



# Interreg North Sea Region CATCH

European Regional Development Fund



EUROPEAN UNION

## Game Design Document

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### Adapt or BTrapped - Climate escape room

**Project:** Adapt or BTrapped - Climate escape room

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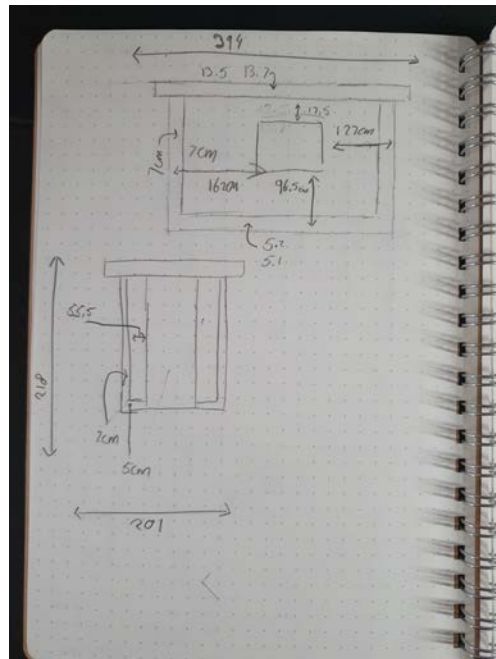
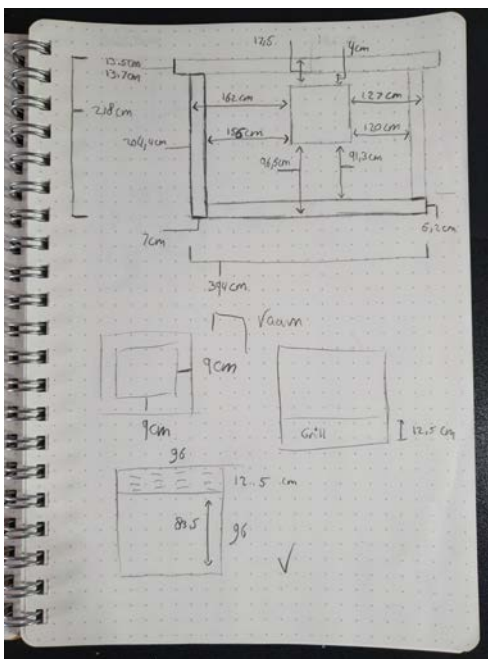
# 1. Introduction

In the following Game Design Document, we will describe all aspects of this project from a creative point of view. There will be an explanation about the ideas, background and realization of each part of the project to give insight into the making and allow future teams to get a better understanding of the workings of the escape room.

## 1.1 General information

The escape room is located in a transportable trailer that has two windows and one door. Its proportions are 3,94x2,18x2,01m. To transport it there is no extra license needed. (see „Kentekenbewijs en certificaat.pdf“ and „infoblad-s4\_Harmsen\_Groep.pdf“)

Inside the trailer an extra wall with a sliding door has been installed.



## **1.2 Languages**

This escape room has been designed to be playable in two languages: Dutch and English. Therefore the clues are available in both languages, as are the articles (not yet final version) and voice over. Since the escape room will be used in the Netherlands, the headlines on the outside of the trailer are only in dutch.

## **2. Context**

### **2.1 Climate Change**

As climate change we understand the change of global and regional weather patterns since the mid 20th century. The main cause of this is the increasing level of carbon dioxide in the atmosphere created largely by the use of fossile fuels. A consequence of climate change is global warming, which means that the average temperature of the earth is rising. This leads to a range of serious problems such as species extinction, natural disasters and irreversible damage to biospheres of humans, flora and fauna alike.

As humans it is our responsibility to take action to slow climate change down and at best stop it entirely (this is call mitigation), since we are responsible for it in the first place. And as much as governments have to take big steps to make that happen, each individual has a responsibility to make the small steps that they can. But we are also already facing more and more natural disasters, extreme weather events and irreversible changes all over the world which means we do not only have to mitigate but adapt as well in order to survive.

This topic is often difficult to approach and can be overwhelming, which leads to resignation and stagnation. So it is a crucial task to teach people about climate change and adaptation, and motivate them to take action even just on a small scale in their own garden. With that thought the idea of a „serious climate escape room“ has emerged, where the goal is not only to entertain but to educate and motivate.

For this project „Adapt or BTrapped“ a mobile escape room was created and following the thought behind it every aspect of it tries to capture the topic it wants to teach about. It already starts with the outside design with headlines to articles that report about past and possible future events related to climate change. You have to use clues, that give you ideas of consequences of climate change and how to adapt, to solve the puzzles and the story transports you into a future scenario that shows you how important adaptation is.

### **2.2 Relevance for Zwolle**

The project „Adapt or BTrapped“ is part of the lager European Interreg project *CATCH: Water sensitive Cities: The Answer to Challenges of extreme Weather events*. The goal was to create the first version of a physical mobile escape room to inform the residents of

Zwolle on climate change and climate adaptation.

Zwolle is a midsize city in the IJssel-Vecht-Delta and has already faced many extreme weather situations, like floods, in the past due to its location. The city is located between several water bodies, so water can become a threat from 5 sides. In the future climate change will not only bring heavy rain falls and storms but also extreme heat and droughts. The municipality of Zwolle wants to teach people with this escape room about the changing climate and what everyone can do by themselves to adapt to extreme weather. The goal is also to encourage people to work together and find ways to work as a neighborhood towards better climate adaptation.

The assignment was to improve and finish the work that had already been done and bring the escape room to the city of Zwolle.

### 3. Logo

#### 3.1 Idea

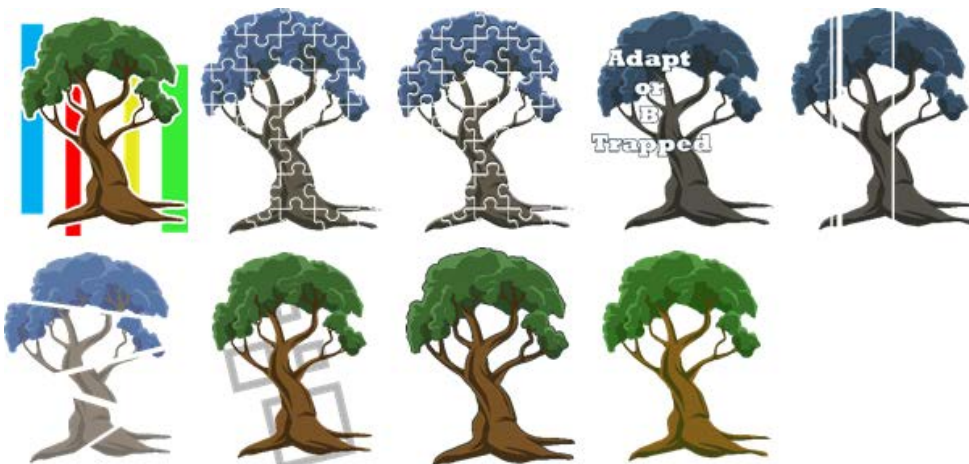
When we took over this project, the previous team had created a logo, as you can see below. Together with the client we continue to work on it and improve it.



The client liked the general idea of the old logo. They did not want something with a lock or anything in that direction, because it had a too negative implication for them. Since it is an escape room about climate change and therefore nature, they liked the focus on the tree.

