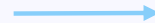E-SCAPE PUZZLE

PIC 29

TÉCNICO LISBOA

THE PROBLEM

Museums are boring

74 % of youngsters don't visit museums

Loss of connection with history and culture

Lower development of critical and creative thinking

Low information retention

*Percentages obtained in a survey of 50 people, aged between 15 and 25 years

THE SOLUTION

Combining the **gaming experience** of an escape room with **museums**.

⬇️

A **story** that connects visitors to the theme of the museum through challenges that the visitors, now players, must take on.
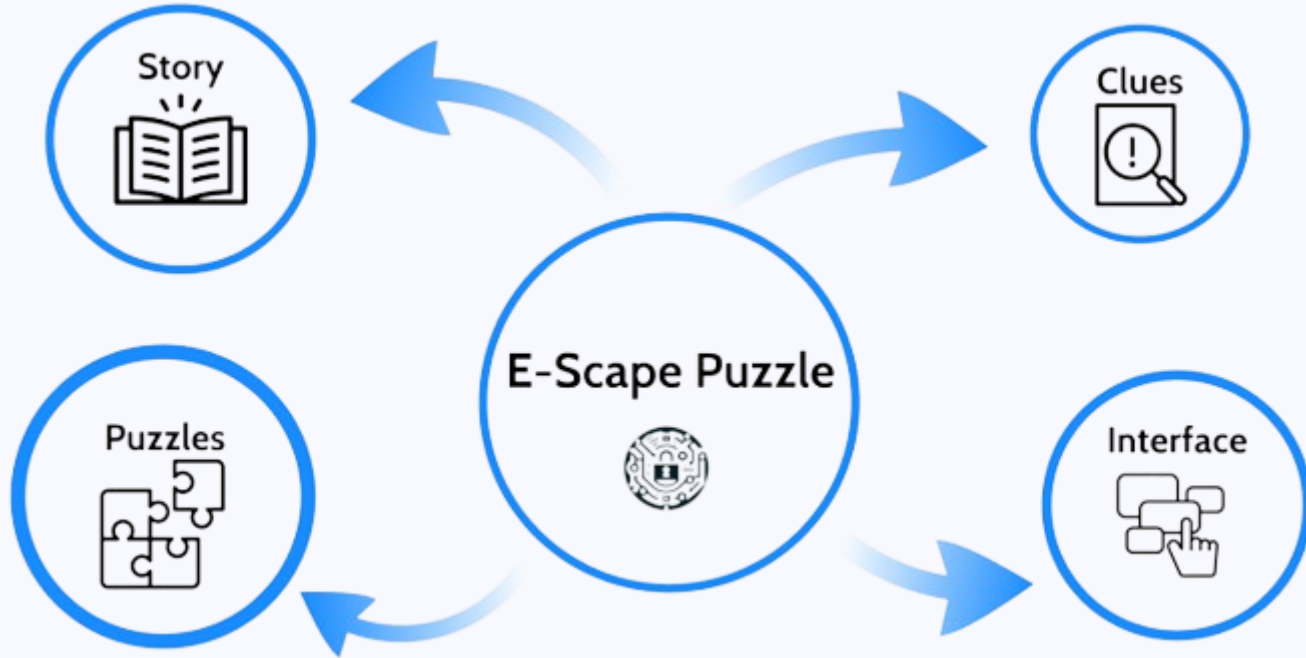
⬇️

A set of **puzzles** and **clues** that the players use to solve the challenges.

⬇️

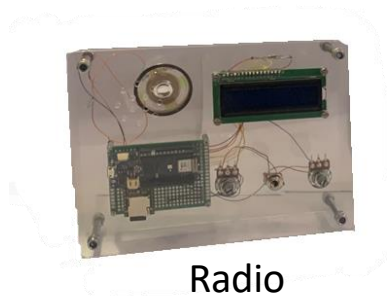An **interface** that assists the museum staff and visitors.

OUR PRODUCT

Story
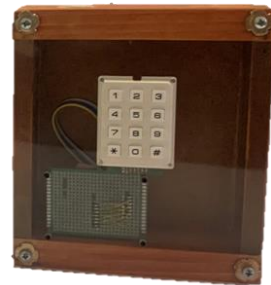
Clues

E-Scape Puzzle

Puzzles

Interface

PUZZLES

Switches

Piano tiles

LEDs

Radio

Keypad

BENEFITS

For visitors:

+ Knowledge
+ Fun
+ Memories

For museums:

+ Visitors
+ Revenue
+ Younger audience

FEATURES (MUSEUM STAFF)

Physical Adaptability
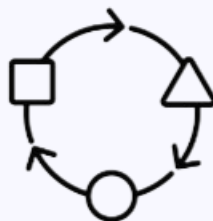
Can be incorporated into any physical space.

