

Doors

We will call "door" any partitioning device: "normal" doors, hatches, covers...

Doors are very common in Escape Rooms. They allow you to sequence your game by making certain parts inaccessible or search phases more complex.

The way the door can be opened will influence your game:

- Is there a lock that blocks the players (influence on the sequencing of the game)?
- Do the players have to push/pull/slide the door to open it (influence on the game environment)?

Material required

- Standard door
- Chest
- Wooden boards + fixings (if you create spaces/compartments yourself)

Possible uses

- Division of the playing area (with lock),
- Blocking access to clues (with lock),
- Chest with a fake bottom (exploration phase)
- Doors can be large surfaces where illustrations/graphics/clues can appear.

Possible restrictions

- Doors are a recurrent mechanism but can also be dangerous: for example, if you create a trap door yourself, make sure that the door cannot fall on a player as they walk through it. Avoid opening the door from the top as much as possible, and if not, think about using safety catches to prevent the door from falling off.

Is it inclusive for learners with SLDs?



Doors

Doors are not a problem in terms of inclusion: it is the opening device that could be a problem. Make sure that the access is not too narrow and well-lit if there are signs on the surface. These problems can be easily detected during the testing phase.

