[Template] Breakout – Outline

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| **Game Name:** What is the name or title of the game you are designing? |
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| **Game Designer:** Your Name |
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| **Content Standards**: What must students be able to do in order to complete the breakout |
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| **Suggested Time:** How long do you anticipate players needing to complete this game? |
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| **Lock Combinations:** What codes will open the locks on the box? | |
| **3-Digit Lock** - 3 Numbers |  |
| **4-Digit Lock** - 4 Numbers |  |
| **ABC Lock** - 4 Letters for the ABC Multilock |  |
| **Lockbox** - 3 Numbers |  |
| **Key Lock #1** - Where is the key hidden? |  |
| **Key Lock #2** - Where is the key hidden? |  |

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| **Process Overview:** Diagram representing the path to each lock |
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| **The Clues:** Describe the path required to open each lock | |
| **Clue #1**  *[what lock?]* |  |
| **Clue #2**  *[what lock?]* |  |
| **Clue #3**  *[what lock?]* |  |
| **Clue #4**  *[what lock?]* |  |
| **Clue #5**  *[what lock?]* |  |
| **Clue #6**  *[what lock?]* |  |

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| **Printing the Clues:** Any special instructions about printing any of the clues? (i.e. double-sided, color, etc.) |
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| **Setting up the Breakout Task:** What goes where? | |
| **Inside the Big Box** |  |
| **Outside Big Box** |  |
| **Inside Small Box** |  |
| **On the Table** |  |
| **Other Locations** |  |

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| **Reset Instructions:** Diagram for groups to reset after solving |
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