Adaptable stories

Can be integrated in all kinds of stories.

New day, new experiences!

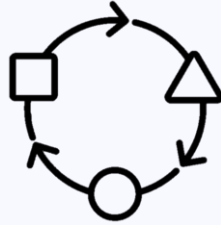Games are fully customizable.

Prepare everything in seconds

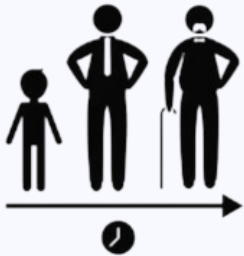Super easy and quick to setup and use.

FEATURES (VISITORS)

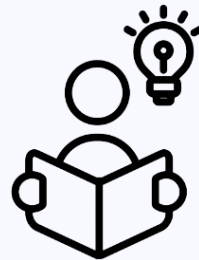**Bring Friends**

Gather a team and try to beat the game!

New visit, new experience!

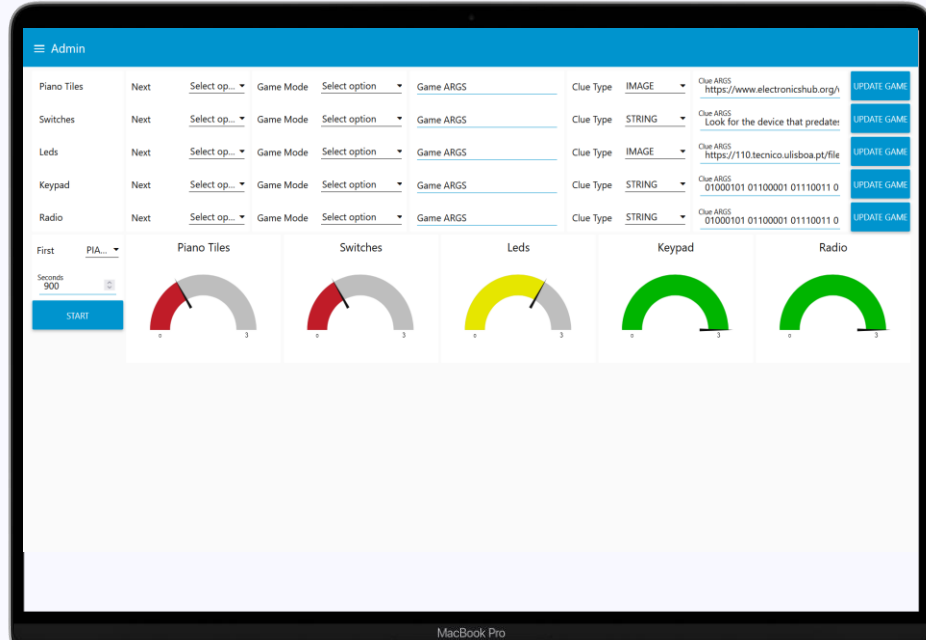A new dynamic every time in every visit.

No age gap

Educational experience adaptable for all ages.

Fun activities

Have fun while visiting a museum.

STAFF INTERFACE

Choose a story.

Define the puzzles.

Define the clues.

Track visitors' progress.

VISITORS INTERFACE

Accept the challenge?

TIME:
00:07:02

Last Results:

104.0 MHz

90.4 MHz

86.5 MHz

(...)

The radio is calling you!
Guess the right frequency!

Freq: xx.x MHz

Clue:

Progress:

