Escape Lab Overview

Program Info

Course: Lab Inspections

Program Element: This is part of a hazards recognition program; specifically focused on safety for those whose tasks require working in a laboratory environment.

Game Info

Game Type: Escape Room

Motivational Behaviors: Order, Curiosity, Power

Game Mechanics: Badges, Countdown, Performance Bar, Unlock, Puzzles

Wireframe/Prototype Overview

This prototype of Escape Lab will provide background information about the game, goals, and persona.

Also included is a complete Level 1 (Bio Lab) guided walkthrough with example Win and Lose states as well.

Goal

OKRs
Objective: Provide lab personnel with a working knowledge and the ability to properly identify potential hazards specific to lab environments.

Key result 1: Any lab employee should be able to obtain, complete, and maintain a copy of a lab inspection checklist in their areas for the established time frames per site and department requirements.

Key result 2: Identifying and correcting deficiencies requiring remediation and provide documentation of the actions taken appropriately.

Key result 3: Correction actions of deficiencies, if immediate, are documented on the checklist; if long-term remediation is required, they are documented in Enablon and completed no greater than 60-days from identification of the deficiency.

This concludes the Escape Lab gamification overview for Lab Inspections. When ready, click the Proceed to Persona button below to view the persona used for this prototype and walk through the game.

Proceed to Persona

PERSONA

Name & Behavior

Kara Li is a full-time Senior Clinical Research Scientist at a major pharmaceutical.

She holds a B.S. in Analytical Chemistry with 12 years experience in the biopharmaceutical space.

Her passion is discovering and developing new therapeutic breakthroughs which help move the dial in the advancement of cervical cancer.

Needs & Pain Points:

- Not enough time in the day to get everything done.
- Work, school, and extra-curricular activity schedules often conflict causing her to call her parents or Ken's parents to help.
- Has a major deadline looming for the end of the year.

Workday Flow: Works regular hours on 1st shift. Occasionally, there may be some overtime, but it's rare. She works well independently, but also likes to collaborate with her team.

Technology: She is comfortable using a computer as she inputs her data into the electronic laboratory notebook. She has an iPhone 12, but only because her old iPhone 8 didn't work anymore.

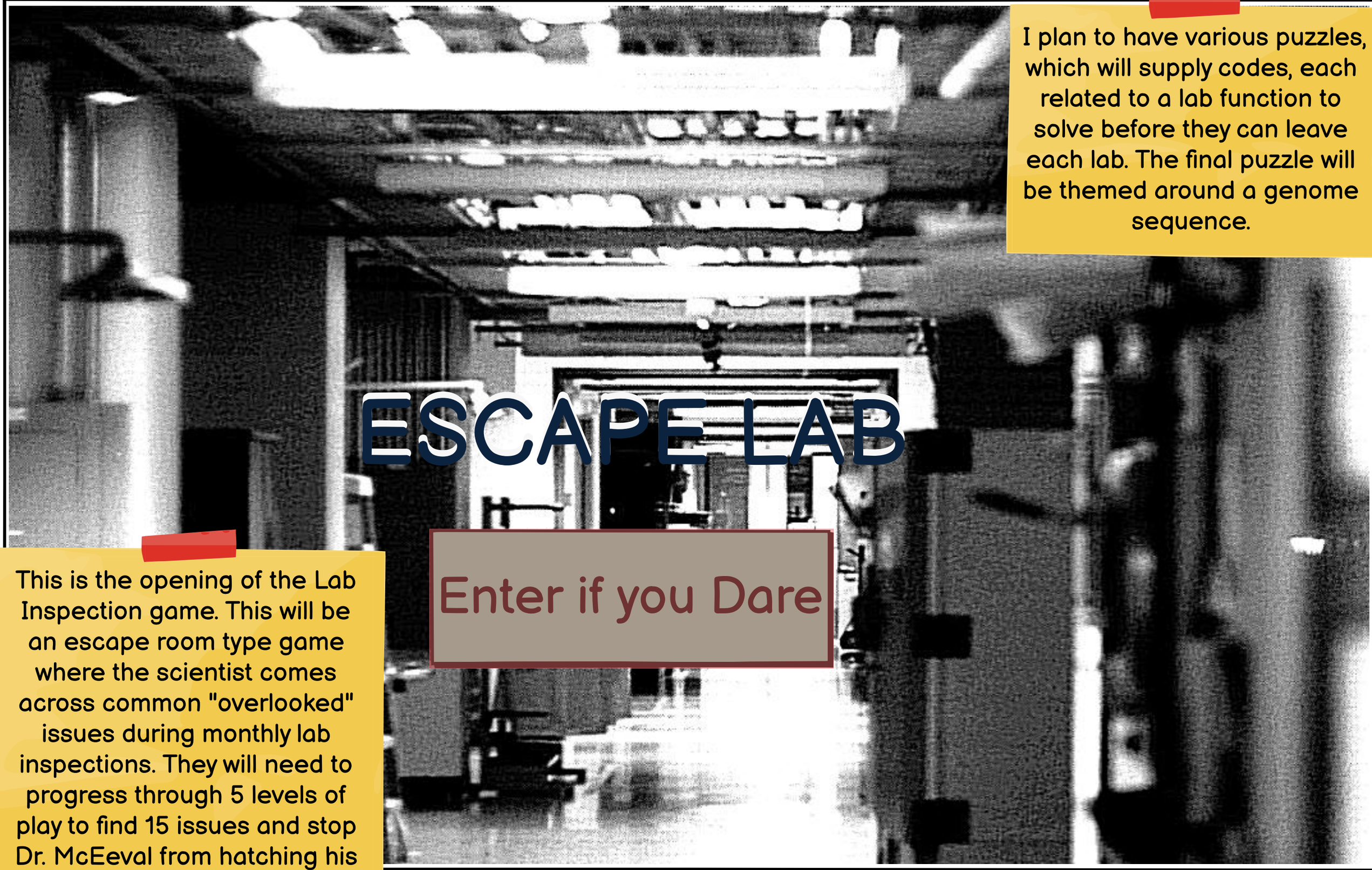
Demographics and Psychographics

- 47-year-old married for 15-years to Kenneth Li. They have a boy and a girl ages 8 and 14.
- Kenneth is an IT Engineer who works in the city and often late nights.
- Family time is spent between carting Tommy (8) and Brenda (14) between school and extra-curricular activities.
- Her grandmother passed away 20 years ago due to cervical cancer and Ken's aunt Mae was diagnosed 10 year ago with it. This was the reason for her career choice

Motivational Profile

- Kara values family as why she gets up to go to work every day.
- She also likes things to be orderly, whether it be the house, or at her desk. Her co-workers dubbed her as the "chaos calmer" which she agrees.