#### 3.2 Process

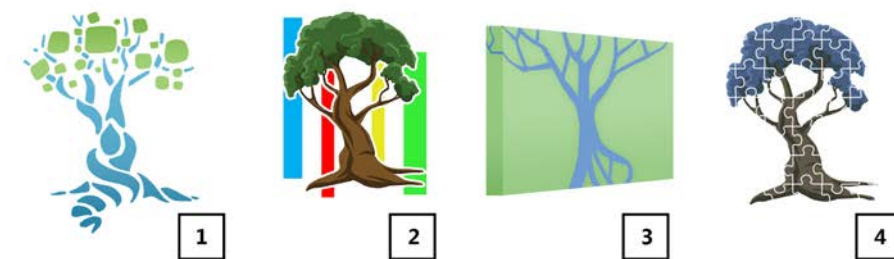
With this idea of a tree as the main object of the logo, we started to make different concepts for what the logo could look like. For that we created a graphic of a tree and then varied the colors, background elements and arrangement. Below, you can see some of our designs.



After getting feedback from our client, we started to work in some other directions as well and tried some more different things. At that point we had many possibilities and it was getting a little out of hand, so we decided to get some more external feedback. We had a



delegation of the Municipality of Zwolle over for a test session of the trailer at the beginning of the project, so we used that opportunity to also ask them about the logo. We created a small survey for them to fill in:



Naam: .....

Welke logo design vind je het mooist, en waarom?

Ik vind nummer: ..... mooi omdat, .....

Welke logo design vind je minder mooi, en waarom?

Ik vind nummer: ..... minder mooi omdat, .....

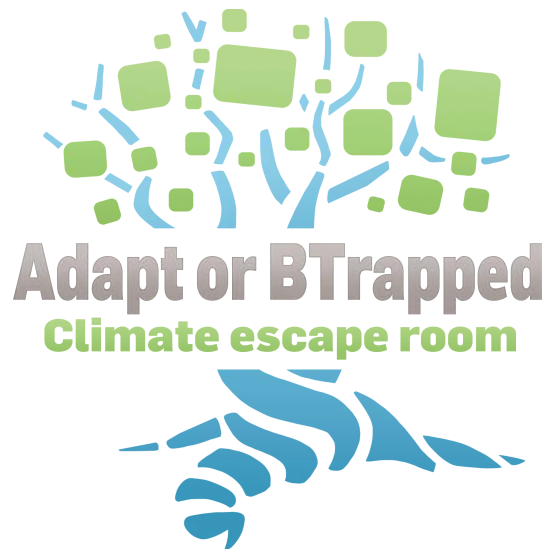
In that survey the logo number 1 got very clearly the best feedback and the client like that option as well, so we went with it.



### 3.3 Final

Now we had the final version for the tree-part of our logo. The thought behind it is that it can be seen as a tree but also as a river delta and with that combines the aspects of plants and water and draws the connection to the location of Zwolle.

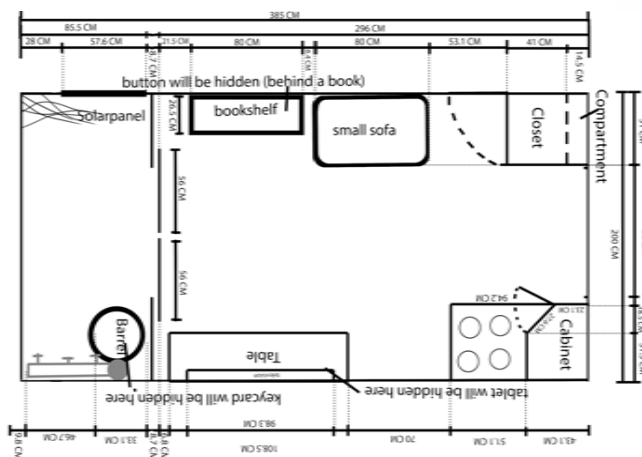
With that done we still needed to create a version that incorporated the name. It was important that the name of the escape room “Adapt or BTrapped” was more prominent than the “Climate escape room” and was spelled the right way. Another issue was that it had to be well usable in black and white as well. For that we went through several feedback loops with the client until we finally arrived at the version you can see below.



## 4. Inside design

## 4.1 Idea

We started with the ideas of the previous group and based our work on what they already compiled. The general direction was to create a somewhat futuristic tiny home stile interior. For that the color gray, green and blue and light wood were suggested.



## 4.2 Process

Based on this idea we created 3 new concepts. The client preferred a realistic home with slight futuristic influences rather than a complete SciFi design. So we did our best to incorporate that. There was also the idea of a big poster for one wall that shows characteristic and futuristic view of Zwolle. This idea has not been realized, but would be a good addition.



The inside of the trailer is divided into two parts by a wall with a sliding door. At first the small compartment was meant to be a control room, but we changed it into a kitchen, because it makes more sense to have a kitchen in a tiny home rather than a control room.

Once the floor plan was approved, we started making a list of furniture and decorations we would need for the design. Most of the items used were bought from *Ikea*.

30	<b>Interior</b>			
31	Product:			
32	Norden NN	€179,00	1	€179,00
33	Kullaberg burst	€49,95	2	€99,90
34	Bekväm	€12,95	1	€12,95
35	Fejka	€4,99	1	€4,99
36	Nypon sierp 19	€7,99	1	€7,99
37	Ryet led GU10	€3,99	1	€3,99
38	Fejka	€39,95	1	€39,95
39	Alkalisk NN alk	€1,99	5	€9,95
40	Hektar	€24,95	1	€24,95
41	HO Mix Meister polar	€17,95	1	€17,95
42	Schildersset FSC 9 D	€8,95	1	€8,95
43	Kwastset & Roller 8-	€8,95	1	€8,95
44	Verfbak 11 x 26 cm	€1,39	2	€2,78
45	Schildetsoverall L-X	€3,25	1	€3,25

The plan was to paint the wall and put the wallpaper on as well, before we would buy the furniture and decoration. We would get the furniture from *Ikea* and 'homely' decorations from thrift stores.

#### 4.3 Realization

When the floor plan was accepted, we went to *Hornbach* to get paint for the inside walls. We chose the teal color that the previous group already used in their design concepts and that was liked by the client for the big walls. The gray wallpaper for the small walls was only put on later, because we where stuck at home due to COVID-19 and only the developers could access the trailer. In the end our developers had to apply the wallpaper as well.



When the walls were finished (except the wallpaper), we made a trip to Ikea to buy the furniture. We put the items together, placed them inside the trailer and secured them, so they would not move when the trailer is being moved around.



Sadly, we did not have enough time to go to a thrift store for the extra decorations, because of the COVID-19 lockdown. So in the end we managed to give the escape room a homey feel that could still be improved by some further decorations.



## 5. Exterior

### 5.1 Idea

First we thought about our possibilities to create a design on the outside of the trailer. Generally there were two options: Paint on it or use printed sticker foil. We fairly quickly decided to go with the sticker foil, since the print shop at Cibap (the location we were working at) offered this for a good price including the application and because it would give us more options to explore. With the method of how we would get our design on the trailer walls decided, we now had to think about the design itself.

In the beginning we mostly went with our own ideas and started with some basic sketches with our own vision for it. We tried to make some mood/style boards but they were not fitting with our ideas and vision, so instead we started with what we had in our heads. One demand by the client was that they wanted a sort of timeline on the outside with climate and weather related events that had already happened and some that were made up but could happen.

