

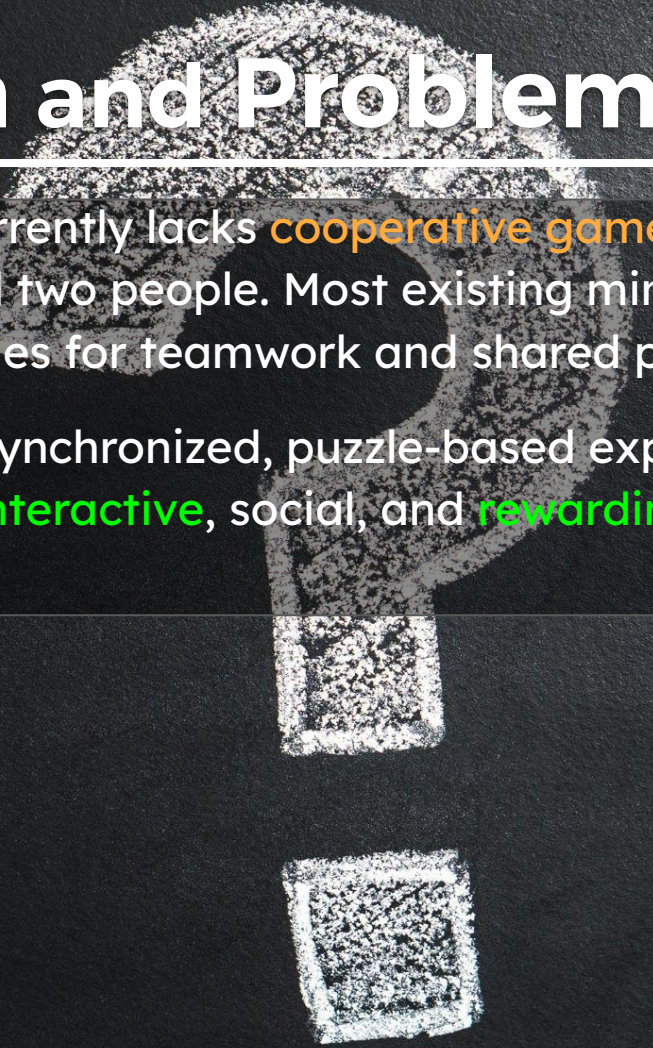
Escape Room

The background image shows a top-down view of an escape room layout. It consists of several interconnected rooms and corridors of varying sizes. The walls are dark and textured, some appearing to be made of concrete or stone. The floor is also dark and textured. There are various elements visible, such as doors, windows, and what looks like a staircase in one of the rooms. The overall aesthetic is industrial and mysterious.

By Team 5.

An escape room in Covey.Town lets players collaborate to solve puzzles and progress through challenges. The presentation highlights our design, user stories, and development plan.

Motivation and Problem Statement



Problem : Covey.Town currently lacks **cooperative games** that engage small groups of players beyond two people. Most existing minigames only **support pairs**, limiting opportunities for teamwork and shared problem-solving.

Solution : By building a synchronized, puzzle-based experience, we aim to make Covey.Town more **interactive**, social, and **rewarding** for groups of friends or coworkers.

User Stories

Our user stories show how players enter the escape room, work together to solve puzzles, and reach winning or losing outcomes through interactive gameplay.

Story #1

As a player in CoveyTown, I want to enter an escape room with my friends so that we can solve puzzles together in real time.

Story #2

As a team manager, I want my team to solve a series of puzzles that require teamwork so that they can collaborate and feel a sense of comfortability.

Story #3

As a player who has completed an escape room, I want to earn a sizable reward that reflects my performance so that I have incentive to play over and over again and show my achievements to others.

Design of Environment

[1] Player spawn point

Define why it's distinctive.
List use cases and applications.
Share important tech specs.

[2] Interactive objects

Define why it's distinctive.
List use cases and applications.
Share important tech specs.

[3] Placement in covey.town, probably above main lobby

Define why it's distinctive.
List use cases and applications.
Share important tech specs.

User Story 1: Entering the Escape Room

As a player in Covey.Town, I want to enter an escape room with my friends so that we can solve puzzles together in real time

A

Player Entry

Players **teleport** from the main lobby into the escape room.