Continue



I plan to have various puzzles, which will supply codes, each related to a lab function to solve before they can leave each lab. The final puzzle will be themed around a genome sequence.

This is the opening of the Lab Inspection game. This will be an escape room type game where the scientist comes across common "overlooked" issues during monthly lab inspections. They will need to progress through 5 levels of play to find 15 issues and stop Dr. McEeval from hatching his evil plan.

Here are some notes about the project.

Welcome to Escape Lab!

Dr. McEeval has created a genome which can alter a person's DNA and render them under his control. You've been tasked with finding the proper genome sequence. When you do you'll need to enter it into the special genome decoder to inactivate it. This won't be easy.

So we can verify you in the LCIO database, please type your first name and then click Start to begin!

ENTER FIRST NAME

Start

Upon entering the learner is presented with the basic scenario, asked to type in their first name (to give more personal experience), and then click Start to begin.

For the purpose of Prototyping you will play through the 1st level of game play only.

Right, FIRST NAME! Before we start here's a little more information about what happened, how this could affect you and those around you, and quite literally the world. I get it. Here's what we know so far.

Well, it started when Dr. McEeval was in elementary school. He...Whoa! Wait a minute. That's too far back. Fast forward to last year the dreaded year (queue scary music). Anyway, Dr. McEeval was trying to get his research noticed, but no-one in the science community wanted to give his project any time of day. He was rejected time and time again.

Six months ago, he decided he would make them notice his genetic research. That's when LCIO (the Lab Community Intelligence Office) received a credible lead that Project WGTS (World Genome Takeover Scheme) was a REAL threat!

If his evil plan works, Dr. McEeval will have the ability to control the entire population's minds and there's no telling what crazy experiment or scheme he'll hatch.

Therefore, I was tasked with getting top notch scientist like yourself to help capture Dr. McEeval and stop Project WGTS.

Now it's up to you to note his devious traps in the labs, outsmart him at his own puzzles, and thwart his most evil plan yet...WGTS!

Continue

Before continuing, the learner gets the back story for the game. This is also, where they begin to get the personal experience with their name they typed in on the previous screen.

This is your final code meter. As you collect each clue the bar will fill. Once all the bars are filled you will enter the final clue!

Thank you FIRST NAME for trying to help us stop Dr. McEeval!

Time & Number of Levels:
You will have 20 minutes to navigate your way through four labs before reaching the genome lab.

Level Objective:
In each of the labs, there are 3 obstacles you will need to find. As you correctly identify each obstacle, you will gain 2 puzzle clues to unlock a door so you can reach the next lab. You will also receive part of the final Genome code.

Final Level/End Game:
You must complete the previous 4 levels before reaching the final level. The genome lab has an eight letter code which must be entered in the correct sequence to shutdown his machine. You will have 5 opportunities to enter the 8-alpha Genome code.

Onscreen objects:
Take a moment to view where different items (progress bar, timer, etc.) are located in the game.

Final thoughts:
We've dropped you off in the bio lab first. There are a lot of other employees who access this lab, so you should be undetected.

Remember you need to reach the genome lab before the 20 minutes is up or it's game over. There are clues along the way to help get you all the letters for the code to shutdown that darn genome machine!

Good luck!

This is your clue counter. Once you have all clues to unlock lab it will turn green.

This is your timer. Remember you only have 20 minutes or the genome sequence will complete and all is lost!

