

# Apocalypse No-Code on Landbot.io

## Description of the idea

This escape game was designed entirely on a chatbot creation platform called [Landbot.io](https://landbot.io). The story starts with a coder accidentally creating an AI with the mission of erasing all other no-code tools. The designer, Fer Guirao, created this escape room in 3 weekends, starting with the script, then building the experience using blocks on the Landbot platform, and ending with tests and modifications.

He used different features of the platform to build the experience:

- **Use of memes:**

One task called the “meme battle” asks player to find the right meme to match the chatbot’s clues. The function used to recognize the memes is an image recognition software using API webhook, which is integrated on Landbot and makes this possible even without coding skills.

- **MCQ and message design customization:**

The platform allows to customize the message design, but this function requires some level of coding. The MCQ function allows the bot to send a message with buttons in customizable format. The messages allow the integration of different types of content (images, videos, etc.).

- **Player ranking and tracking:**

The platform allows to gather user data, such as their name, number of clues found and ranking in the game. This allows to show players how long it took them to complete the game, how many hints they requested and their final score.

## Why is it relevant to teach languages?

- **Use of chatbots in education**

You can find a possible application of chatbot usage in the [Erasmus+ project Mr. Winston](#), although it is not meant to be a game, but more of a different approach to language learning.



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- **Various types of content**

The inspiration presented goes beyond, suggesting that you create a chatbot-based escape game which uses buttons or specific user answers to the clues, puzzles and mini-games that you would integrate. A chatbot allows to integrate various types of content which makes it an interesting tool to train the player's different skills.

- **Accessibility of chatbot creation**

By using a chatbot creation platform such as [Landbot.io](https://landbot.io), [Chatfuel](https://chatfuel.com), or [CocoHub](https://cocoHub.com), you could reach a game experience in which students would solve the puzzles by simply chatting with the bot and clicking its buttons. As it is possible to integrate text, buttons, images, sounds, videos, external links, emoji, and GIFs, this option is a great way to create a very playful virtual experience for your students!

## Full reference

Jassova, B. (2020). Chatbot Escape Room Experience: How Did We Do it? | Landbot. [online] <https://landbot.io/>. Available at: <https://landbot.io/blog/chatbot-escape-room/> [Accessed 23 Feb. 2021].

