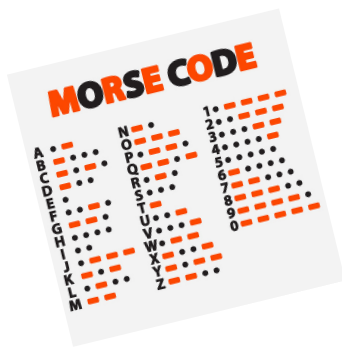


Here's an analysis of the Shapeshifter example escape game.

## ANALYSIS OF STOP THE SHAPESHIFTER



### PREMISE

Discover the location of the Shapeshifter's next heist

### STORY

The Shapeshifter has been robbing places in Rainbowntown

### CHARACTERS

- The player (a detective)
- Shapeshifter

### MECHANICS

Procedure:

- look at the clues
- think about how they go together
- open the locks
- repeat

Rules:

- don't break the box open
- don't break the locks

### RESOURCES

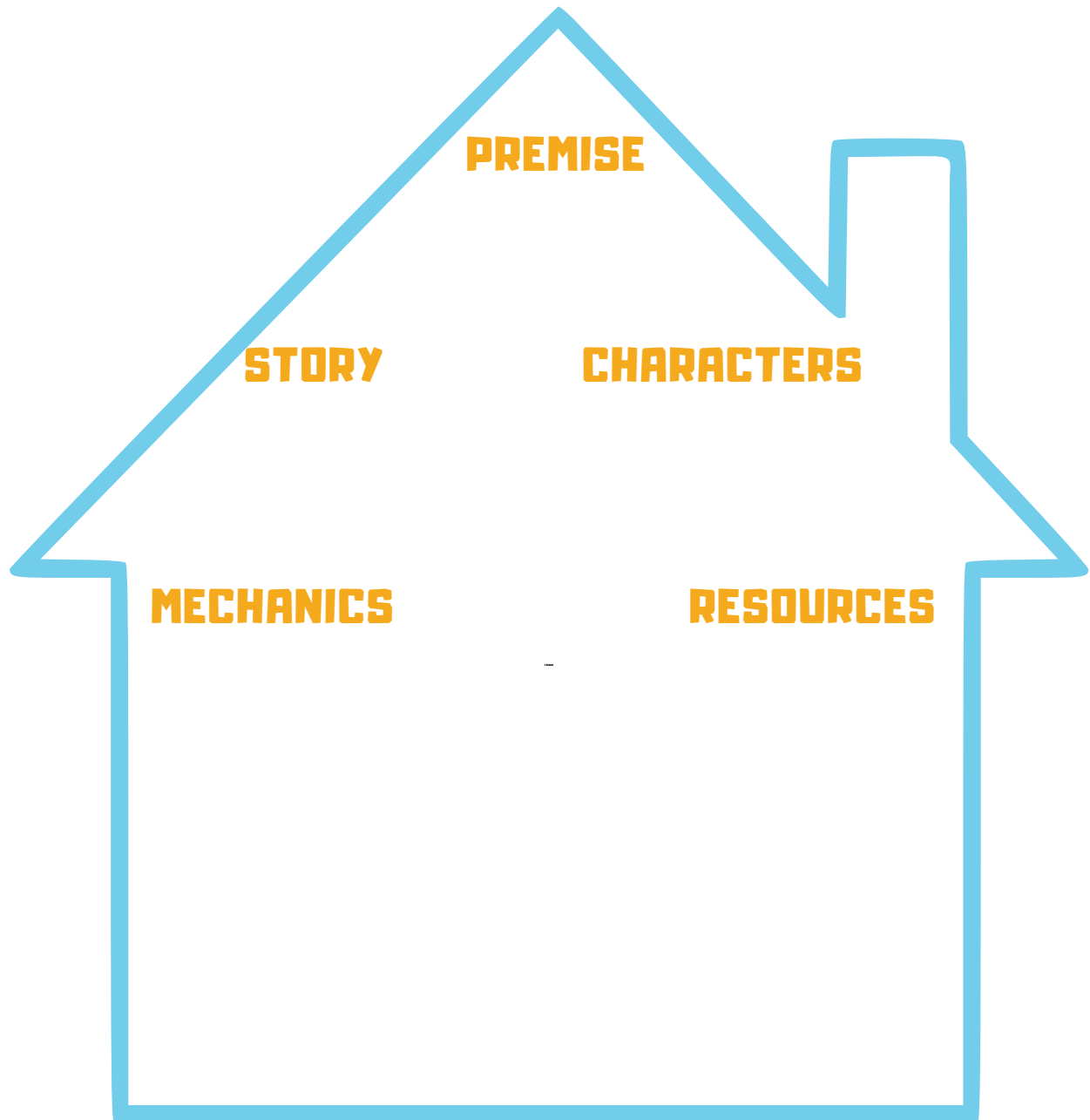
- box
- locks
- black light
- popsicle sticks
- decoder
- map, Geo's menu, and various paper clues



WX\* XZLP WX\*

# Example

This week, you'll make your own escape game! Play Stop the Shapeshifter, then brainstorm the elements of your game.



Explore more: Watch Game Maker's Toolkit go into detail on how the elements of a game interact with each other  
[youtube.com/watch?v=iIOIT3dCy5w](https://youtube.com/watch?v=iIOIT3dCy5w)

# Brainstorm



Create three puzzles to earn your Level 2 Pendant.

Escape games are made of puzzles, which we can think of in a few main categories:

- **Put in place:** Put the pieces in a certain location or in order, like jigsaw puzzles.
- **Counting:** Count one or more pieces or parts of pieces, sometimes in categories, to get a code, like count the sides of a shape to get 3 digits.
- **Decoding:** Substitute a symbol for another symbol according to a system, a letter for a number (A = 1, Z = 26) or Morse code.
- **Masking:** A message is hidden by or within something else, like a word search.
- **Logic/deduction:** Use written clues to determine an answer, like a riddle.
- **Plotting:** Use a system to draw a code or picture.

## Counting Puzzle



Choose a 3-digit number that does not contain 1, 2, or 9. Write your number below.

## Invisible Ink Masking

Choose a 3-digit number for the envelope lock. Write it below.

## Jigsaw Puzzle

Choose a picture or message to cut up as a jigsaw puzzle. Describe it below.



Assemble your game box by drawing the three shapes on the outside, writing the second 3-digit combination with the UV pen anywhere on the box. Put some of the jigsaw pieces inside the envelope and lock it with the invisible ink lock. Put the envelope, remaining puzzle pieces, and a UV light inside your box. Lock it with the counting puzzle lock.

# Level Up