

Capstone Project: Virtual Escape Room

Design a story-driven virtual escape room where players solve a series of puzzles, including riddles, code-breaking challenges, and pattern recognition tasks, to progress through a captivating narrative.

Use functions, loops, dictionaries, lists, and if-else conditions to create the puzzles, and randomize the puzzle order or difficulty for replayability.

The objective of the game is for the player to complete all the puzzles within a certain time limit or number of attempts while uncovering the story.

Story Concept:

You are a detective trying to solve a mysterious disappearance. A wealthy businessman, Mr. White, has vanished from his mansion. You must explore the mansion, discover hidden clues, and solve puzzles to unravel the mystery and find Mr. White. Given that you have a date later, you need to solve the mystery in 5 minutes.

Steps to Complete:

1. Implement a timer for the game. The player should have a limited amount of time to complete all the puzzles.
2. Write a Python script that displays the welcome message and introduces the story to the player.
3. Shuffle the list of puzzles and iterate through each puzzle in the list.
4. For each puzzle, display the puzzle question and ask the player to input their solution. If the solution is correct, display the story snippet and move on to the next puzzle. If the solution is incorrect, deduct some time from the timer and give the player another chance to solve the puzzle.
5. The game should be finished after either the puzzles ran out or the time limit is up.
6. Add more functionalities to the game if desired, such as limiting the number of attempts, adding hints, or allowing the player to save and resume the game later.
7. Have fun!

Good luck!



