Diagram of experience

A diagram is a reference tool to create the structure of your Escape Room. It illustrates the links between your mechanics as well as the riddles between them. There are 2 levels to a diagram:

- **Enigmas level:** to have a full overview of the order in which the enigmas need to be solved, (see an example in the annex)
- **Mechanism level:** to manage the order in which clues and mechanisms for the solving of specific enigmas are made available. (see an example in the annex)

What software to use?

Globally, you can use any software that allows you to draw stuff. But some free-to-use platforms could also help:

- **Google Drawings:** Originally, this application was not designed for this purpose. However, this tool is easy to use, and it offers the possibility to create text in boxes and to link them together with arrows.
- **Creately:** The free version of this tool is relevant for the creation of an escape room diagram. The advantage is that it allows simultaneous use by several users (up to 5) and that it allows different styles of diagrams depending on your habits and preferences (Mindmap, Flowchart...).

Annexes

- Example - Enigma level
- Example - Mechanism level