Cameras

A camera can be a useful tool for the game master to monitor the game or as part of the enigmas. They are a key tool to designing and setting the atmosphere of an escape room, but they are not indispensable either.

Material required

- Anything with a camera: a webcam, a smartphone, a proper camera...
- A screen to display one or several camera views

Possible uses

- **For the Game Master:** To improve player immersion, it may be better for the game master to be in another room, or at least that players cannot see them. In this case, the simplest solution may be to place one or several cameras in the playing area. Note that the placement of the cameras is very important so that you can follow the players' progress during the experience!
- **As part of an enigma.** Leave a camera lying around the room with a series of photographs or videos with numbers, situations, references that could lead to solve some of the clues.
- **As part of an enigma.** For example, a change in the angle of view may reveal different clues:
  - Traces left on the floor can draw a shape if viewed by a «security camera» which is displayed on a screen in the room.
  - The front and side view of an inaccessible object can be different and deliver a new clue.

Possible restrictions

- **Lighting:** Depending on the camera used, the lighting and brightness of your room can influence the quality of your image. Do not hesitate to make tests to adapt the viewing angle or the lighting in your environment.

- **QR Code:** If you want to use QR codes, your players will need to have access to a camera.

Is it inclusive for SLD?

If you are using cameras as part of your enigmas, be aware that the quality of the videos or images are good enough.