

E - Learning Module Check your ER

The realization of the ER

- The room is where the ER will take place. Where will the game take place? How have you delineated the play space? Detail your answer.
- The objects participate in the setting and the puzzles, they must be consistent with the story.
 - According to the number of puzzles and the surface area of the room, how many objects do you have?
 - Are they strong enough? How will the players be able to identify them (set elements or puzzles)? Explain your choices.
- Special effects contribute to the atmosphere; they can generate emotion in the players or attract their attention.
 - Which of the following effects did you choose and why: sound, lighting, digital and make-up effects?

