

## Designer Name(s)

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## Game Title

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## Theme/Setting

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## 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? \_\_\_\_\_

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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

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## 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



**Lock Set-Up/Story**  
any text you want players to see along with the puzzle

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**Sketch of Puzzle**  
can be image, text, video, or created with Adobe Express

Lock #

**Location of Image/File Now**  
Where can you find your content now?

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

**Puzzle Explanation**  
How will players solve the puzzle?

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**Combination**  
1-10 inputs

### Game Description

### Game Mode



OR



### Primary Category



### Recommended Grade



### Standards Addressed

### Tags/Topics

### Game Set-Up

Kit-Required games only

Inside Large Box

Attached to Large Box

Inside Small Box

Attached to Small Box

Out in Room

Given to Players

# Breakout<sup>EDU</sup> Game Design Rubric

	Lockstar!	Rising Star	Getting There	Novice
Planning	<p>Engaging story sets the stage and makes players curious enough to play and break out.</p> <p>Story, clues, puzzles, and end-of-game reveal are all tied together through the theme.</p> <p>The game shows great insight into the topic or subject area being covered.</p> <p>All ideas were sketched or written out before anything was started on the Breakout EDU Platform.</p>	<p>The story is interesting enough to make players curious about the rest of the game.</p> <p>The theme is sprinkled here and there throughout the game.</p> <p>The game shows some insight into the topic or subject area being covered.</p> <p>Most ideas were sketched or written out before anything was started on the Breakout EDU Platform.</p>	<p>The story is either too wordy or too short to make players curious about the rest of the game. It may be more of a description than a story.</p> <p>The theme is difficult to identify throughout the game.</p> <p>The game shows a little insight into the topic or subject area being covered.</p> <p>A few ideas were sketched or written out before anything was started on the Breakout EDU Platform.</p>	<p>The story is either far too short or far too long.</p> <p>The theme is impossible to identify throughout the game.</p> <p>The game lacks insight into the topic or subject area being covered.</p> <p>Ideas were not sketched or written out; no planning was done prior to work on the Breakout EDU Platform.</p>
Puzzles	<p>Creative puzzles require collaboration and/or out-of-the-box thinking.</p> <p>Puzzles are obviously connected to the story and theme.</p> <p>There are five distinct puzzle types (mapping, maze, logic, sorting, counting, cipher, etc).</p> <p>Subject alignment is obvious; requires players apply skills to solve.</p>	<p>Clever puzzles require players to do some thinking.</p> <p>Puzzles are mostly connected to the story and theme.</p> <p>There are at least three different puzzle types (mapping, maze, logic, sorting, counting, cipher, etc).</p> <p>Some subject alignment is present; players can identify the academic skills they need to solve the puzzles.</p>	<p>Puzzles require players to do just a little thinking.</p> <p>Puzzles are somewhat connected to the story and theme.</p> <p>There are only one or two different puzzle types (mapping, maze, logic, sorting, counting, cipher, etc).</p> <p>Little subject alignment is present; players may struggle to identify the academic skills they need to solve the puzzles.</p>	<p>Puzzles require players to do very little thinking.</p> <p>Puzzles are not connected to the story or theme.</p> <p>There is no identifiable difference between puzzle types.</p> <p>Little or no subject alignment is present; players can't identify the academic skills they need to solve the puzzles.</p>
Playability	<p>All puzzles are the appropriate level of challenge for the target audience.</p> <p>Players may need to "stretch their minds" just a bit to solve, but will be pleased with their productive struggle.</p> <p>Just enough hints are given to establish a reason for players to understand the combinations.</p>	<p>Most puzzles are the appropriate level of challenge for the target audience.</p> <p>Players will need to "stretch" just a bit with just a little frustration.</p> <p>Hints are provided, but players may need to ask for help to understand the combinations.</p>	<p>Some puzzles are the appropriate level of challenge for the target audience.</p> <p>Players either don't need to "stretch" much or they may become frustrated.</p> <p>Hints may be provided, but players will certainly need to ask for help to understand the combinations.</p>	<p>Puzzles are either too easy or too difficult for the target audience.</p> <p>Players either don't need to "stretch" at all or they will become frustrated.</p> <p>Hints are not provided; players will need to ask for help to understand the combinations.</p>
Polish	<p>Graphics are clean, crisp, and creative.</p> <p>Written components contain very few errors in conventions (grammar, spelling, capitalization, punctuation).</p> <p>All content is 100% original.</p>	<p>Graphics are creative, but may be overly cluttered or lacking a few details.</p> <p>Written components contain a few errors in conventions (spelling, capitalization, punctuation).</p> <p>All content is 100% original.</p>	<p>Graphics are overly cluttered or lacking a details.</p> <p>Written components contain quite a few errors in conventions (spelling, capitalization, punctuation).</p> <p>All content is 100% original.</p>	<p>Graphics are messy and/or hard to decipher.</p> <p>Written components contain several errors in conventions (spelling, capitalization, punctuation).</p> <p>Content is not 100% original.</p>

# Breakout<sup>EDU</sup> Kit-Required Game Plan

Large Box



Small Box



Hasp



Key Lock



Key



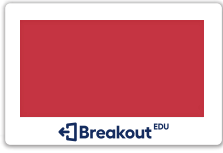
3-Digit Lock



4-Digit Lock



Red Lens Viewer



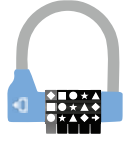
Invisible Ink Pen



UV Flashlight



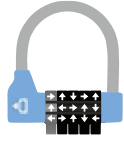
Shape Multilock



Number Multilock



Directional Multilock



Color Multilock



ABC Multilock



Other  
Elements

Red Lens  
Viewer



Hint Cards



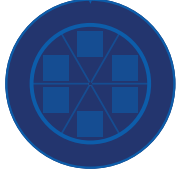
Outer  
Cipher Wheels



Inner  
Cipher Wheels



Cipher  
Disc



Breakout EDU  
Dice



USB  
Drive