B

Welcome & Setup

A **welcome pop-up** introduces rules and objectives.

C

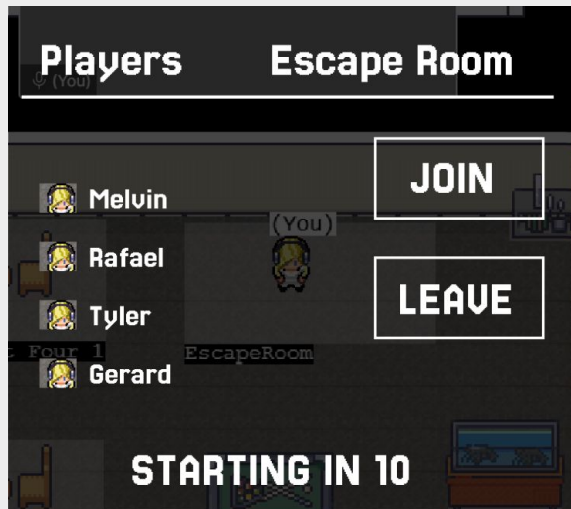
Game Start & Synchronization

A game session begins with a **visible timer** for all players.

Goal : Create a seamless, synchronized start that brings players together for collaborative gameplay.

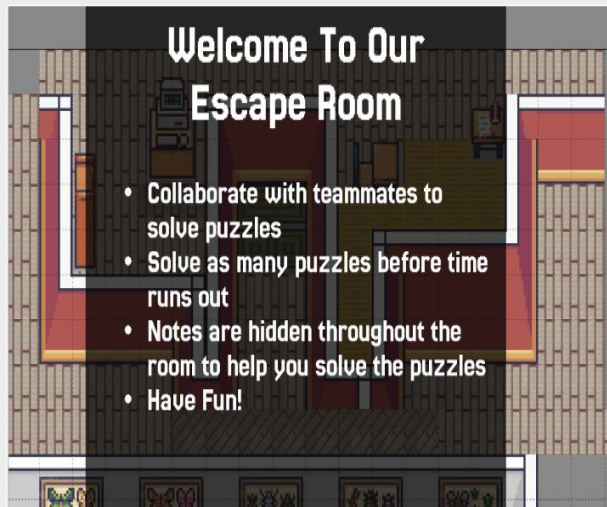
User Story 1: Entering Escape Room

A



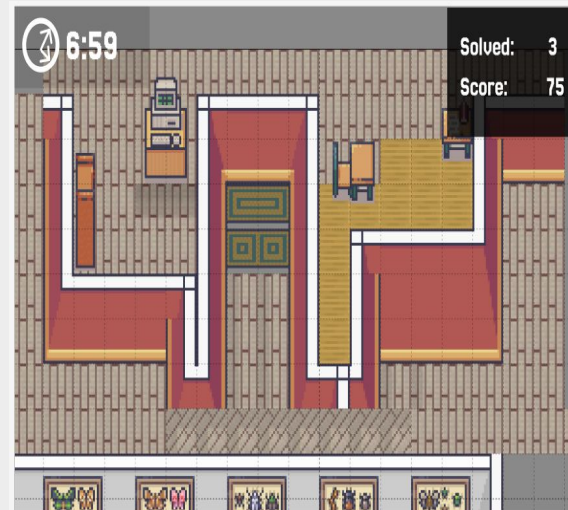
Player Entry

B



Objectives and Rules

C



Visible Timer & Score

User Story 2: Solving Puzzles Collaboratively

As a team manager, I want my team to solve a series of puzzles that require teamwork so that they can collaborate and feel a sense of comfortability.

A

Team Communication

Players **talk and coordinate** through in-game communication to solve puzzles together.

