

Unitary test

The unitary test is a very important part when it comes to the creation of the Escape Room Game in the classroom. It is also insuring you that the test of enigmas will not be held by issues from your mechanics. By doing such tests teachers are sure that all aspects of the game will function properly. The unitary test is the first phase of the full test of the ER because after this test comes the enigmas test and then the global test.

How to conduct unitary tests

- **The room itself** – The teacher must make sure that the room where the Escape Game takes place fits the game scenario according to the number of students involved. All tools should be put in the correct order without being mixed up.
- **The elements to be manipulated** in order to solve the puzzles (crosswords, riddles, sudokus, hidden clues, etc.) – The mentioned elements should be clean, precise and readable. The game elements for reading and writing should be adapted to the needs of all students (font type and size, small chunks of text, clear and concise instructions, etc).
- **Technological elements** (a projector, lights, loudspeakers, etc.) – Before the beginning of the class teacher must check if the projector, lights, loudspeakers are on and functional in order to avoid any setbacks during the game.
- Lockers or other blocking elements (padlocks, chains, passwords, etc.) – All of these elements must go through a complete check before being used. Teachers must make sure that locks are working and that there are keys for each lock.
- **Often, a stopwatch is required** – Time management is important for Escape Room Games. Teachers must use an accurate stopwatch.

References

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