

[Template] Breakout – Outline

Game Name: What is the name or title of the game you are designing?

Game Designer: Your Name

Content Standards: What must students be able to do in order to complete the breakout

Suggested Time: How long do you anticipate players needing to complete this game?

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?

Process Overview: Diagram representing the path to 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?]

Printing the Clues: Any special instructions about printing any of the clues? (i.e. double-sided, color, etc.)

Setting up the Breakout Task: What goes where?

Inside the Big Box

Outside Big Box

Inside Small Box

On the Table

Other Locations

Reset Instructions: Diagram for groups to reset after solving