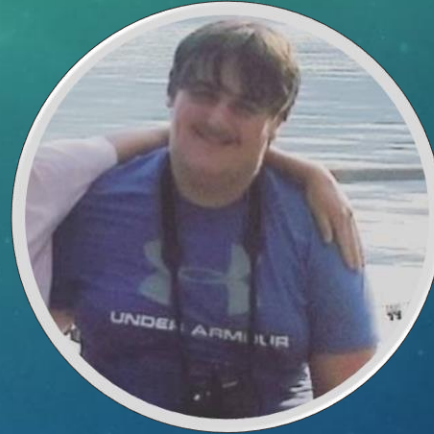
TEAM MEMBERS



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ROOMES

Value Proposition:

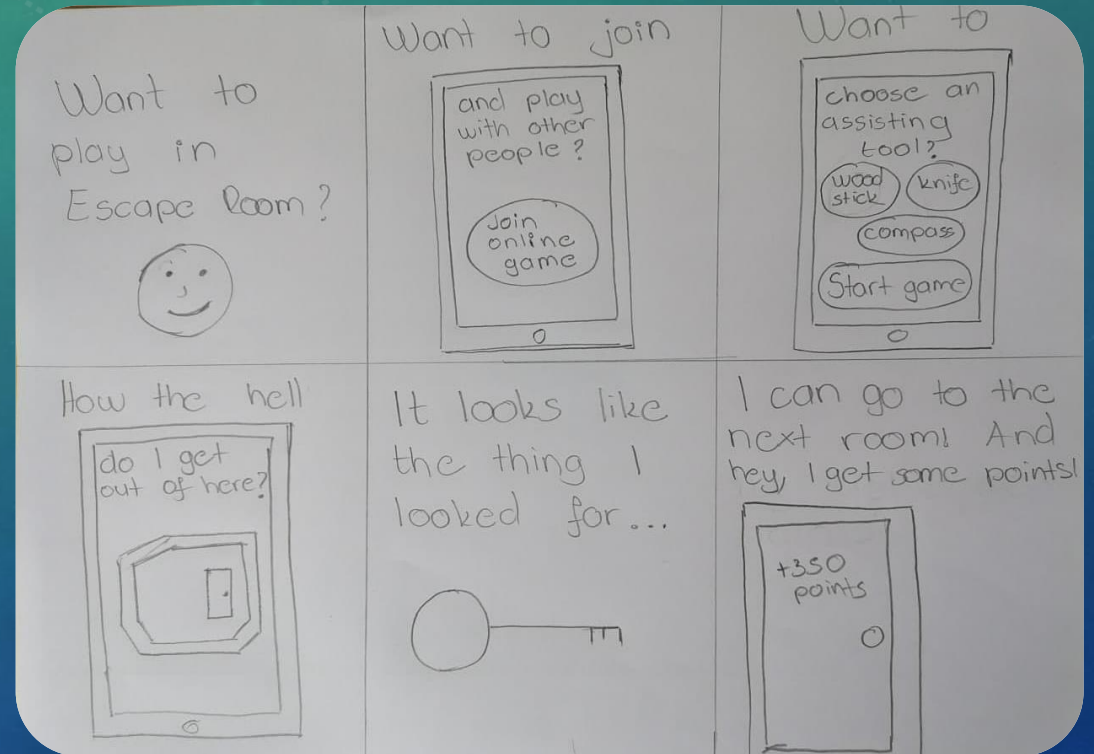
Be the best escaper among your friends and show the world how creative you can be.

Game Overview:

- In RoomEs you have to find the fastest way to escape from the locked room.
- For every successful escaping the user gain points that allows him to buy tools that can help him escape faster on the next stages.
- Our game increases FOMO by adding a competitive element to the game and driving players to beat others as part of a group or by themselves.