B

Interactive Gameplay

Players **click and interact** with shared objects to trigger puzzle actions collaboratively

C

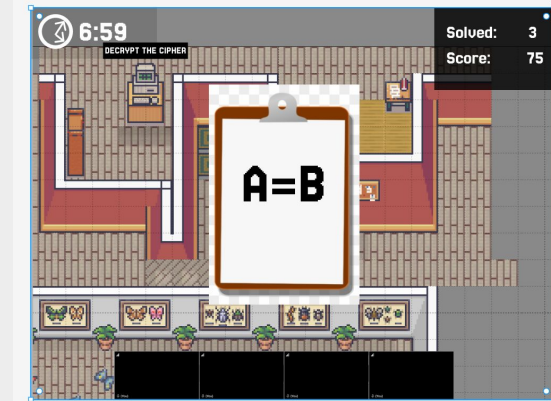
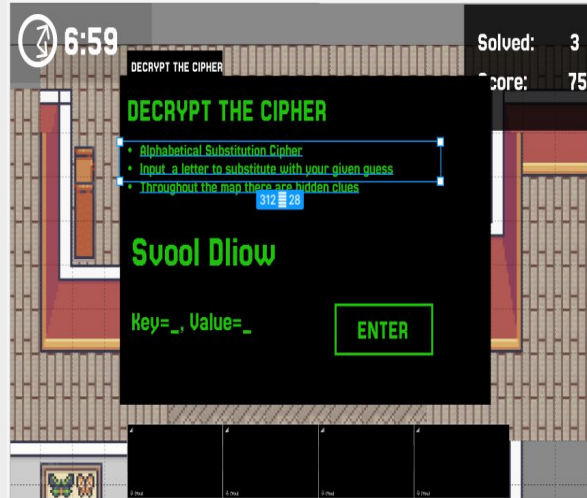
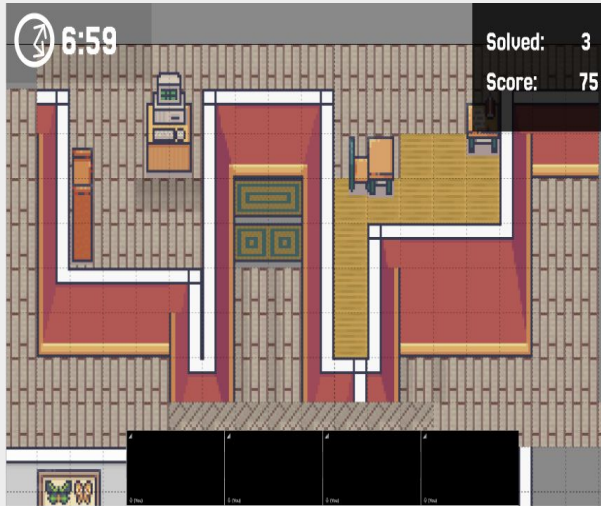
Cooperative Challenge

To progress, players **stay near each other** and work in sync

Goal : Promote teamwork and communication by designing puzzles that require real collaboration to solve.

User Story 2: Solving Puzzles Collaboratively (Decrypt The Cipher)

C

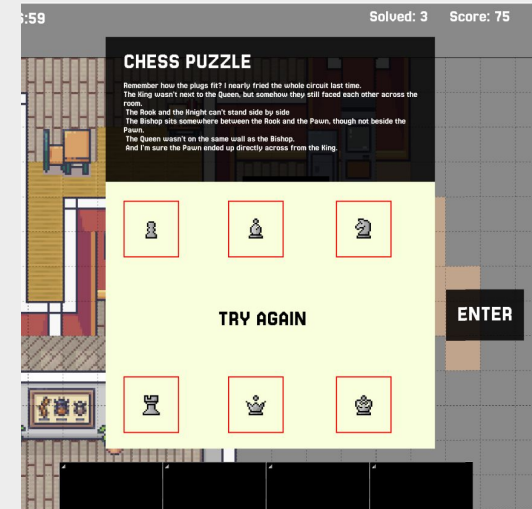
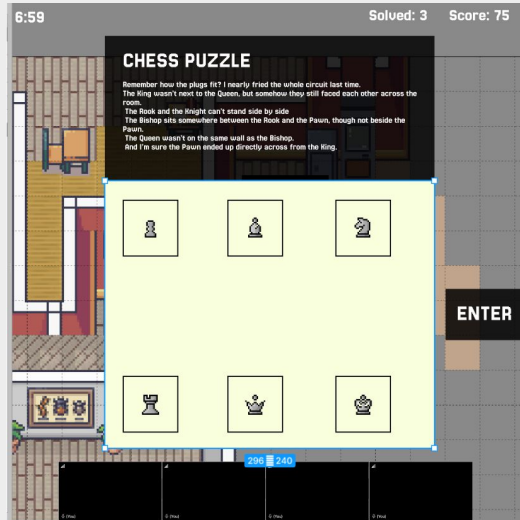
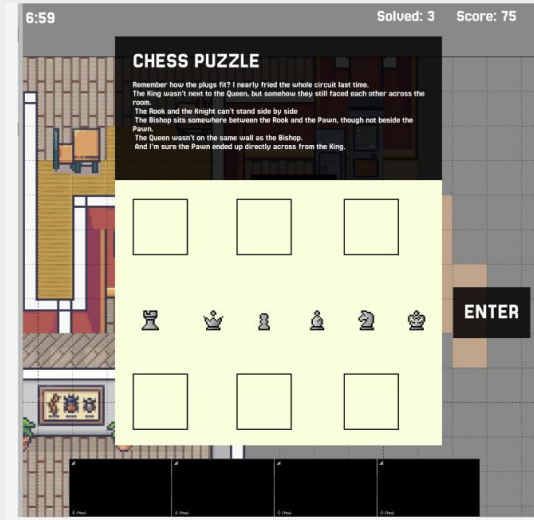


