**Erasmus+ - *From Latin text to European context***

 **LTTA C3 - Student Exchange in Wilhelmshaven**

**Meeting our cultural heritage creatively**

**Option 2: Creating your own escape room (part 1)**

**1.step: the story**

You need an **interesting** and challenging **story** – with **a beginning, a middle, an ending**.

When writing your story, please, have in mind:

* Who will play your game? (target group, age of players, level of Latin)
* How much time will your game take? (60 minutes?)
* What is the **theme / genre** of your story?

 (in our case: use one of our Latin texts as source of inspiration, please)

This leads you to some thoughts about:

* **The beginning:**

Where does your game take place? (time: 13th century, today, … / room: basilica San Marco, a pub in Wilhelmshaven, palace of the pope, lonely island, …)

What are your players doing when they enter the play (visiting an old castle /finding an old document / working as a research team on a special topic? …)? Are they themselves or would you like to give them another identity (spies / detectives / archaeologists / monks / scientists…)?

* **The middle:**

What will happen if they fail to reach their goal? (are they trapped in the past or future? Will the evil ones rule the earth? …

Have in mind, that you can be very imaginative – and evil!!! - here as your players, of course, will reach their goal – YOU will take care of this, leaving some good hints and even solutions somewhere in your escape room)

* The way to connect “beginning” and “middle”;

For this, you can use the following scheme:

You’re [*doing this thing*] when [*something happens*]. You must now [*accomplish this goal*] before [*this horrible thing occurs*].

* **Some details:**

Write down some details about:

* How your room does look like?
* What do you players see, hear, smell when they come to the place?
* What kind of furniture / books / decoration does go well with you room / your setting?

(anything that goes well with the persons, place and “plot” of your story)

* What about some magic creatures?

e.g. somewhere in a medieval cathedral:

What about a moving gargoyle as a creature which can tell your players some useful hints?

Or about a pair of knights who will prevent your players from taking the wrong door (or from trying to open a door before having solved the riddles)?

Or about a magic bottle with a helpful ghost, like in the Aladdin story?

* Do you need a connection between your players and you as the “game masters”?

e.g. a “walky talky connection” or a skype connection? or just a messenger pigeon?