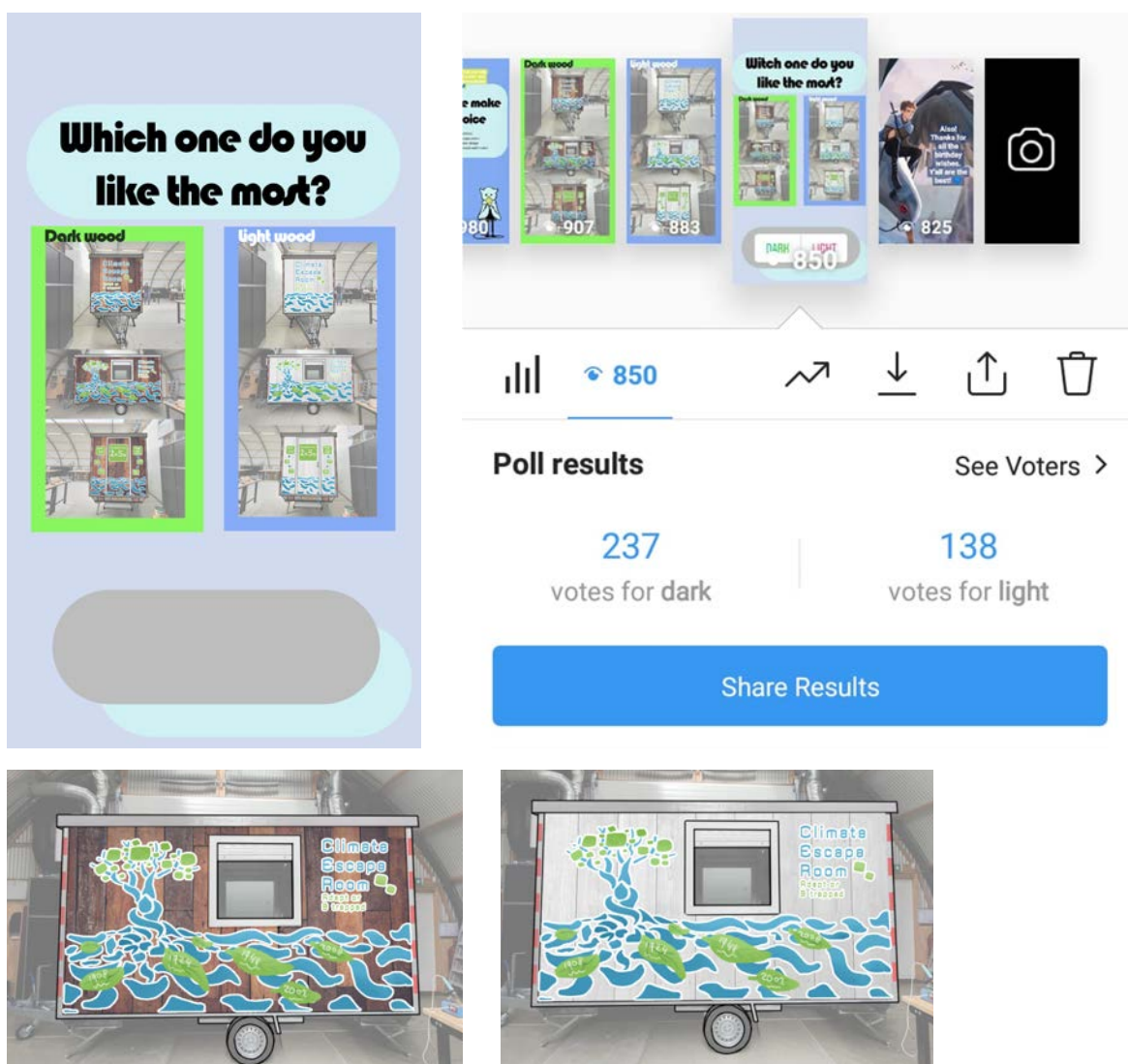


We used themes like nature, houses and industrial to base our sketches around. Later on, when we had a few solid sketches (see above), we asked for feedback and then changed our designs based on the given feedback. In the end Jesse's main concept fitted best with the vision of the client and our team (see below), because it incorporated the logo very well and focused on the water aspect that we were also going to focus on in the story for the escape room.



## 5.2 Process

After we figured out our main idea and sketch for the trailer, we continued to expand on that design. One of the bigger changes in our process was the adding of the logos, the incorporation of the spaces for the articles and making the design for the smaller sides of the trailer add up with the main concept. That there should be space for the logos of the partners of this project was also a demand by the client. At first we struggled a bit with that but then we found a solution. The trailer has a window on each side and these windows have blends on the outside that can be opened and closed. We decided to use that space for the logos, because it would be unused otherwise and this way the logos would be well visible but not interrupt the rest of the design. We went through several feedback loops with this main idea and over time things, like a wooden background, were added. For feedback we mostly consulted our client but also made an online survey (see below) for the background and had some other outsiders give comments and suggestion, so we could get different perspectives on what we were doing.



### 5.3 Realization

When the design was more or less set, we had to create the actual design files that would later be able to be used for printing. For that we worked in Adobe Illustrator. There we had to create files with the proper sizes of the trailer and recreate the design we had in mind as vector graphics, so they would have a proper quality for printing. Over the time we kept getting feedback from our client and some things still changed, for example the logo of the escape room. We also decided to only use headlines on the outside of the trailer for the timeline and incorporate QR codes with which people could find the full articles. The headlines on the outside are in dutch, because it will be mainly used in the Netherlands around Zwolle, but a dutch and a british flag under the QR code indicate that the articles are available in dutch and english. The QR codes are not included in the main design, only their designated spot where they can be added later as separate stickers. The template for the QR codes can be found in the assets of the project (see „QR\_Template“). We also left some room for additional logos of partners that might join in later on.

The printing was supposed to be done by the print shop at Cibap and students of Cibap were going to apply the stickers to the outside. That did not work out, so when The Great Escape took over, they made sure it was printed and applied by a company in Zwolle.