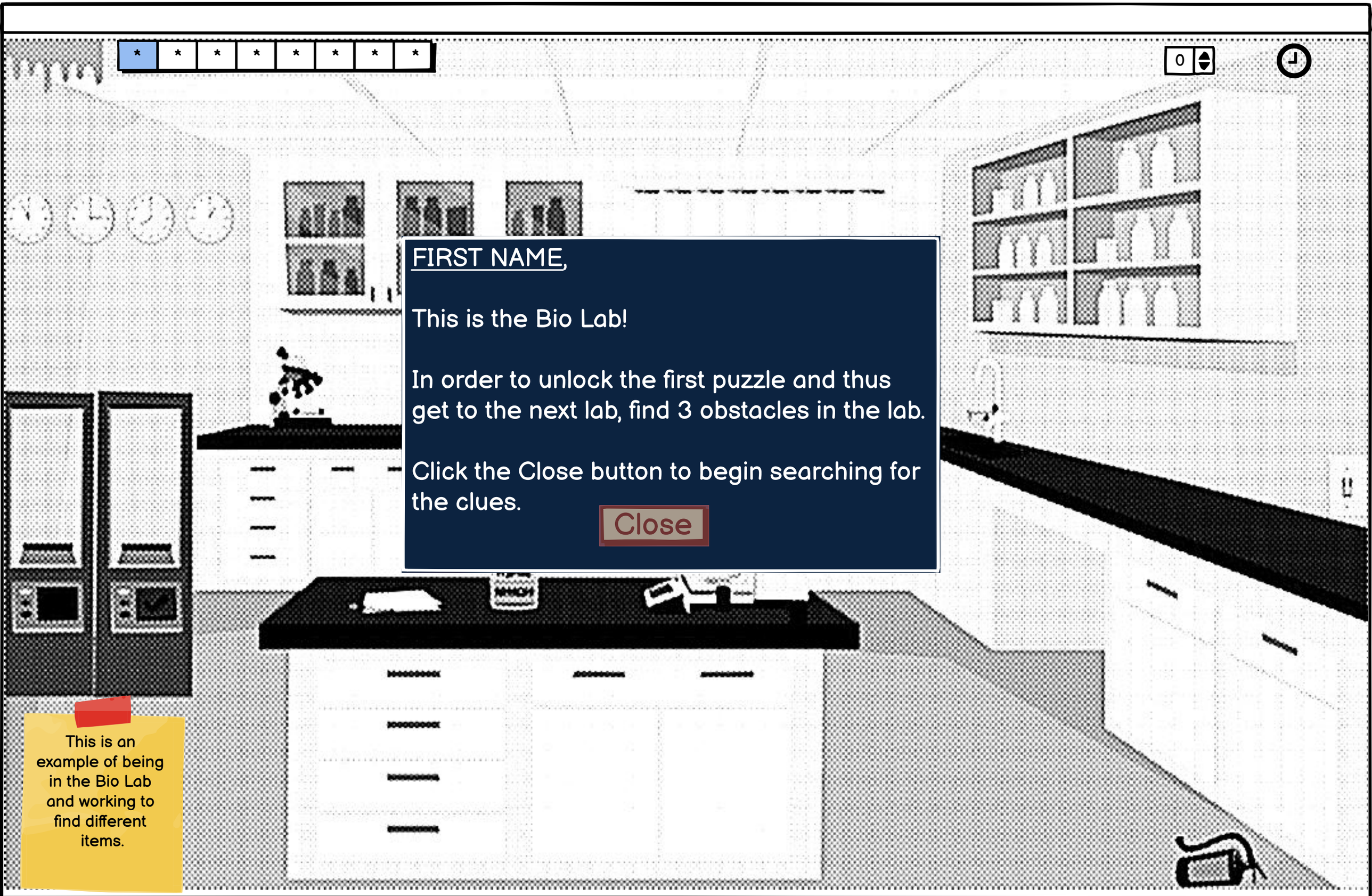
When the learner clicks Continue from the back story page, they land in an example lab. Here, they'll receive instructions to help orient them to game play which includes, but is not limited to: time limits, levels, badges, in-game currency, and assets.

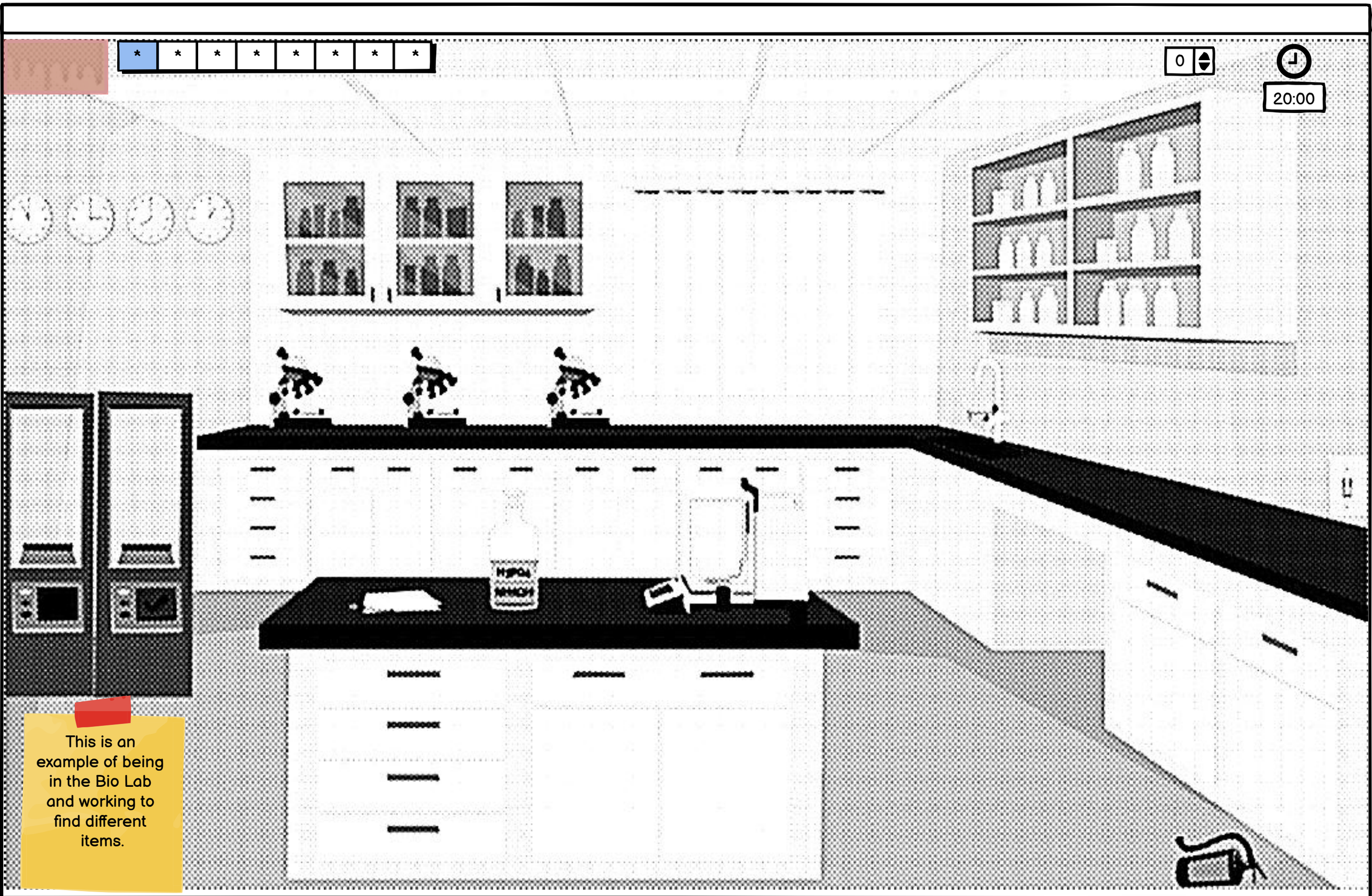
When they click the "right" arrow, they will be in the first lab they need to escape: Research Lab.