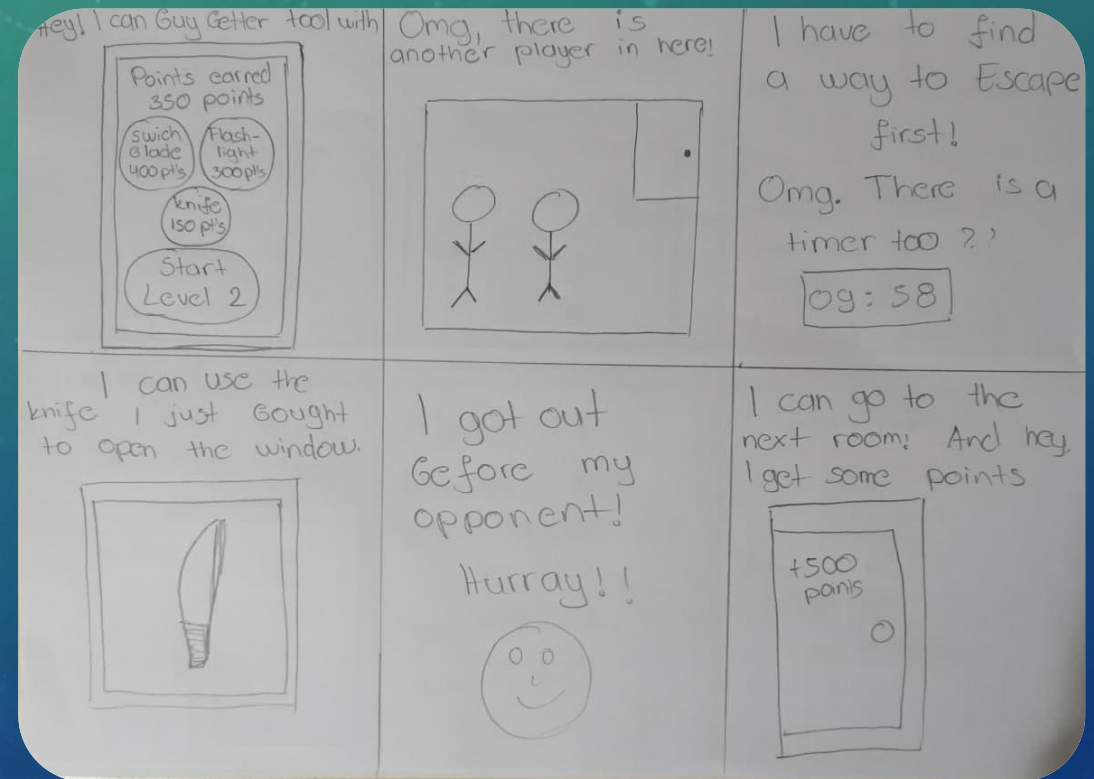
SKETCHES LEVEL 1

- RoomEs is intended for competitive purposes.
- No complicated details were inserted in the background to not divert the user's attention from the already exhaustive tasks.