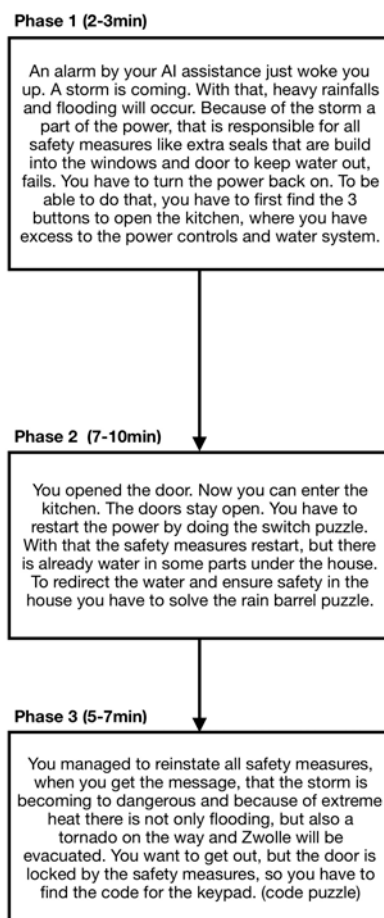




## 6. Story

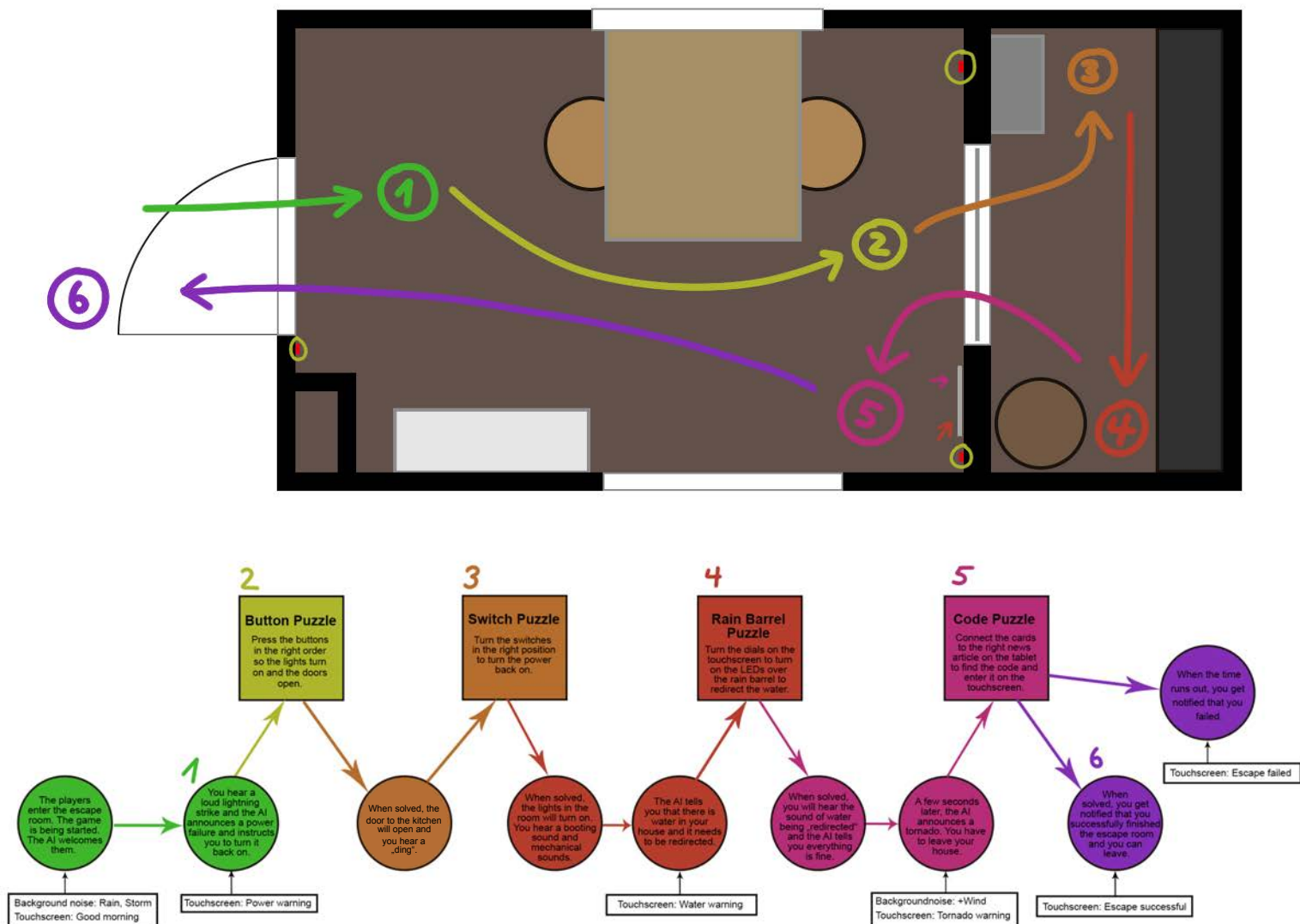
We started to work on the story with what the previous group had created. We kept the initial idea of a heavy storm causing a power failure and added the threat of flooding, since that is a present problem in the area of Zwolle, because of its location. It is also an aspect that people can relate to and imagine happening, because it already has happened, so it becomes more realistic and believable. The power failure is only a partial one that affects the part of the system that is responsible for special safety measurements. With that we can justify why there are still lamps on and other electronics still work in the escape room in the beginning. In the end the player has to escape, because a tornado is headed for the city. This is also an element that takes up events that have already happened, since there already has been a tornado in the Netherlands and it is plausible that, as climate change worsens, weather events like that do too. You can see a flowchart of the story below.

Finally, we also added an Artificial Intelligence (short AI) to the story that serves as the assistance in the tiny home that the player lives in, in the game. This AI guides the player through the game and story and adds a futuristic element.



## 7. Puzzles

The escape room has 4 puzzles that the player has to solve within 20 minutes in order to successfully complete the game. The game is designed in a way that all puzzles have to and can only be solved in their intended order. In the following ground plan and flow chart you can see the order and location of the puzzles:

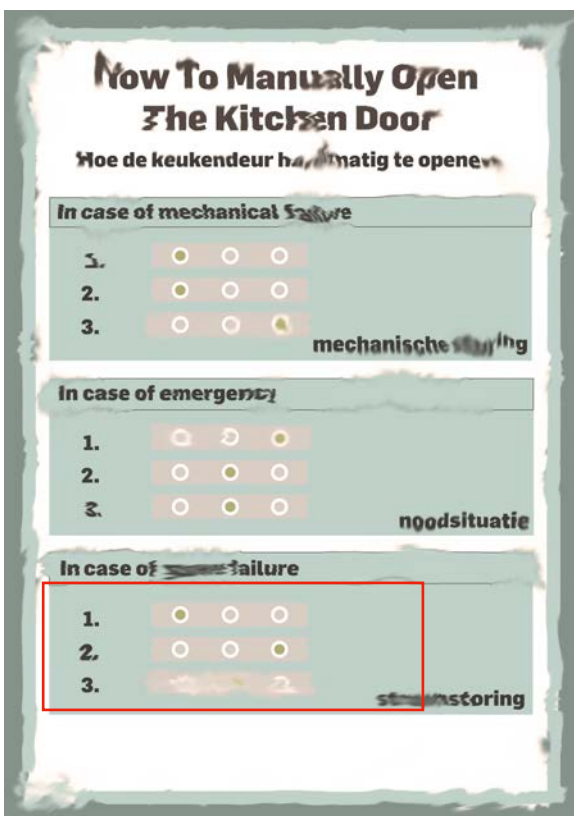


An important note on the puzzles is that they have not been properly tested, because of the COVID-19 lockdown and therefore we cannot say, at this point, whether their difficulty is appropriate for the given time.

## 7.1 Button puzzle

This puzzle is the first puzzle that the player has to solve. The AI tells the player that part of the power is off because of the storm and the player has to get into the kitchen and turn the power back on there.

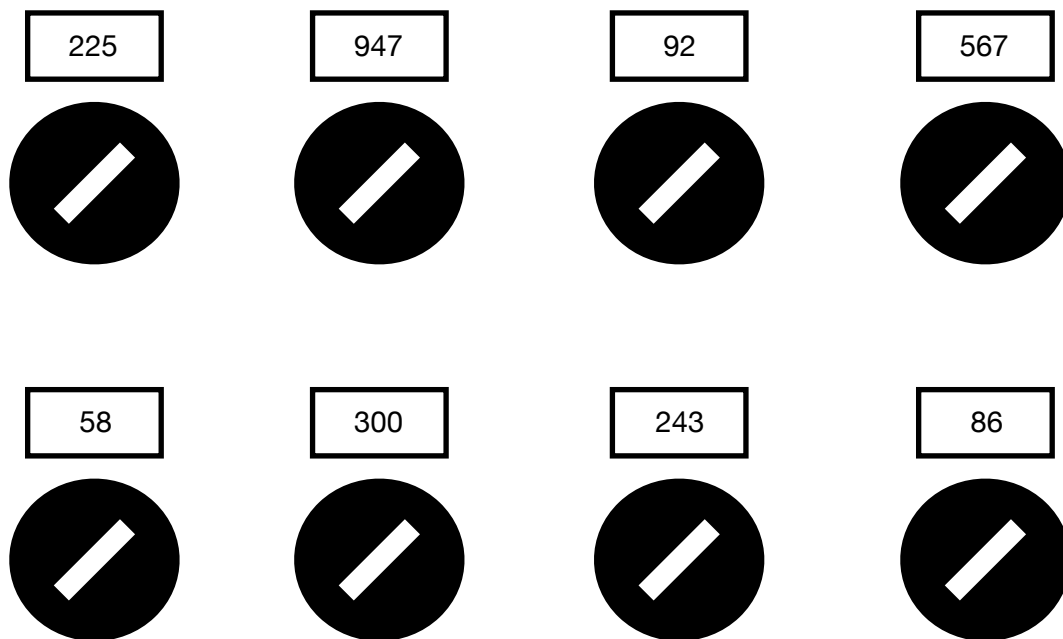
There are 3 lights and 3 buttons. The buttons have to be found and each of them turns on one light, while pressed down. The player has to figure out in which order to press the buttons to open the door to the „kitchen“.



