Final Escape Room Design: Submerged

The Submarine room features 14 different props ranging from custom made posters to interactive touch screen displays and gyroscopic videos.

**Props in the Bridge of the Submarine**
- Periscope
- Control Center
- Compass
- Sonar
- Torpedoes
- Torpedo Launcher
- “Inspirational Poster”

**Props by Location**

**Bridge**
1. Periscope
2. Control Center
3. Compass
4. Sonar
5. Torpedoes
6. Torpedo Launcher
7. “Inspirational Poster”

**Captain’s Quarters**
8. Desk
9. Map
10. Morse Code Tapper
11. Biometric Scanner

**Hidden Bunker**
12. Keycard Reader
14. Adjustment Board

<table>
<thead>
<tr>
<th>Props</th>
<th>Key Electrical Elements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Control Center</td>
<td>Resistive Touch Pad, Raspberry Pi, Arduino UNO</td>
</tr>
<tr>
<td>Periscope</td>
<td>Gyroscopic Sensor; Raspberry Pi</td>
</tr>
<tr>
<td>Torpedo Launcher</td>
<td>RFID tags</td>
</tr>
<tr>
<td>Key Card Reader</td>
<td>Magnet Switches</td>
</tr>
<tr>
<td>Captain’s Map</td>
<td>Angle Sensors</td>
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</tbody>
</table>

**Escape Room Classification**
- **Generation 1**: Use of padlocks, keys, and paper clues
- **Generation 2**: All “Gen 1” elements AND simple mechanical systems, adaptive lighting/sound, and electronic clues
- **Generation 3**: All “Gen 2” elements AND interactive computer based systems, and automated props/doors

**Results**: After a couple of rounds of beta testing, 3-4 additional “Generation 1” elements were added to the room in order to lengthen the game and add puzzle variety. All props are installed and functional. The Submarine Escape Room is open for business!

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Acknowledgements, references, etc.