The clipboard is used to store level clues to help you advance to the next level.

This is your compass. Click this icon to see what level you are currently in and how to get to the genome lab.

Whenever you see this symbol, use it to move to another page.


0
FIRST NAME,
This is the Bio Lab!
In order to unlock the first puzzle and thus get to the next lab, find 3 obstacles in the lab.
Click the Close button to begin searching for the clues.
Close
This is an example of being in the Bio Lab and working to find different items.



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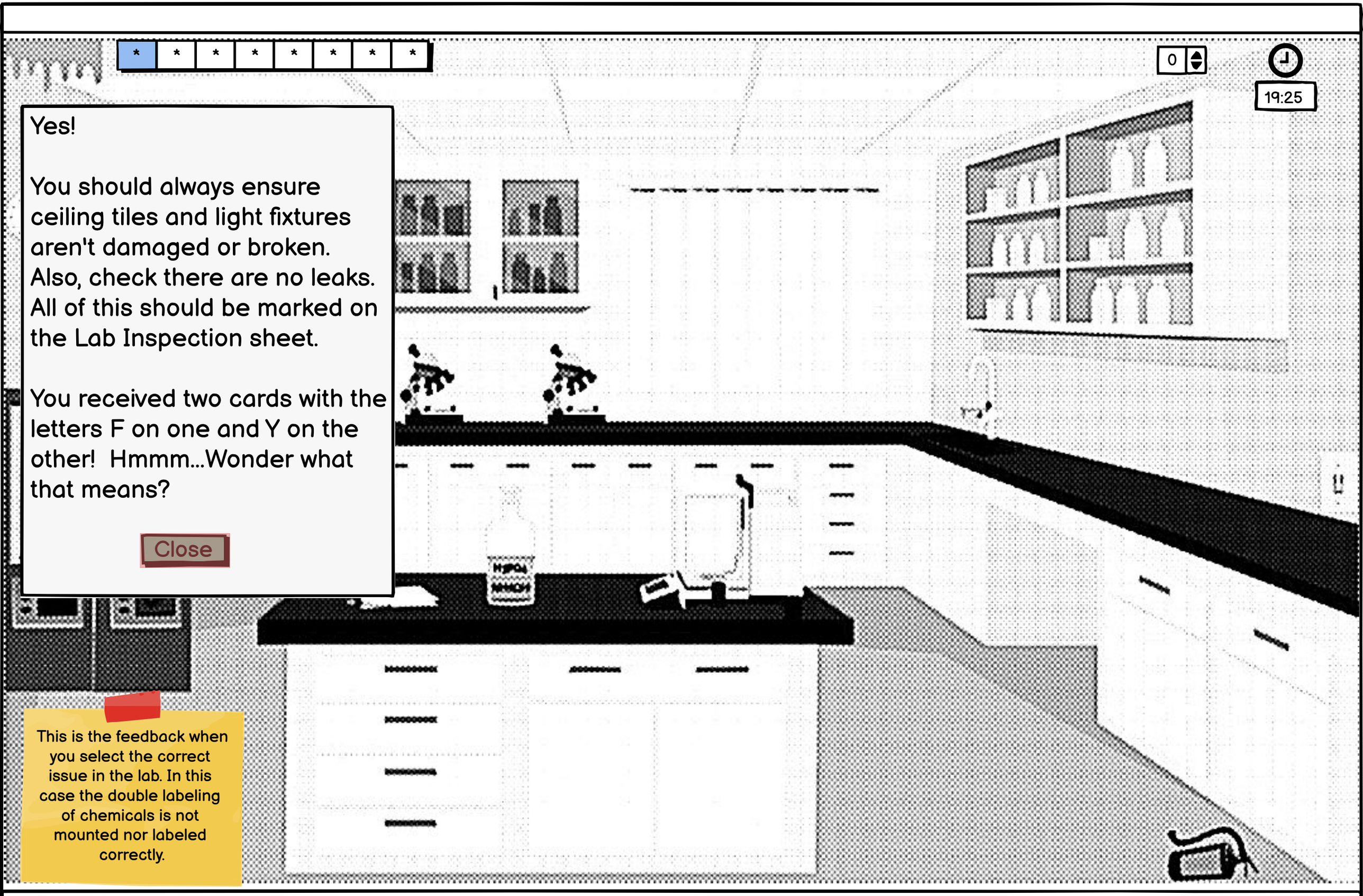
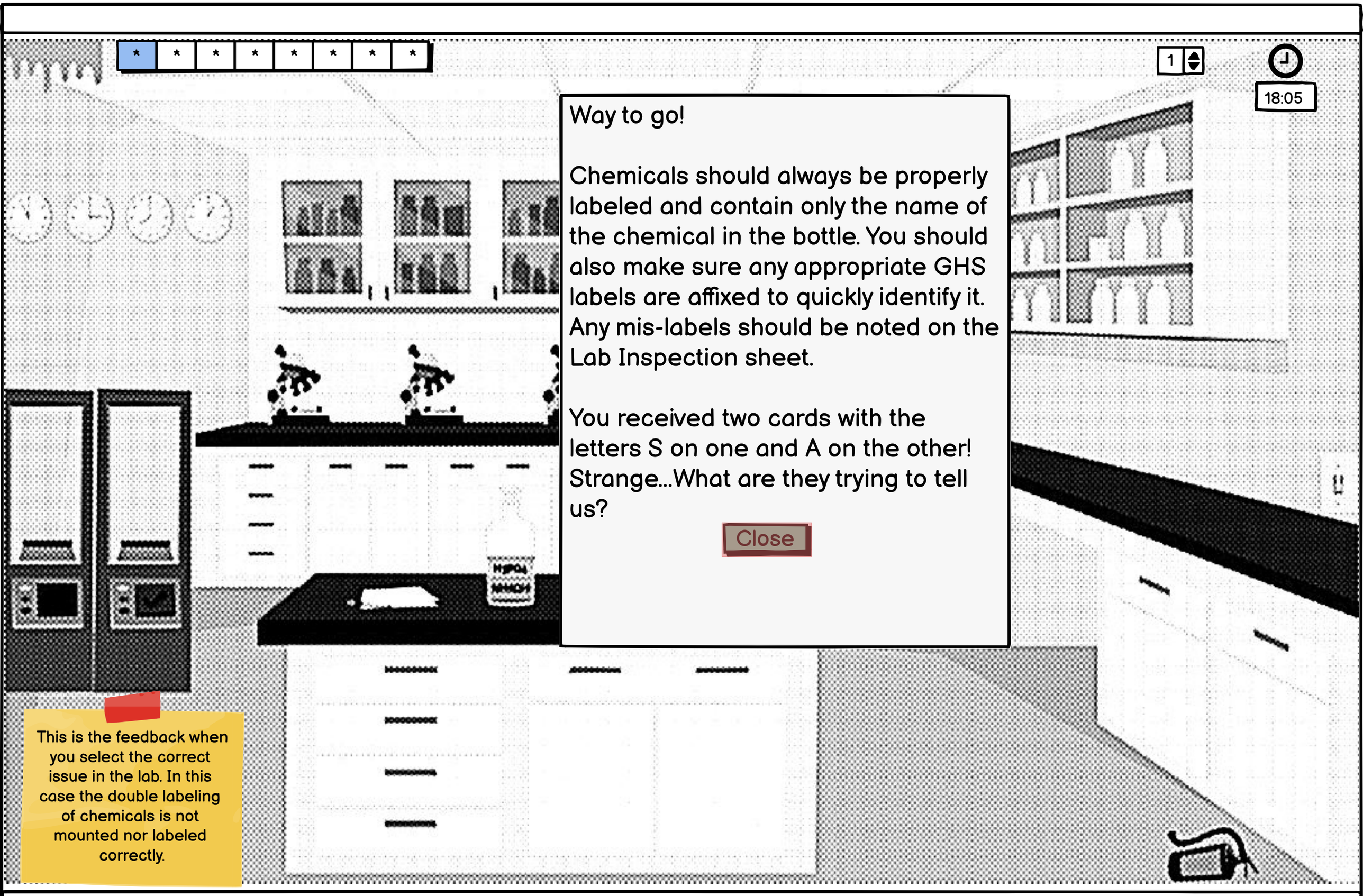
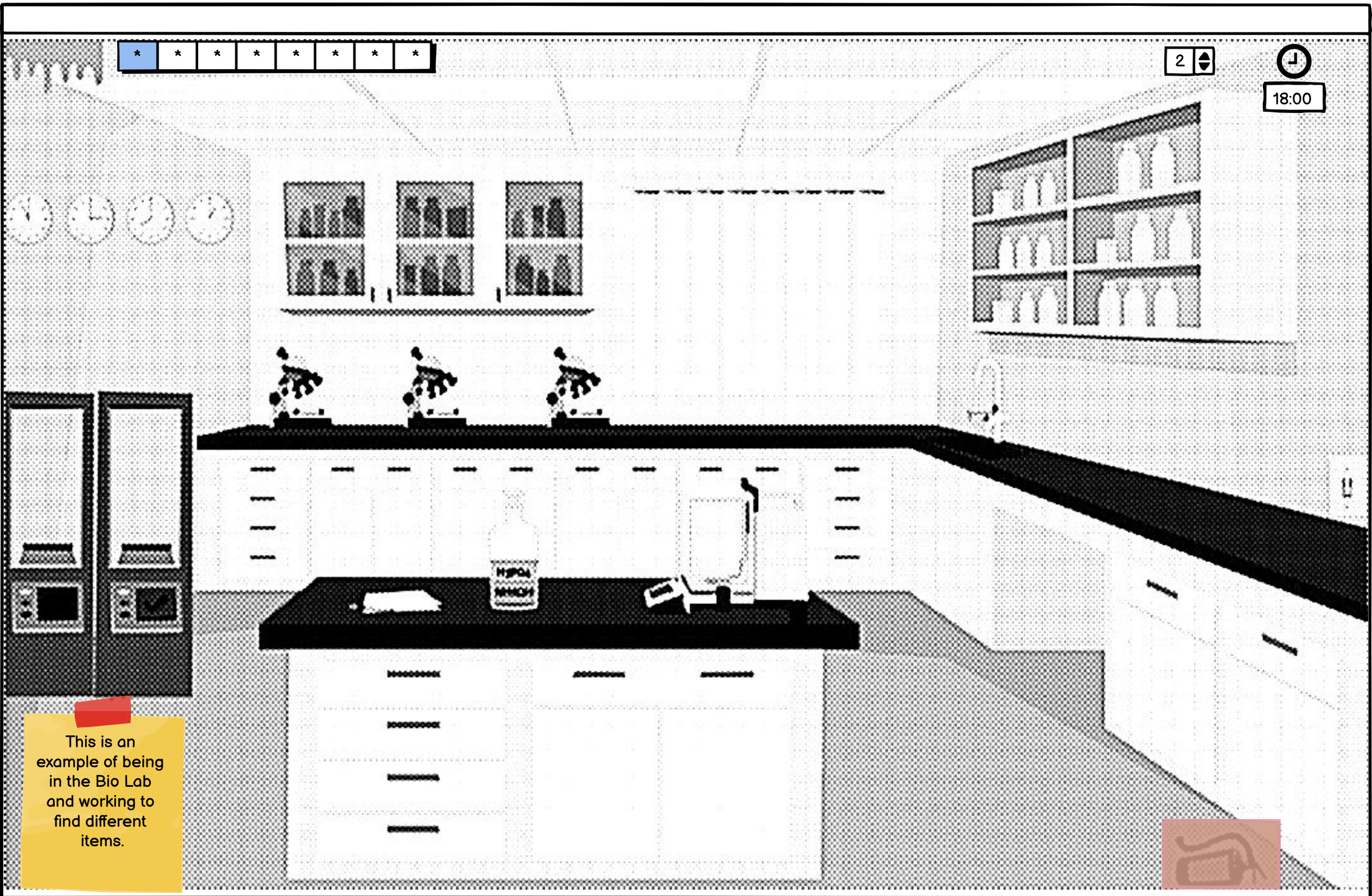
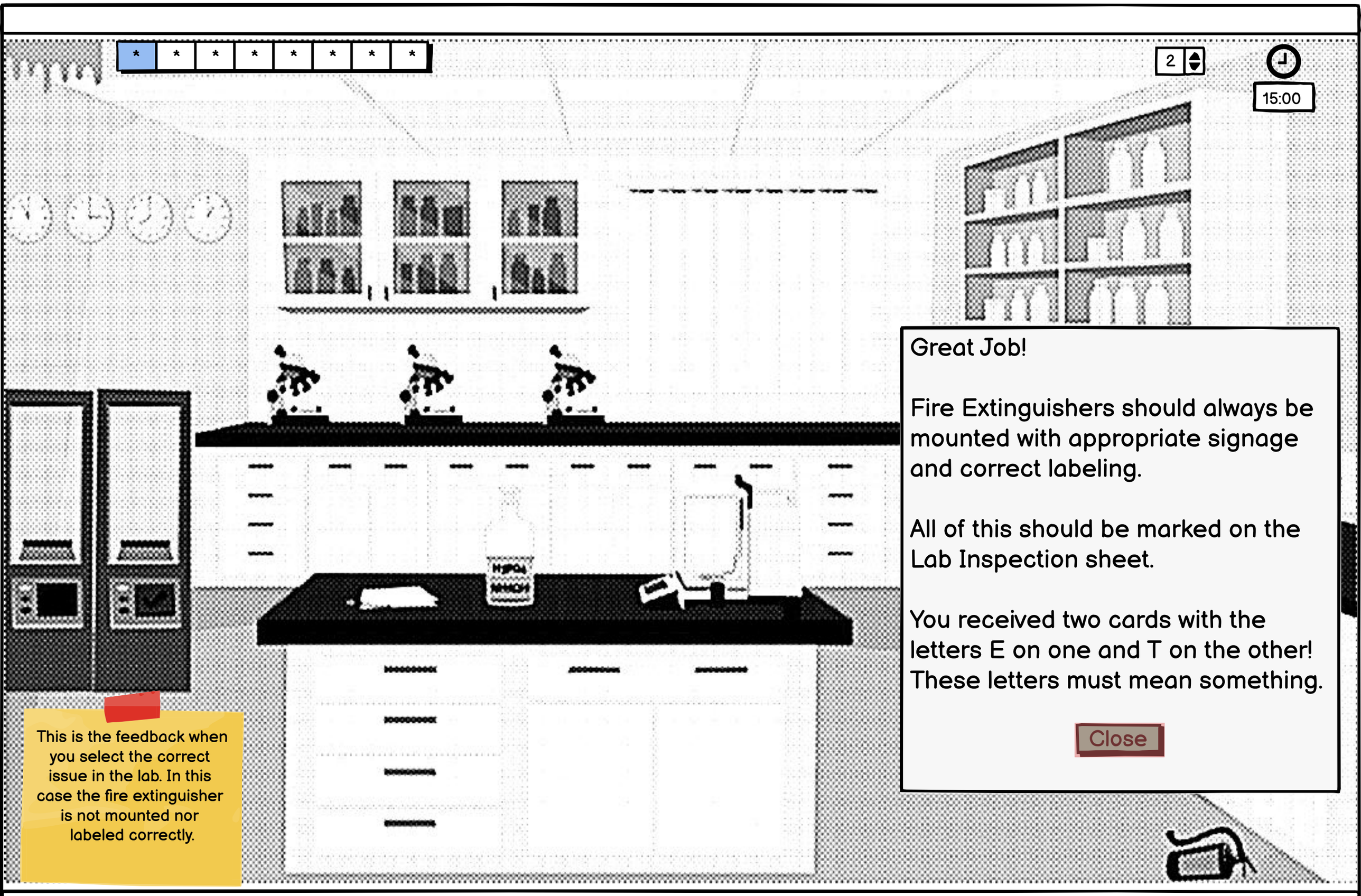
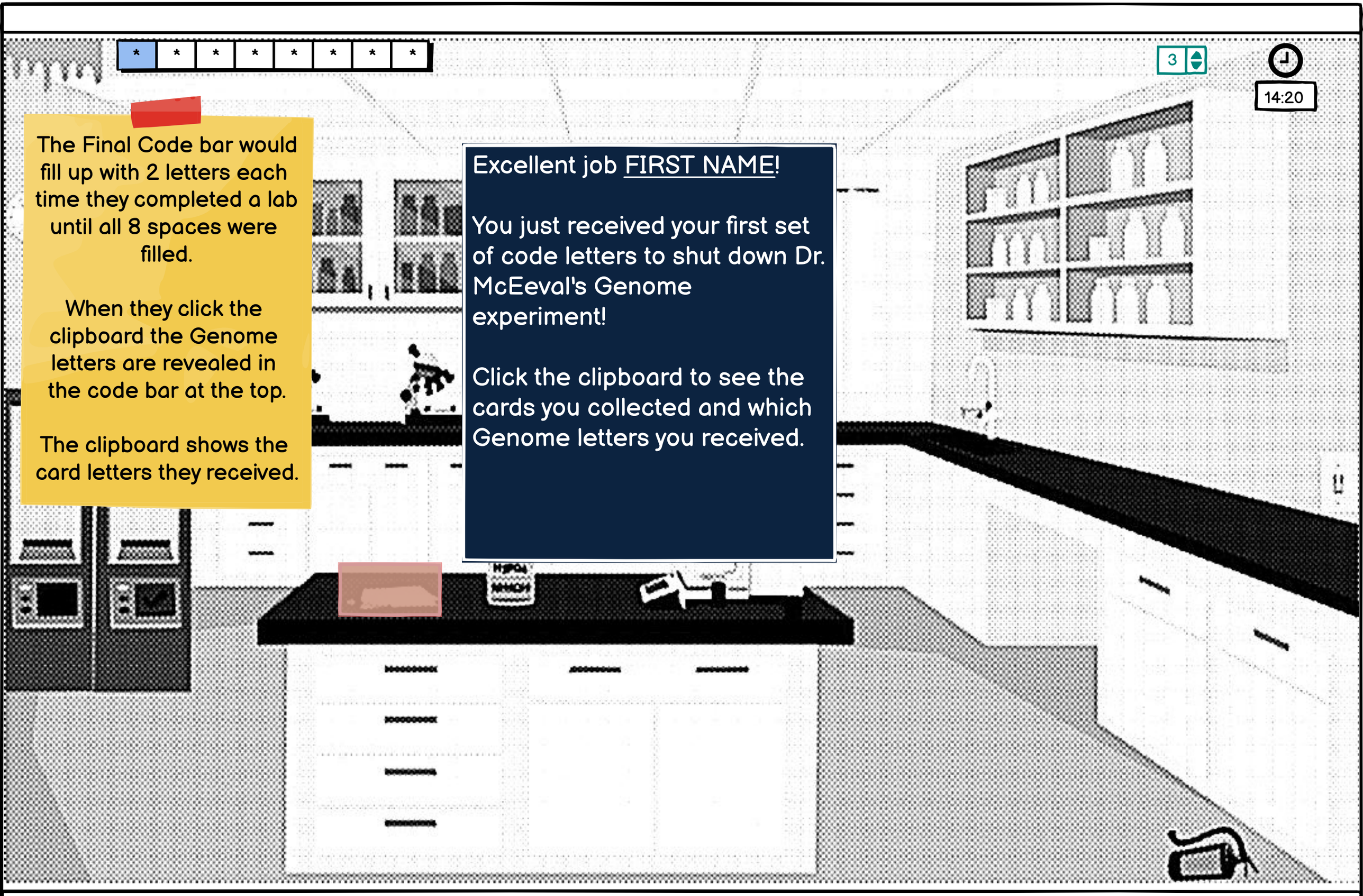