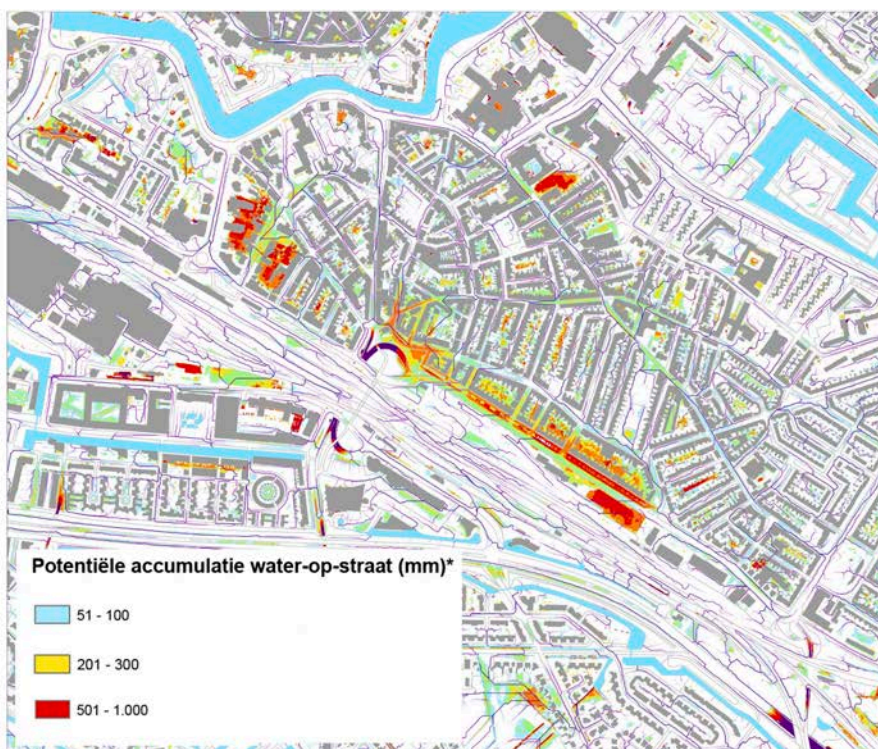
There is a poster that gives a hint to the right order. The right order is the last suggestion on the poster, which is not entirely identifiable to make it a little bit more difficult. To open the door the left light has to be turned on first, then the right light and then the one in the middle.

## 7.2 Switch puzzle

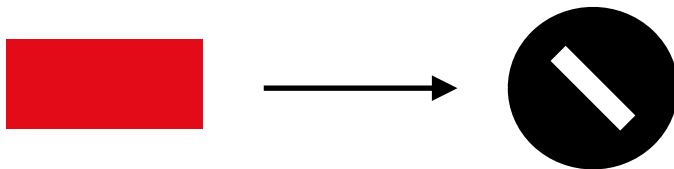
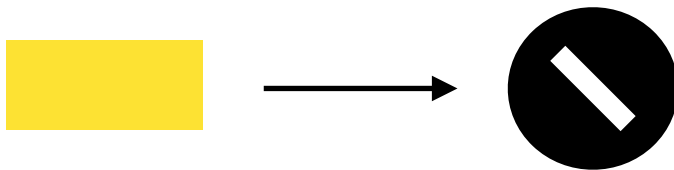
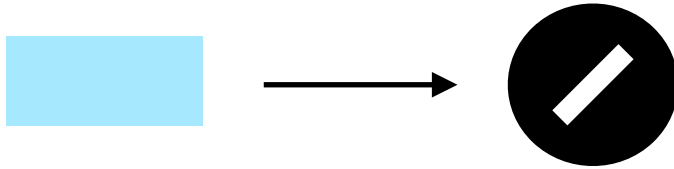
For the second puzzle the players have to turn the switches on a control box in the “kitchen” to the right position and then press the button on the control box. In the beginning the switches are all in the same position:



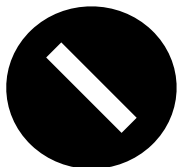
There are two clues that help with finding the right positions for the switches. These clues are hidden in the trailer. The first one is a map that shows the accumulation of water in case of heavy rain falls in Zwolle:



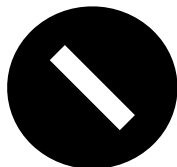
Each switch has a number over it. This number can be matched to the numbers on the map and with that to one of the three colors blue, yellow and red. When the player has figured out the color they can figure out the right position of the switch with the color and the second clue:



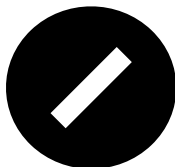
225



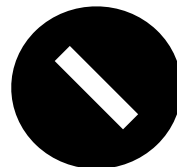
947



92

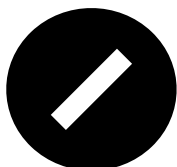


567

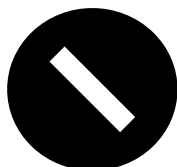


The puzzle is solved when the switches are in the following position:

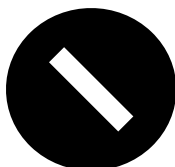
58



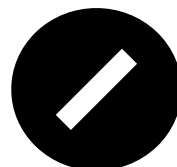
300



243



86






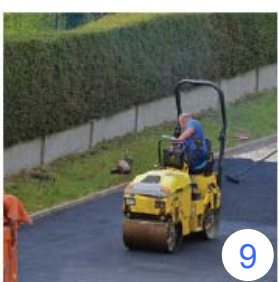
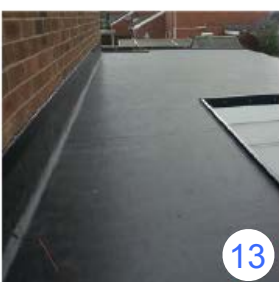
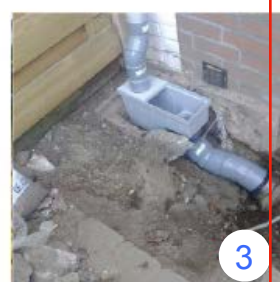

### 7.3 Rain barrel puzzle

For this puzzles there are three components: 3 rows of LEDs above the rain barrel in the “kitchen”, 3 dials on the touch screen in the main area of the trailer and 3 clues in the main area.



