

Conception scenario – 10 mistakes to avoid

1. Not knowing your audience before creating the game scenario: you have got to know your potential game players and their experience level.
2. Choosing an inappropriate location for the game: you could come up with the most ingenious escape room ever created, but all plans will be ruined if the story doesn't suit the space.
3. Writing a boring or dull story: the story has to be engaging and meaningful for the game players.
4. Creating much too complicated puzzles, or on the contrary, not challenging enough: make your puzzles various, interesting, and challenging, but solvable.
5. Spelling out the answer for the players: players need to feel as though they're solving everything with the minimum of help. They should have that sense of satisfaction.
6. Having the same entry and exit points: trying to figure out a way of opening the door you came in through gets old, so maybe creating a labyrinth of doors, passages, chambers and rooms within rooms is the best possible scenario, even in a school. Students could use the basement, the library, two or three classrooms or the school corridors.
7. Neglecting the main theme of the game: a bunch of puzzles in a room is boring, even if they're cleverly designed. Theming needs to be consistent down to the last detail.
8. Setting the wrong time limit: aiming for the right time limit will help you focus on making high-quality puzzles and keep your students entertained throughout the activity.
9. Lack of organization: make a diagram of the storyline to help you follow each step of the story.
10. Not testing the game before using it with your students: do a run through of the game to make sure it works.



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Full reference

Pedersen F. (2016), 18 Essential Strategies for Creating a Great Escape Room, Nowescape , August 9, Available at: <https://nowescape.com/blog/18-essential-strategies-for-creating-a-great-escape-room/>, Accessed February 26, 2021

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