0
19:25
Yes!
You should always ensure ceiling tiles and light fixtures aren't damaged or broken. Also, check there are no leaks. All of this should be marked on the Lab Inspection sheet.
You received two cards with the letters F on one and Y on the other! Hmmm...Wonder what that means?
Close
This is the feedback when you select the correct issue in the lab. In this case the double labeling of chemicals is not mounted nor labeled correctly.

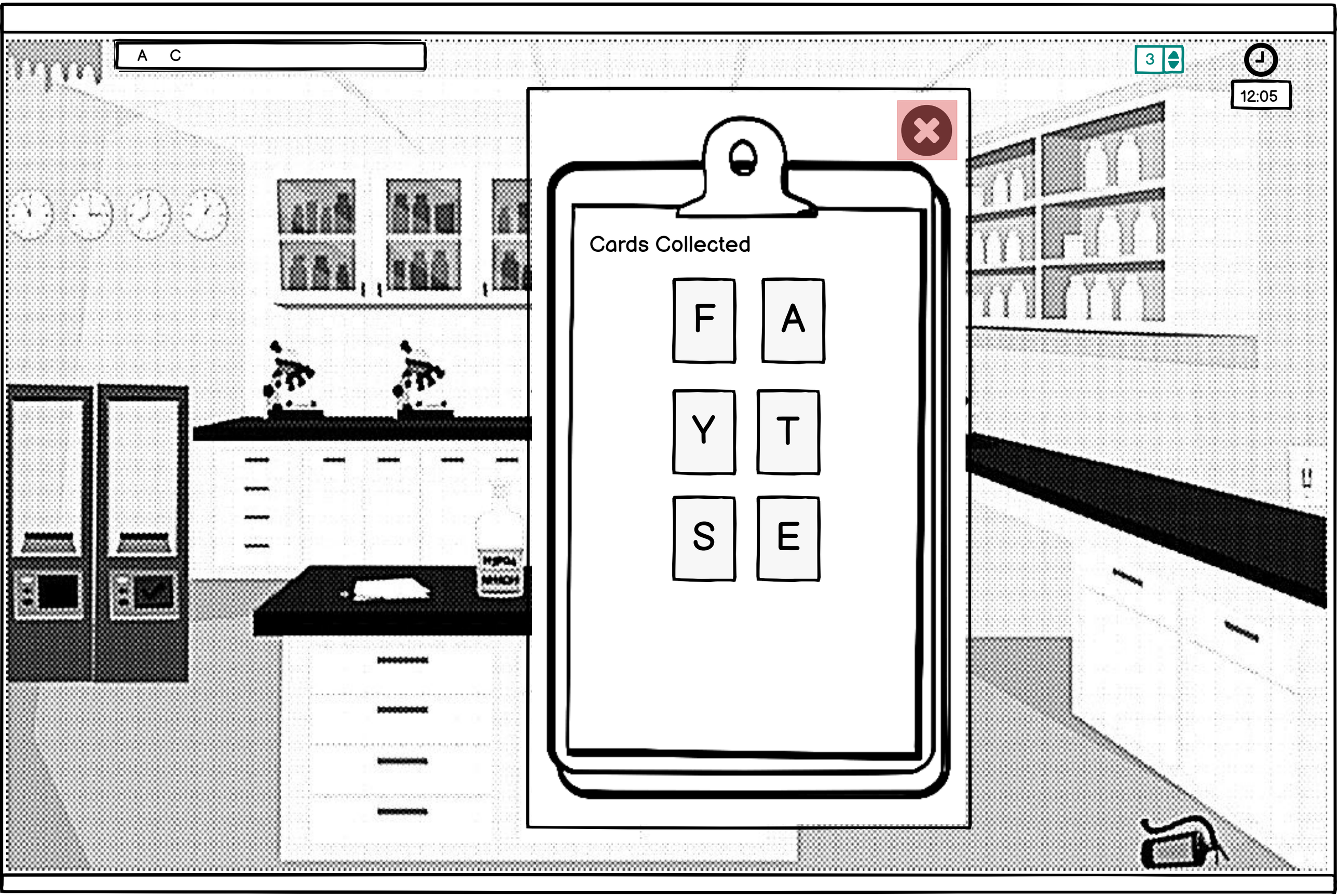

1
19:10
This is an example of being in the Bio Lab and working to find different items.


1
18:05
Way to go!
Chemicals should always be properly labeled and contain only the name of the chemical in the bottle. You should also make sure any appropriate GHS labels are affixed to quickly identify it. Any mis-labels should be noted on the Lab Inspection sheet.
You received two cards with the letters S on one and A on the other! Strange...What are they trying to tell us?
Close
This is the feedback when you select the correct issue in the lab. In this case the double labeling of chemicals is not mounted nor labeled correctly.


2
18:00
This is an example of being in the Bio Lab and working to find different items.

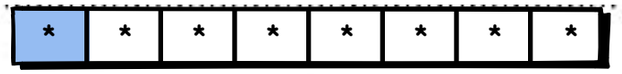

2
15:00
Great Job!
Fire Extinguishers should always be mounted with appropriate signage and correct labeling.
All of this should be marked on the Lab Inspection sheet.
You received two cards with the letters E on one and T on the other! These letters must mean something.
Close
This is the feedback when you select the correct issue in the lab. In this case the fire extinguisher is not mounted nor labeled correctly.


* * * * * * * *
3
14:20
The Final Code bar would fill up with 2 letters each time they completed a lab until all 8 spaces were filled.
When they click the clipboard the Genome letters are revealed in the code bar at the top.
The clipboard shows the card letters they received.
Excellent job FIRST NAME!
You just received your first set of code letters to shut down Dr. McEeval's Genome experiment!
Click the clipboard to see the cards you collected and which Genome letters you received.



The map will change to match the lab environment the player is currently experiencing.


3
12:00
Look! There appears to be a door over there. Let's check it out. Maybe we can get out of here.
This is an example of being in the Bio Lab and working to find different items.

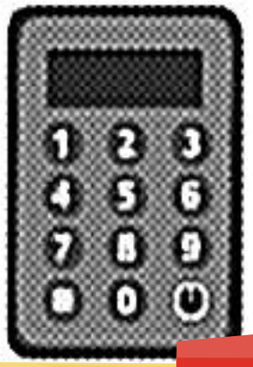


Excellent job! You found a set of 6 cards each with a different letter.

There appears to be a note on the wall to the right of the key entry.