With the dials on the touch screen, the LEDs can be turned on. In each row a certain number of LEDs (0-15) has to be turned on. How many LEDs have to be turned on, the players can figure out with the clues. Each clue is for one row and has 4 pictures that show measures which you can take to make your garden/home more climate friendly. These pictures have a number assigned and the player has to pick the measure that is the best to find the right number of LEDs that have to be turned on:

Row 1:

	 <p>Leg asfalt in je tuin Asphalt in the garden</p>	 <p>Platten daken Flat roofs</p>	 <p>Sluit regenwater op het riool aan Connect rainwater to the sewer</p>	 <p>Regenton Rain barrel</p>
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Row 2:

 <p>14</p>	 <p>5</p>	 <p>11</p>	 <p>7</p>
<p>Open verharding met kruipthijm</p>	<p>Tuinschuttingen als regenton</p>	<p>Daktuin</p>	<p>Regenwatervijers</p>
<p>Open pavement with creeping thyme</p>	<p>Garden fences as a rain barrel</p>	<p>Roof garden</p>	<p>Rainwater ponds</p>

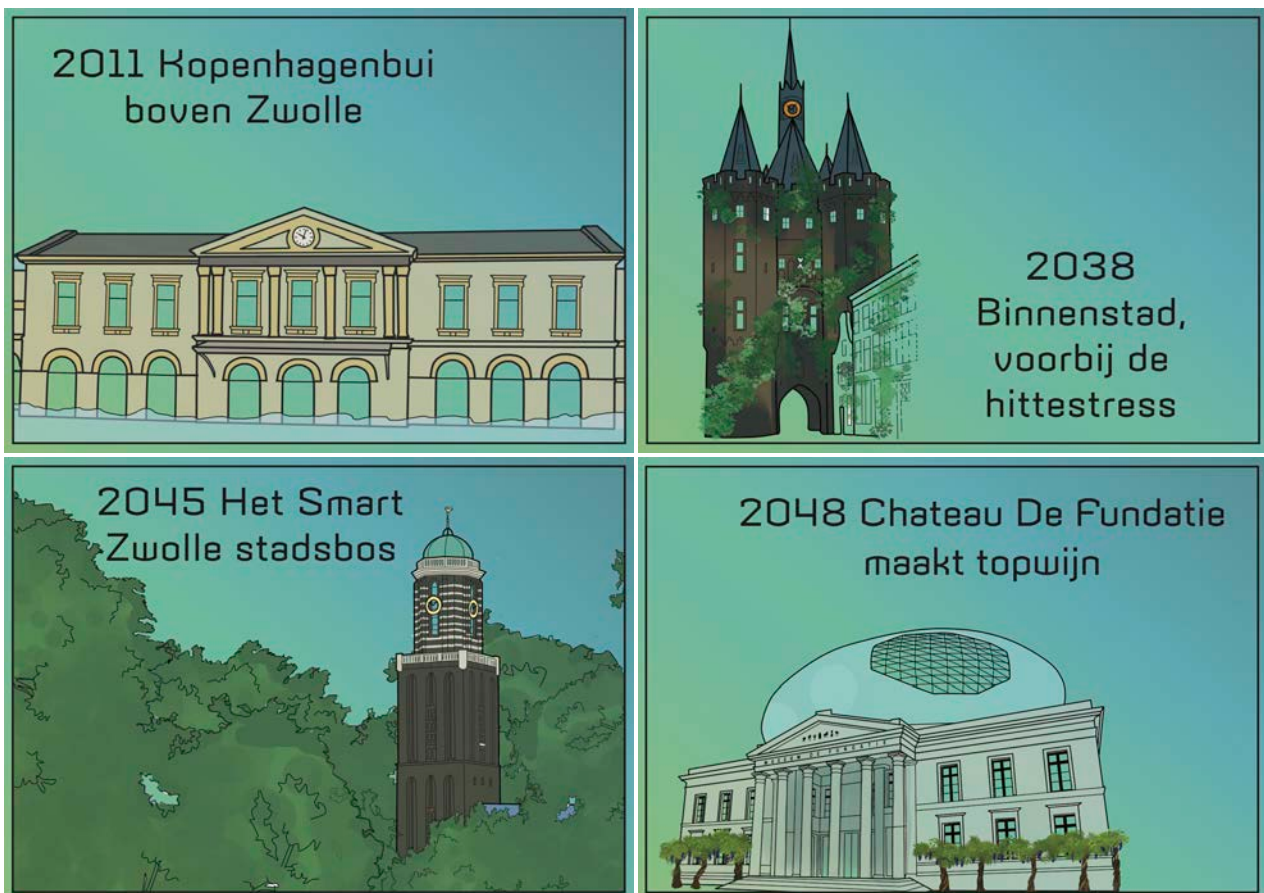
Row 3:

 <p>3</p>	 <p>15</p>	 <p>4</p>	 <p>10</p>
<p>Geveltuin Facade garden</p>	<p>Tegels eruit, groen erin Tiles out, green in</p>	<p>Regenwaterinfiltratie Rainwater infiltration</p>	<p>Vergroen de helft van je tuin Make half your garden green</p>

## 7.4 Code puzzle

This is the puzzle we mostly added ourselves, after we decided not to continue with the Augmented-Reality puzzle of the previous group, because the developers did not have the time to implement that. However, we still wanted a bit of the technical part incorporated in the puzzle, so to complete the puzzle the player still needs to use the tablet in the trailer.

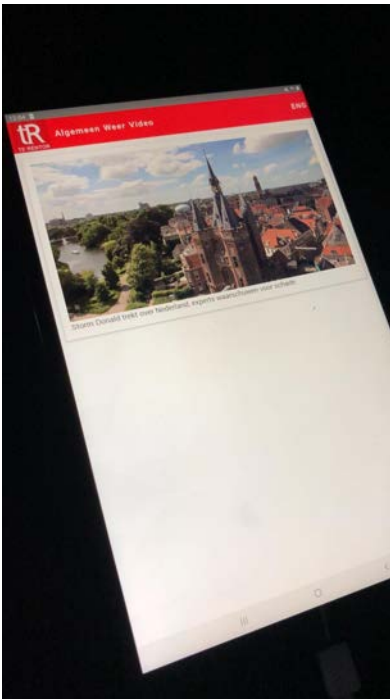
For this puzzle four cards were created, that will be hidden through out the trailer, that have big monumental places of Zwolle on them, such as the train station, the Sassenpoort, the Peperbus and the Museum De Fundatie:



These cards have titles on them that connect to a certain article/story that the player can find, if they access the tablet. On the tablet the player finds a news app that shows these articles.

The player has to find the connection between the image and title on the card to find the fitting article on the tablet. Once the player has done that, they will have to read the text. Within the text, about weather events that either have happened or could have happened in the future, a number will be colored and the player has to collect all four numbers hidden in the articles to create the code to escape the room. The order in which the numbers form





the code is determined by the years of the articles. The first number of the code is the one from the oldest article, the second from the second oldest article and so on. The following numbers will be found in the articles and be the code: 5-8-6-3

The code can be entered on the touchscreen in the wall of the escape room, where the keypad appears, after the AI announces there is a tornado headed for Zwolle and the player has to find a way out of the trailer.

## **8. Voice over and sound effects**

While writing the story, we decided to kind of simulate an Artificial Intelligence that serves as the assistant of the player during the game by stating facts about what is happening that we cannot show otherwise and giving hints on what is to do next. It is not a real AI but a voice over that is being controlled by code and is being triggered at specific times and events.

To create atmosphere in the escape room and make the experience as immersive as possible, we also decided to use sound effects.

### **8.1 Script**

The first thing we needed for the voice over was of course the script. We started with the english version and oriented ourselves on the puzzles and story while writing. We needed an introduction to the situation the player finds themselves in, transitions from puzzle to puzzle and of course a conclusion. The conclusion we only added later, when we realized that we had no proper ending when the last puzzle was solved or the time ran out. We also added to the script what sound effect should play when, to have an overview over all our audio components and for the developers how to implement them.

After we were done with the english version we translated it into dutch.

### **8.2 Recording**

The first recording that we did was in the studio of Cibap. We acted and recorded the english and dutch voice over ourselves. Unfortunately we had made a mistake with the program, we used Adobe Audition, while recording and noticed only later that the quality was not good enough to be played in the trailer. At that point we were already in lockdown due to COVID-19 and did not have the possibility to go back to the studio and try it again. Luckily, we managed to record the voice over again from home and the quality turned out better. The english version we recorded with audacity. The dutch version was recorded by a student outside of the team, because none of the dutch speaking team members had a good enough microphone at hand to record it from home. As part of that re-recording we also changed some phrasing in the dutch version.