Player Video Communication Available at All Times

Objectives and Rules

Randomized notes can be scattered
Throughout area

Story 2: Solving Puzzles Collaboratively (Solve The Chess Puzzle)



Team members will solve a chess piece puzzle
Based on the hint this mildly difficult puzzle can be
Challenging for one person

This chess puzzle allows any player to
Drag and place chess pieces

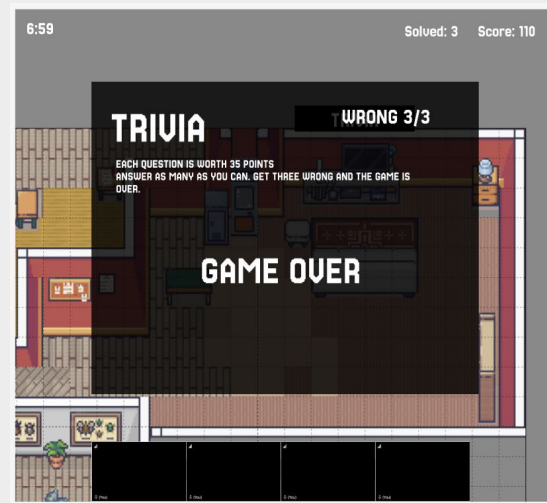
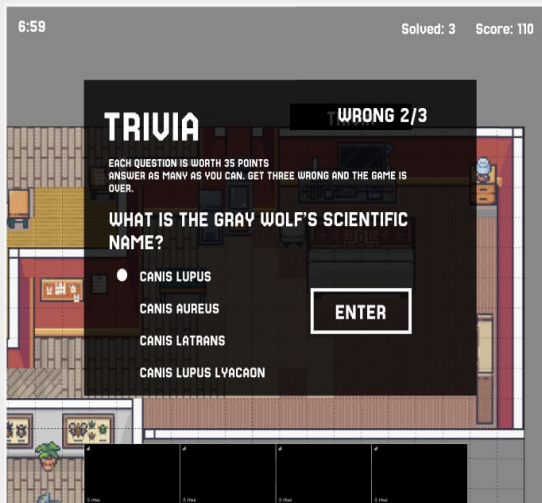
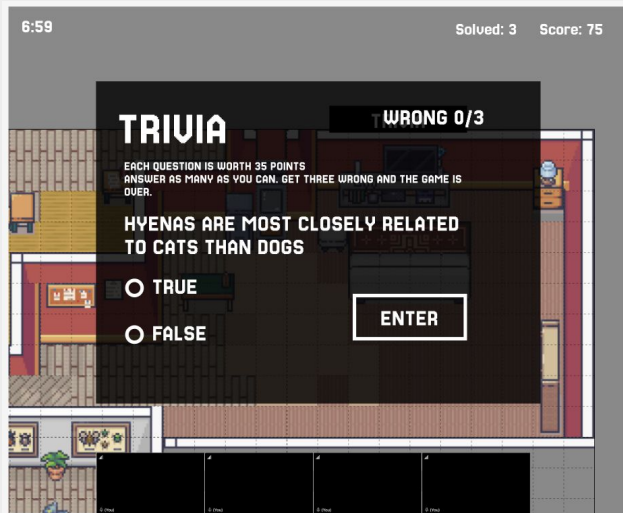
Immediate feedback given

