Escape Room Game Template

Creating a good game usually takes thoughtful and careful planning. While each game designer may approach the process differently, we have created this template and brainstorming document to help you start the process of designing games.

Game Name: What is the name or title of the game you are designing?

Game Designer: Your Name

Content Areas: What is subject or content areas of your game? Ex. Math, Fractions

Recommended Ages: Who is your target audience?

Ideal Group Size: Is this game intended for small groups? A whole class? Larger audiences?

Suggested Time: How long do you anticipate players needing to complete this game?

Story: There's a locked box in the room. Why are people trying to open it? Think of the story as a script that the facilitator could read to introduce the game to the group about to play. It can be a few sentences to a few short paragraphs. Many games have a story and a logical progression. If not a structured story, having a defined theme can help with the creation process. Take a look at some of the games in the Breakout EDU game library for inspiration. You can use different curriculum topics, favorite movies, or books for inspiration as well.

Lock Combinations: What codes will open the locks on the box?

3-Digit Lock - *3 Numbers*	
4-Digit Lock - *4 Numbers*	
ABC Lock - *4-5 Letters for the ABC Multilock*	
Directional Lock - *5 Directions for the Directional Multilock*	
Key Lock - *Where is the key hidden?*	

Setup Instructions: List the steps that a facilitator needs to do in order to set up the game. You can test your instructions by having someone else try to set up your game. You'll quickly figure out how they need to be improved.

STEPS	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Reflection Questions: When the game concludes, we encourage the use of Reflection Cards to have a debrief with the participants. Please include 5 questions related to your game that could be asked in a discussion.

QUESTION	
1	
2	
3	
4	
5	

Additional Requirements: Some games require unique common items. If your game relies on any additional items, please list them below and explain their use.

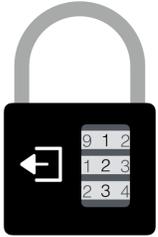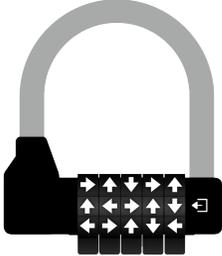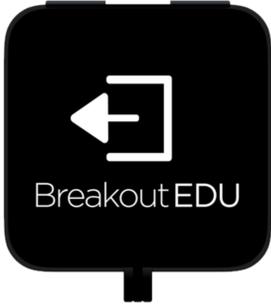**Does your game align to any standards (optional)?** Local country, CCSS or NGSS for US preferred

Digital Files: Link to any printouts or papers that are required. If your game includes Google Forms, please include an editable copy of the form so that others can utilize it if the game gets published.
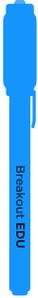
Brainstorm Worksheet

This guide below can serve as a visual mapping or brainstorming tool for creating your game.
It can also serve as a quick reference for you or a new facilitator.

LOCK TYPE	LOCK COMBINATION	HOW WILL THEY KNOW THE COMBO?	WHERE WILL IT LEAD?
4-Digit Lock			
3-Digit Lock			
Directional Multilock			
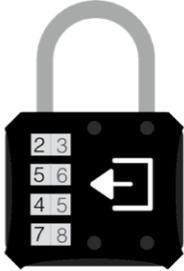
ABC Multilock			
ITEM TYPE	**COMBINATION / PURPOSE**	**WHAT WILL THEY DO WITH IT?**	**WHERE WILL IT LEAD?**
Red Lens Viewer			
USB Drive			
Large Lock Box			
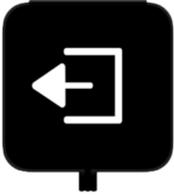
Smaller Lock Box			
ITEM TYPE	**PURPOSE / ROLE**	**WHAT WILL THEY DO WITH IT?**	**WHERE WILL IT LEAD?**
UV Flashlight			
UV Pen			
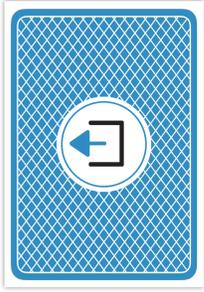
Reflection Cards			
Other Item			
Other Item			