

Breakout^{EDU} Puzzle Planning

Designer Name(s)

Story/Theme

Lock Type

ABC

Text Lock

123

Number Lock



Directional Lock



Shape Lock



Color Lock

Draw or write one idea.

Combination*

10 empty circles for entering a combination.

*A combination can have from 1 to 10 inputs.

Draw or write another idea.

Combination*

*A combination can have from 1 to 10 inputs.

If your puzzle needs a text clue to go with it, write it here.

Describe how players will solve your puzzle.

Designer Name(s)

Game Title

Theme/Setting

Game Type



Non-Sequential Game
Locks can be solved in any order

OR



Sequential Game
One lock leads to another

Why is this the right choice for your game? _____

Keep the story short; get players' attention and give them a reason to play your game and break out.

Weave the theme or setting throughout the game; this connects the story and puzzles to keep players engaged.

Game Story

Sketch of End-of-Game Reveal

Location of Image/File Now

- saved digitally on a computer or mobile device
- saved digitally online/in the cloud
- on paper/needs to be scanned or photographed
- created and saved in Adobe Express
- other: _____

This can be an image, text, video, or created with Adobe Express. If you choose not to create your own, players will see a Breakout EDU "You Broke Out" sign when they complete the game.

**YOU BROKE
OUT!**

Lock Type
circle one

ABC

Text Lock

123

Number Lock



Directional Lock



Shape Lock



Color Lock

Lock Set-Up/Story

any text you want players to see along with the puzzle

Sketch of Puzzle

can be image, text, video, or created with Adobe Express

Location of Image/File Now

Where can you find your content now?

- saved digitally on computer or mobile device
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- created and saved in Adobe Express
- other: _____

Puzzle Explanation

How will players solve the puzzle?

Combination

1-10 inputs

Lock #