User Story 2: Solving Puzzles Collaboratively (Trivia)

A

B

C



Team members will solve trivia to rack up points

To deter players from racking up too many points
Questions will get harder and three wrong answers
Makes the game end and players cannot play anymore

On game over screen all players must
get teleported back into main Covey
Town lobby

User Story 3: Winning and Rewards

As a player who has completed an escape room, I want to earn a sizable reward that reflects my performance so that I have incentive to play over and over again and show my achievements to others.

A

Reward System Setup

Players receive a **completion badge** after escaping the room.

B

Performance Tiers

Badges are ranked (e.g., Gold, Silver, Bronze) based on **completion time**.

C

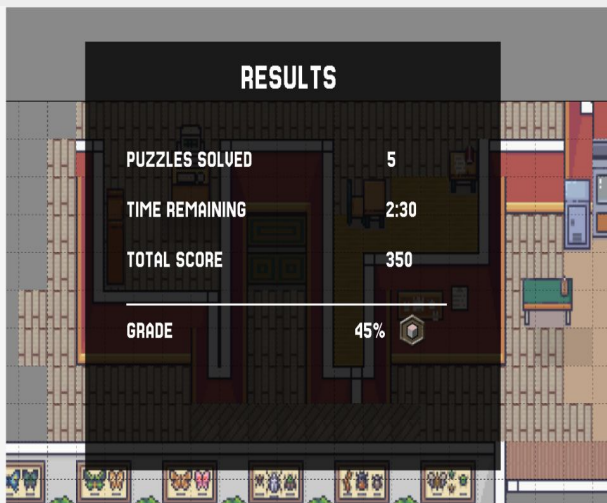
Achievement Display

Badges appear next to each player's avatar, **visible to others** in CoveyTown.

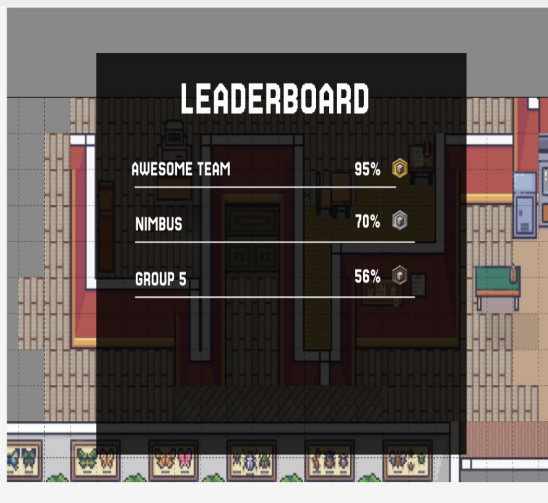
Goal : Encourage replayability and competition by rewarding performance and showcasing player achievements.

User Story 3: Winning & Rewards

A



B



C



Puzzles solved, time remaining, and total score all count towards a final grade (bronze, silver, gold)

A local leaderboard is visible at the end of a game

You will receive a badge that you can boast about to other players

How We're Building It

How work is divided

Melvin - frontend, game state logic

Tyler- Map design & react components

Gerard - Door logic & teleportation

Rafael - Timer,queue, and synchronization

Feature Completion Progress



Game Logic Progress



Pain points

Synchronizing multiplier interactions in real time

Ensuring puzzles update for all players simultaneously

Managing communication inside Covey.Town

Testing & Debugging



Frontend Workload



How we can help

Reusing Covey.town's GameArea structure for consistency

Using shared game state interfaces for synchronization

Design & Art Assets



Backend Workload



Timeline or Sprints Overview

Sprint 0-1: research, map, setup, basic room and queue logic

Sprint 2: Interactable objects

Sprint 3: Minigame creation, timer sync

Sprint 4: rewards and polish