### **8.3 Sound effects**

For the sound effects, we needed several different sounds such as rain, thunder storm, an alarm sound, a sound for solving the puzzles and a few others. Since we did not have the knowledge or possibilities to create our own sound effects, we started researching for stock sound effects online. We decided to buy our sound effect at Epidemic Sound, because the price was good, the effects good quality and we found everything we needed there.

### **8.4 Editing**

Finally, we had to edit the voice over and sound effects. We did this in Adobe Audition. The voice over and the sound effects were put in different lanes and their volume was adjusted, so that all components were properly balanced and fitted together. After that we exported everything separately as MP3s, so the developers could implement the files and trigger them individually.

## 9. Designs for the touchscreen

In the trailer there is a touch screen installed that serves as an interface to give the AI a visual component and is part of two of the puzzles.

In the beginning the touchscreen shows the logo of the escape room and allows the player to select a language, chose a team name and start the game.

After the game has started, the touch screen will show icons that indicate aspects, such as temperature, humidity and remaining time, and small animated videos that support what the AI has said, so the player gets an indication of what is happening on a visual level and not just via audio. Furthermore there will also be shown dials and a keypad that the player has to interact with to solve two puzzles.

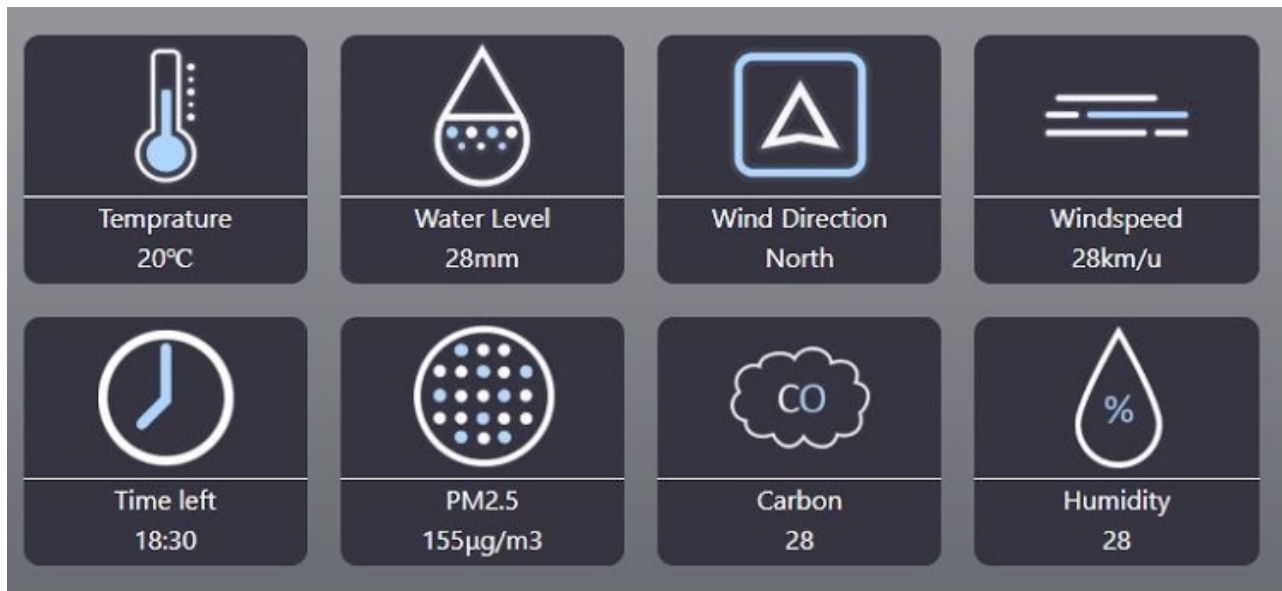
In the end there will be a screen where the players can see their time and how they did in comparison to other players.



The colors for the touch screen are kept in gray and blue tones with green accents to be consistent with the overall design of the escape room. The background is also dynamic and reflects the weather situation of the story.

## 9.1 Icons

We created 8 icons that are used on the touchscreen to show temperature, water level, wind direction, wind speed, humidity, remaining time, carbon monoxide level and PM2.5. These icons are simple depictions and are designed in white and light blue to match the general theme of the escape room and its design.



## 9.2 Animations

We also created 10 small animated videos with Adobe After Effects. These videos are connected to what the AI says. For example when the AI warns about the power failure, the video changes to an animation of the word “Warning” written in red, blinking and behind it is a lightning bolt to indicate the connection to power. When the warning is about flooding, it changes to a raindrop and when the AI announces the tornado, it changes into a pictogram of a tornado. The first video is a little longer and stays on there for a fixed time. The following animations include a fade from one symbol to the next and then a loop when it is not clear how long it will be shown, because it depends on how long the player takes for a puzzle. These videos are triggered by a certain time or event such as a puzzle being solved, like the voice over and sound effects.

## **10. Safety**

We made a few decisions to increase the safety of the escape room. First, the door of the trailer will not be locked while players are inside, so in case of an emergency the trailer can be accessed or left as quickly as possible. Second, the sliding door inside the trailer will only be closed in the beginning with no person in the smaller part of the trailer, for the same reasons as the first point and to lessen the risk of triggering claustrophobia. Third, there are cameras installed inside the trailer and linked to a tablet, so the supervisor of the trailer always knows what is happening inside, so they can react quickly in case of emergencies or vandalism. And last, there is a fire extinguisher and a first aid kit present in the trailer. These are the things that our team could realize in the scope of our part of the project. There are a few other aspects that will have to be addressed. More about that is written in the Transfer Document.

## **11. Teaser trailer**

Our client also wanted a teaser trailer to promote the escape room and show the players before they enter to set the mood for the escape room. At first we tried to come up with some ideas and possibilities to realize that. We quickly noticed though, especially after the situation changed and we had to deal with COVID-19, that creating such a video would be more than what we could do in our time working on the project and that we lacked the skill to successfully do it alone. Luckily, we found an independent film maker located in Zwolle named Fokke Baarssen of Cosmic Visual. We found him through the help of the Great Escape, a company that creates escape rooms and is located in Zwolle that also gave us advise during this project. So we handed over our ideas and sourced that task out.