-Illustrative Image

MacBook Pro
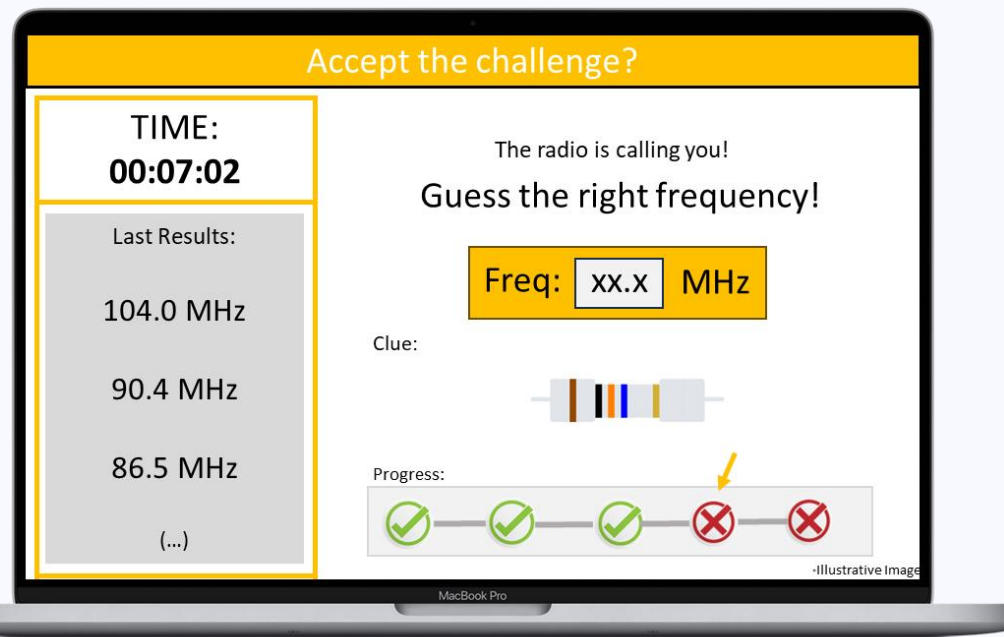
Emerge in the story

Check the clues and solve the puzzles

Keep an eye on the clock.

Use the monitor to check your progress.

PRODUCT COST

Final Product Cost

Individual Puzzle Cost

Full Pack:
- Story
- 5 Puzzles
- Clues
- Game engine

1500€

Our Recommendation!

Piano
130€

Keypad
70 €

Radio
100 €

Switch
90 €

LEDs
70 €

COMPETITORS

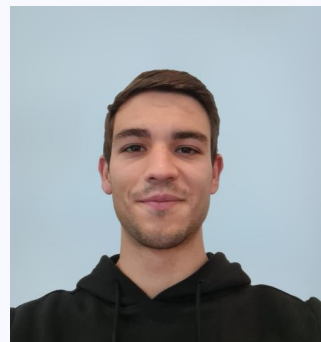|	Story	IoT Puzzles	Individual Puzzles	Customization
A+Props	✔	✘	✔	✘
Electronics for Quest	✔	✘	✔	✘
Idest Room	✔	✘	✘	✘
Escape Room Doctor	✔	✔	✘	✘
E-Scape Puzzle	✔	✔	✔	✔

