In this project we worked interdisciplinarily with Interactive Media and Game Development and Computer Science students to create an engaging robot escape room. Participants join the game via a website, where they are informed that they are in an asteroid field on a spaceship and that they must fix the ship in order to escape the field and save the crew. The player must control the robot using a keyboard while the camera feed is shown on the website and navigate through a series of puzzles. This not only tasks the player to think critically, but also demands versatility from the robot and the room in order to make this a fun playing experience. The website links the room and robot together to create a seamless experience for the player using MQTT, with the room keeping track of the player's progress in regards to the puzzles and the robot acting as the physical manipulator of the room. The project examines the combination of real world robotics engineering and the fantastical world of game design.

Motivation/Application
- Enhance initial idea from previous year
- Intensify player's engagement and satisfaction while maintaining a safe and enjoyable experience
- Pandemic proof gaming experience
- Distanced escape room
- Mobile applications

Game
- Single player experience
- On spaceship in asteroid field
- Use robot to repair ship to win
- Mixture of robot telemanipulation and virtual puzzles
- Simon Says puzzle, blacklight word scramble, ArUco marker

MQTT/Website
- Used Flask to provide a web application framework in Python in order to merge camera feed and scanning ArUco into one script
- Used as a messaging protocol to provide a connection with the website and the room
- The robot can either publish a message to the website and/or the room or subscribe to a topic it is interested in

Results
- Include a wider range of puzzles and mechanics
- Create a more immersive player experience
- Add a new way for the player to interact
- Connect room, robot, and website with MQTT protocols

Acknowledgements
We would like to thank our Advisors for their support, our playtesters for their feedback, and the owners of Escape New Haven for their input