## Appendix

### Asset List

Folder	Subfolder	File name	File type	Comment
Sound	AuditionFiles	Voice_SoundEffects_Order	.docx	
		Voice_SoundEffects_Order	.pdf	
		VoiceOver_dutch	.sesx	
		VoiceOver_english	.sesx	
		Conformed Files	folder	nessesary for the audition files
	MP3s_dutch	Importierte Dateien	folder	"Imported Files", nessesary for the audition files
		Voice_dutch_01	.mp3	
		Voice_dutch_02	.mp3	
		Voice_dutch_03	.mp3	
		Voice_dutch_04	.mp3	
		Voice_dutch_05	.mp3	
		Voice_dutch_06.1	.mp3	
		Voice_dutch_06.2	.mp3	
	MP3s_english	Voice_english_01	.mp3	
		Voice_english_02	.mp3	
		Voice_english_03	.mp3	
		Voice_english_04	.mp3	
		Voice_english_05	.mp3	
		Voice_english_06.1	.mp3	
		Voice_english_06.2	.mp3	
	MP3s_SoundEffects	SoundEffect_WakingUp_01	.mp3	
		SoundEffect_Lightning_02	.mp3	
		SoundEffect_Alarm_02	.mp3	
		SoundEffect_PuzzleSolved_03	.mp3	
		SoundEffect_PowerPuzzleSolved_04	.mp3	
		SoundEffect_RainBarrelSolved_05	.mp3	
		Ambience_Wind_01	.mp3	
		Ambience_RainStorm_02	.mp3	
	Script	Script_dutch	.docx	
		Script_english	.docx	
		Script_english	.pdf	
	Source_SoundEffects	ES_Beep Tone Readout 8 - SFX Producer	.mp3	
		ES_Cell Alarm Low 4 - SFX Producer	.mp3	
		ES_Deadbolt Unlock Door 2 - SFX Producer	.mp3	
		ES_Fountain Run Small 2 - SFX Producer	.mp3	
		ES_Lightning Bolt 6 - SFX Producer	.mp3	
		ES_Multimedia Chime 35 - SFX Producer	.mp3	
		ES_Stretch Ascend - SFX Producer	.mp3	
		ES_Thunder Rumble - SFX Producer	.mp3	
		ES_Thunderstorm Heavy 2 - SFX Producer	.mp3	
		ES_Wind Storm 9 - SFX Producer	.mp3	
	Source_Voice_dutch	Record_01	.mp3	
		Record_02	.mp3	
		Record_03	.mp3	
		Record_04	.mp3	
		Record_05	.mp3	
		Record_06	.mp3	
		Record_07	.mp3	
	Source_Voice_english	Escape room_voice over	.aup	Audacity file
		Escape room_voice over_data	folder	needed for the audacity file
		Escape room_english_audacity	.wav	export from audacity
		Escape room_english_audacity	.pkf	converted by Adobe Audition
		Voice_english_ending	.aup	
		Voice_english_ending_data	folder	
		LastBits_raw	.wav	export from audacity
		LastBits_raw	.pkf	converted by Adobe Audition
		Changed bit_audacity	.wav	export from audacity
		Changed bit_audacity	.pkf	converted by Adobe Audition
Exterior	Illustrator_Files	QR_Template	.ai	
		TextLogo_vectors	.ai	
		Trailer_Backside	.ai	
		Trailer_Front	.ai	
		Trailer_Side_left	.ai	
		Trailer_Side_right	.ai	
		TreeLogo_vectors	.ai	
		Window_Stickers	.ai	
		Wood_vectors	.ai	

	Resources	717263	.png	Picture of the Wood for the background
		CATCH-RGB-02-A-RGB	.png	
		Flag_of_the_Netherlands	.png	
		Flag_of_the_United_Kingdom	.png	
		Logo_ClimateCampus_DEF	.png	
		SVG Logo2	.png	
		Text Logo16	.png	
		Text LogoSVG	.svg	
		Window logo	.psd	
		038Games Logo oplevering	.png	
		LogoGeelZwart+titel-vert1	.png	
		WDOD Uw waterschap	.jpg	
		Windesheim_logo_ZG_RGB-DEF	.eps	
		Windesheim_logo_ZG_RGB-DEF	.pdf	
		zwolle	.jpg	
	Screenshots	side_left_progress	.png	used in Illustrator files for reference
		side_progress_03	.png	used in Illustrator files for reference
	Print	Right	.ai	
		Logos	.ai	
		Left	.ai	
		Front	.ai	
		Back	.ai	
Font	Flama font			font used for the Logo
Icons		Carbon Monoxid	.png	
		Humidity	.png	
		PM2.5	.png	
		Temperature	.png	
		Time	.png	
		Waterlevel	.png	
		Winddirection	.png	
		Windspeed	.png	
		Icons	.psd	
Logo		OfficalLogo	.png	
		OfficalTextLogo	.png	
		OfficialLogo	.psd	
		OfficialTextLogo	.psd	
		Text Logo blackwhite	.png	
		Text Logo blackwhite	.psd	
Story		Story	.docx	
		Story	.pdf	
Interior		Floorplan	.mp4	
		Kitchen_sketch	.jpg	
Animations	AfterEffects_Files	Good morning	.aep	
		Good morning.aep Protokolle	folder	Protocolls for the AE file
		Loos_fade	.aep	
		Loos_fade.aep Protokolle	folder	Protocolls for the AE file
		Neutral_fade	.aep	
		Neutral_fade.aep Protokolle	folder	Protocolls for the AE file
		Warning_Power_fade	.aep	
		Warning_Power_fade.aep Protokolle	folder	Protocolls for the AE file
		Warning_Power_loop	.aep	
		Warning_Power_loop.aep Protokolle	folder	Protocolls for the AE file
		Warning_Tornado_fade	.aep	
		Warning_Tornado_fade.aep Protokolle	folder	Protocolls for the AE file
		Warning_Tornado_loop	.aep	
		Warning_Tornado_loop.aep Protokolle	folder	Protocolls for the AE file
		Warning_Water_fade	.aep	
		Warning_Water_fade.aep Protokolle	folder	Protocolls for the AE file
		Warning_Water_loop	.aep	
		Warning_Water_loop.aep Protokolle	folder	Protocolls for the AE file
		Win_fade	.aep	
		Win_fade.aep Protokolle	folder	Protocolls for the AE file
	Renders	GoodMorning_long	.mp4	



		Lose_fade	.mp4	
		Neutral_fade	.mp4	
		Warning_Power_fade	.mp4	
		Warning_Power_loop	.mp4	
		Warning_Tornado_fade	.mp4	
		Warning_Tornado_loop	.mp4	
		Warning_Water_fade	.mp4	
		Warning_Water_loop	.mp4	
		Win_fade	.mp4	
	Shapes	Lightning	.png	
		Lightning	.psd	
		Tornado	.png	
		Tornado	.psd	
		Water	.png	
		Water	.psd	
Articles		Articles_english	.docx	
		Articles_dutch	.docx	
		Articles_NewHeadlines	.docx	
Puzzles	1_ButtonPuzzle	ButtonPuzzle_Clue	.png	
		ButtonPuzzle_Clue	.psd	
		Button_Puzzle	.pdf	
		Button_Puzzle	.docx	
	2_SwitchPuzzle	Switch_Puzzle	.docx	
		Switch_Puzzle	.pdf	
		SwitchPuzzle_Clue	.docx	
		SwitchPuzzle_Clue	.pdf	
	3_BarrelPuzzle	RainBarrel_Clue_Row1	.pdf	
		RainBarrel_Clue_Row1	.docx	
		RainBarrel_Clue_Row2	.pdf	
		RainBarrel_Clue_Row2	.docx	
		RainBarrel_Clue_Row3	.pdf	
		RainBarrel_Clue_Row3	.docx	
		RainBarrel_Puzzle	.pdf	
		RainBarrel_Puzzle	.docx	
	4_CodePuzzle	Code_Puzzle	.pdf	
		Code_Puzzle	.docx	
		Design_cards	folder	
	/Design_cards	design v. 9	.pdf	
		design v. 9	.indd	
		design v. 9	.idml	
		Document fonts	folder	used fonts
		Links	folder	
	/Links	station colour	.png	
		sassenpoort colour 5	.png	
		peperbus colour 5	.png	
		fundatie colour 2	.png	
Other		Suggestions	.pdf	
		Suggestions	.docx	
		Research_StreetStrickers_ClimateEscapeRoom	.docx	
		Safety	.xlsx	
		URLS tbv QR codes escaperoom	.docx	
		Kentekenbewijs en certificaat	.pdf	
		infoblad-s4_Harmsen_Groep	.pdf	
		Schaftwagen1	.xls	
Code	climate_escape_room_master	testing-code	folder	
		src	folder	
		public	folder	
		bin	folder	
		assets	folder	
		arduino	folder	
		README	.md	
		package	.json	