MEET THE TEAM

Rafael Santos
Team Leader

Gonçalo Baião
Software Engineer

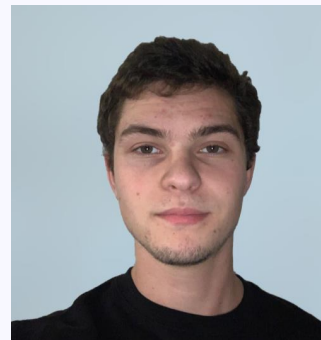**Gonçalo Firme**
Hardware Engineer

Tiago Nóbrega
Building Manager

Gil Jardim
Design Manager

Rodrigo Campos
Marketing

OUR WEBSITE

Website: http://web.tecnico.ulisboa.pt/ist1103318/index.html

Blog: http://web.tecnico.ulisboa.pt/ist1103318/blog.html

Video: https://www.youtube.com/watch?v=P85O_Xge6aE
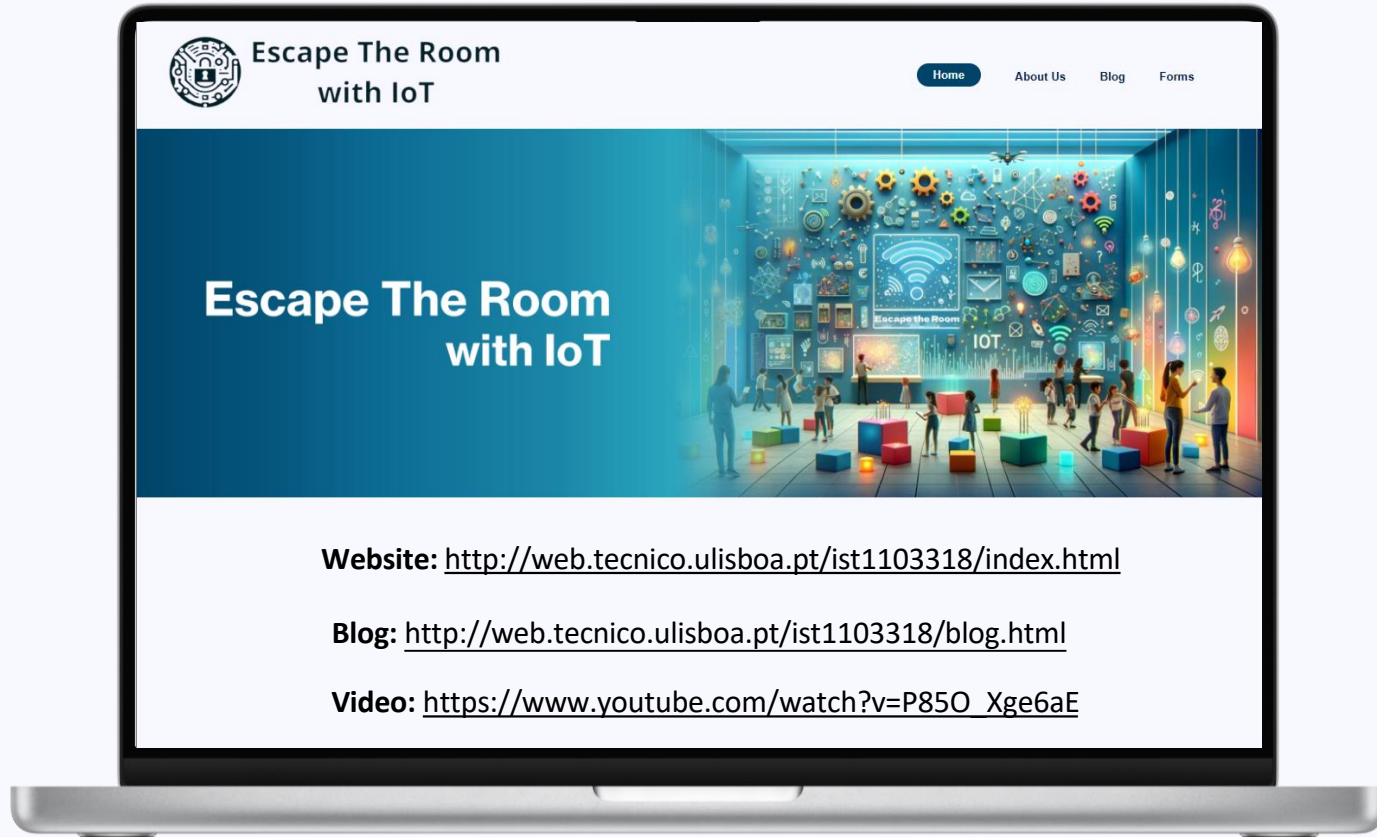
INDIVIDUAL CONTRIBUTIONS

Building
   Building the puzzle boxes
Design
   Design and dimensions of puzzles
    Designing the puzzle layouts
Hardware
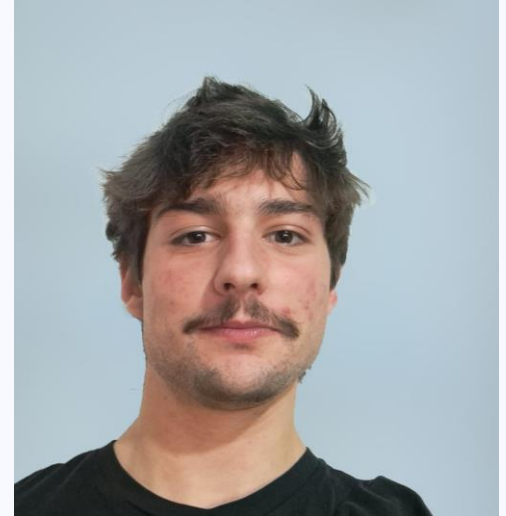   Contribution to the final assembly of the circuits
   Material sorting for hardware
Marketing
   Conducted interviews
Others
   Made the "Escape Room" story

Rafael Santos
Team Leader

INDIVIDUAL CONTRIBUTIONS

Software

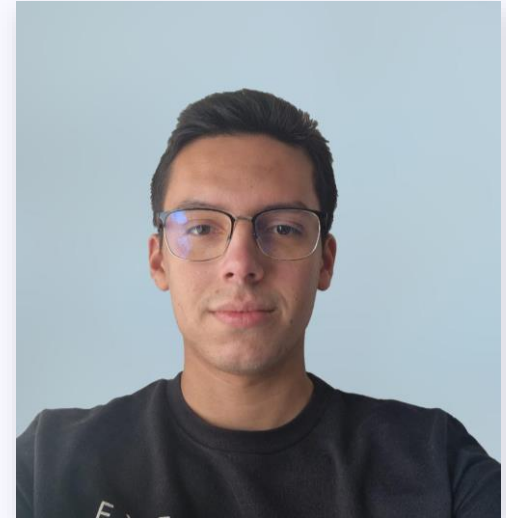Development of the Website in HTML+CSS+JavaScript
Development of the STAFF+Visitors Interface in Node-RED