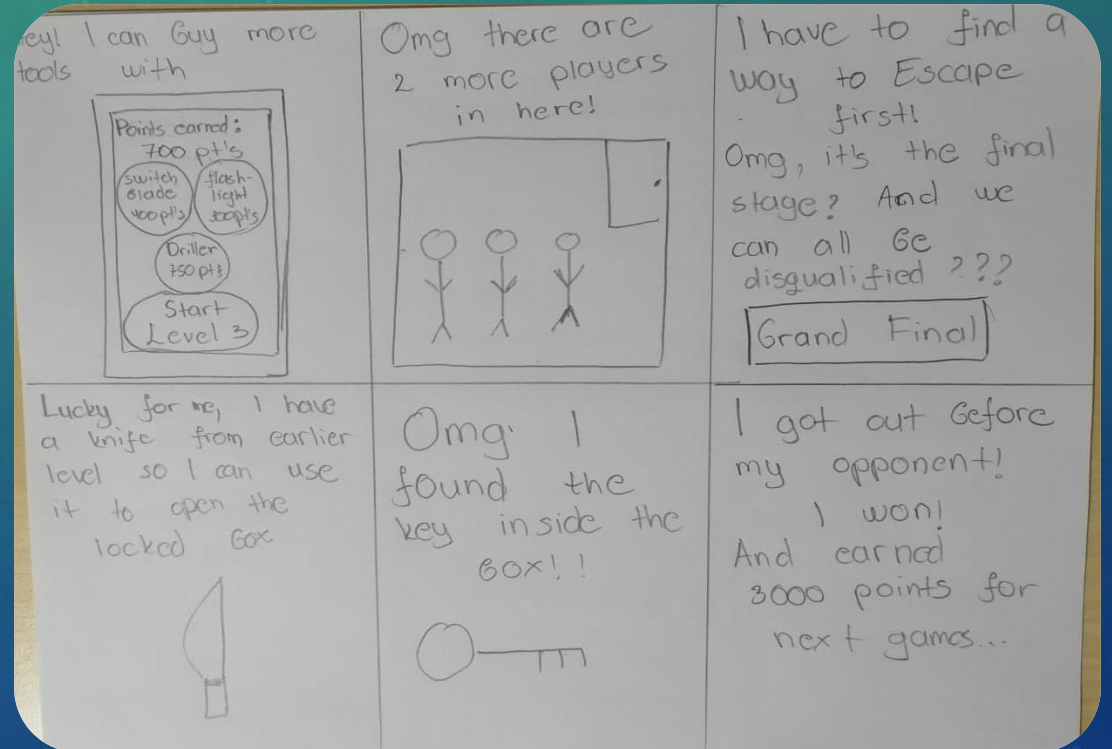
SKETCHES LEVEL 2

- User success in the game is key so we must ensure the user has a good view of the screen.
- Therefore, only the necessary game details will be displayed on the screen.



SKETCHES LEVEL 3

The level run time and current level number must be clearly displayed for the user to see.



ROOMES GAME SINGLE MODE

Level	Tools	Points	Difficulty	Time To Complete	Multiplayer (Opponents)
Level 1	Limited to 1 of 3 basic tools	Based on time	Easy	10 Minutes	No
Level 2	Limited to points earned	Based on time and opponents result	Medium	10 Minutes	Yes
Level 3	Limited to points earned	Based on time and opponents result	Hard	7 Minutes	Yes

ROOMES GAME GROUP MODE

Level	Tools	Points	Difficulty	Time To Complete	Multiplayer (Opponents)
Level 1	Limited to 1 of 3 basic tools	Based on time	Easy	5 Minutes	No
Level 2	Limited to points earned and group earnings	Based on time and opponents result	Medium	5 Minutes	Yes
Level 3	Limited to points earned and group earnings	Based on time and opponents result	Hard	5 Minutes	Yes

ROOMES VIDEO

[CLICK HERE!](#)

GAME TESTING

Participants	Demographics	Recruitment	Environment	Procedure
2 males and 1 female	2 male students (ages 24 and 29) and adult female (age 55)	Family and friends	Domestic (home)	<p>The testing occurred in each of the participants' homes, while the tester noted their comments during the testing session.</p> <p>Each participant was asked to play the game and answer 3 main questions:</p> <ul style="list-style-type: none">• Is the game intuitive?• What are the positive/negative aspects you've experienced?• Will you feel FOMO by not playing it?

USER REVIEWS

Review	Game Adjustments
<i>"We can't get any feeling the we have a competition on the prototype"</i>	Adding bots players to the prototype
<i>"We can't see how long we've been playing the current level"</i>	Adding clock to the prototype
<i>"I don't understand what I'm supposed to do right away"</i>	Adding annotations to the prototype

PROTOTYPE OVERVIEW

Limitations	Trade-Off
In Group mode, the screen will be overloaded with items and players.	The player can see all 3 rooms, allowing them to see "the bigger picture".
The player can't focus on a single room and sees the items in an unclear manner.	

PROTOTYPE OVERVIEW

WIZARD OF OZ TECHNIQUES

Since our interface functionality doesn't require a human response, we didn't use any Wizard of Oz techniques.

PROTOTYPE OVERVIEW

HARD CODED

Since our game was built entirely in Buildbox and doesn't require embedding data directly into the source code of the game, we didn't find a reason for us to include hard coded features.