



ESCAPE THE ROOM GAME PLANNING TOOL

Use this tool with the 'Make an Escape the Room Game' tutorial from the Flash Classroom.

GAME NARRATIVE FOR INTRO SCENE

ROOM DESIGN

In your game, the player has to escape the room. Your room will need the following.

- a background containing the walls and objects that can't be moved
- a locked door
- three objects that the player must locate to be able to open the door
- a collection of objects that the player can drag and drop to other locations
- a space where inventory items (the items the player locates) can be displayed

Do a rough design of your room below.



GAME OBJECTS THAT WILL BE HIDDEN

Name	Description	Type	Symbol Name	Instance Name
	<input type="checkbox"/> Draggable <input type="checkbox"/> Hidden	<input type="checkbox"/> Movie Clip <input type="checkbox"/> Button		
	<input type="checkbox"/> Draggable <input type="checkbox"/> Hidden	<input type="checkbox"/> Movie Clip <input type="checkbox"/> Button		
	<input type="checkbox"/> Draggable <input type="checkbox"/> Hidden	<input type="checkbox"/> Movie Clip <input type="checkbox"/> Button		

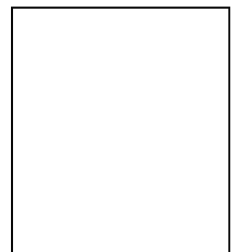
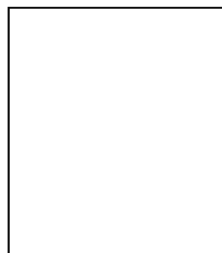
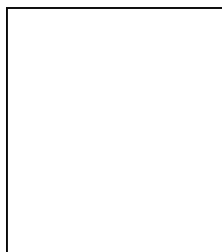
GAME OBJECTS THAT WILL BE DISPLAYED IN THE INVENTORY

Name	Description	Type	Symbol Name	Instance Name
	Inventory	Movie Clip		
	Inventory	Movie Clip		
	Inventory	Movie Clip		

THE BUTTON THAT THE PLAYER CAN CLICK ON TO ESCAPE THE ROOM

Name	Description	Type	Symbol Name	Instance Name
	Used to Escape the Room	Button		

SAMPLE SKETCHES OF SOME ITEMS





GAME OBJECTS THAT CAN BE DRAGGED AND DROPPED

Name	Description	Type	Symbol Name	Instance Name
	Draggable	Movie Clip		
	Draggable	Movie Clip		
	Draggable	Movie Clip		
	Draggable	Movie Clip		
	Draggable	Movie Clip		
	Draggable	Movie Clip		
	Draggable	Movie Clip		
	Draggable	Movie Clip		
	Draggable	Movie Clip		
	Draggable	Movie Clip		

SAMPLE SKETCHES OF SOME ITEMS