Hardware

Contribution to the final assembly of the circuits

Marketing

Contribution to the editing and filming of the video

Gonçalo Baião
Software Engineer

INDIVIDUAL CONTRIBUTIONS

Hardware

Material sorting for Hardware
Design and build final electrical circuits

Software

Website Content
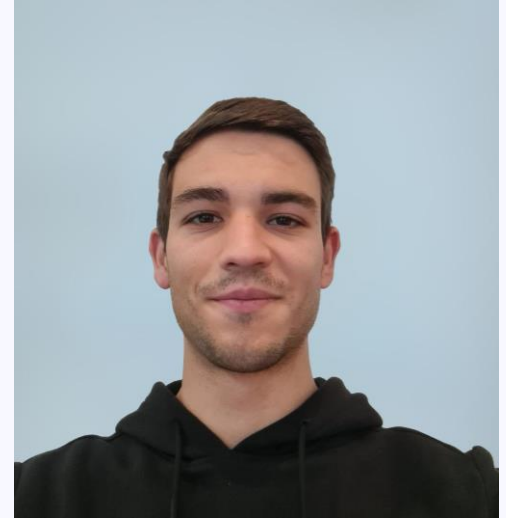Code Development for each puzzle

Design

Design and Dimensions of puzzles
3D Modelling of the puzzles

Building

Cardboard prototype assembly

Marketing

Content for Mid-Presentation, Pitch-Deck and Poster

Gonçalo Firme
Hardware Engineer

INDIVIDUAL CONTRIBUTIONS

Building

Designing the puzzle layouts
Material sorting for construction
Building the puzzle boxes

Hardware

Contribution to the final assembly of the circuits
Help with some electrical diagrams

Marketing

Contribution to some evaluation materials - poster, video.

Tiago Nóbrega
Building Manager

INDIVIDUAL CONTRIBUTIONS

Design
   3D Modelling of the puzzles
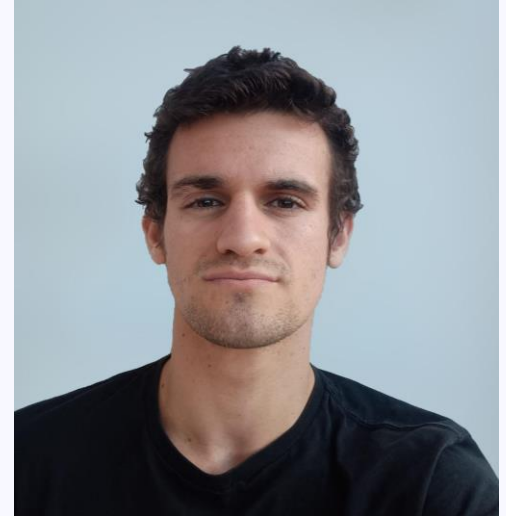   Design and dimensions of puzzles

Hardware
   Contribution to the final assembly of the circuits

Building
   Cardboard prototype assembly

Marketing
   Conducted interviews
   Content for Poster, Video and Pitch Deck

Gil Jardim
Design Manager

INDIVIDUAL CONTRIBUTIONS

Hardware

   Contribution to the final assembly of the circuits

Marketing

   Made the Mid-Presentation, Pitch Deck, the final Pitch Deck and Poster.
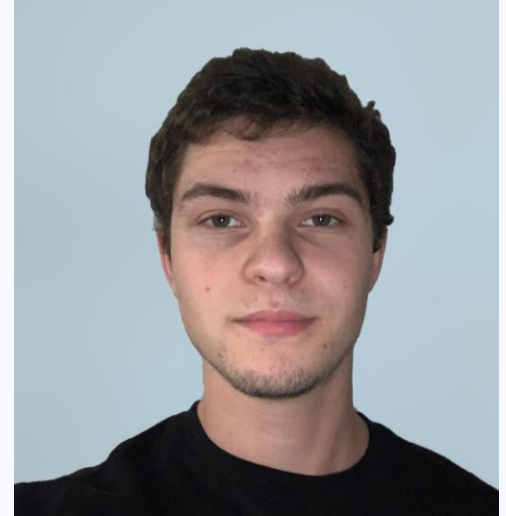   Wrote the weekly posts for the blog.
   Took photos throughout the various stages of the project.
   Conducted interviews.
   Filming and video editing.

Building

   Help with some cardboard prototypes.

Rodrigo Campos
Marketing