The note says: "To open this door you must enter the correct keycode for the following sentence: A microscope is equal to seeing smaller things as Lab Inspections is equal to __ __ __ __ __ __."

You got this!



To Open this door you must enter the correct keycode for the following sentence:

"A microscope is equal to seeing smaller things as Lab Inspections is equal to __ __ __ __ __ __."

The prototype will not allow multiple tries, however, you would enter SAFETY on the keypad (in game) to go to the next lab.

Here you can click the lab door to proceed to the Chem lab.


3
10:05
Congratulations!
Prototype Testing is done! Thanks for helping!
To see end states, click the Genome Lab button.
To see a screenshot of the BioChem Lab, click the BioChem Lab button.
To see a screenshot of the Research Lab, click the Research Lab button.
This text will not be in the final game.
Genome Lab
BioChem Lab
Research Lab
This is an example of being in the Chem Lab and working to find different items.

This is an example of being in the BioChem Lab and working to find different items.


0
05:05
This is an example of being in the Research Lab and working to find different items.


* * * * * * * *
0
03:05
Genome Code Input
6 7 8 9 0
A B C D E
F G H I J
K L M N O
P Q R S T
U V W X Y
CANCEL Z OK
Dr. McEeval
This is the final layer Dr. McEeval's Genome Lab. Here they will need to enter the code into the Genome keypad. The learner will need to find the keypad where to enter the genome sequence they collected in each level.

So! You think you have the proper Genome Code to shut my experiment down do you?

Well, try your best! Enter the 8 letters in their proper order. Oh, by the way, did I mention...You only get 5 attempts. After the 5th attempt, my experiment automatically initiates! WhoooHaHaHa!

Genome Code Input

0

01:05

6 7 8 9

A B C D

F G H I

K L M N O

P Q R S T

U V W X Y

CANCEL Z OK

Dr. McEeval

This is the screen where the learner will input the code they found throughout the game. They only get 5 chances to get it right.

Once the correct order is entered they go to the Win State screen and receive a PDF 1 pager Job Aid with key points to remember.

Click the Win State button to see the Win State screen.

Click the Lose State button to see the Lose State screen.

Click the Back 2 Chem Lab button to go back and see screenshots of the other labs.

These buttons and this text are only here for prototyping to see the most screens and game play idea.

Win State | Lose State | Back 2 Chem Lab

DRAT! DRAT! DRAT!

You may have won this time, but I'll be back. You haven't seen the last of Dr. McEeval!

Way to Go NAME INPUT FROM BEGINING OF GAME HERE!

You've helped the LCIO stop Dr. McEeval from hatching is plan by successfully shutting down his Genome experiment.

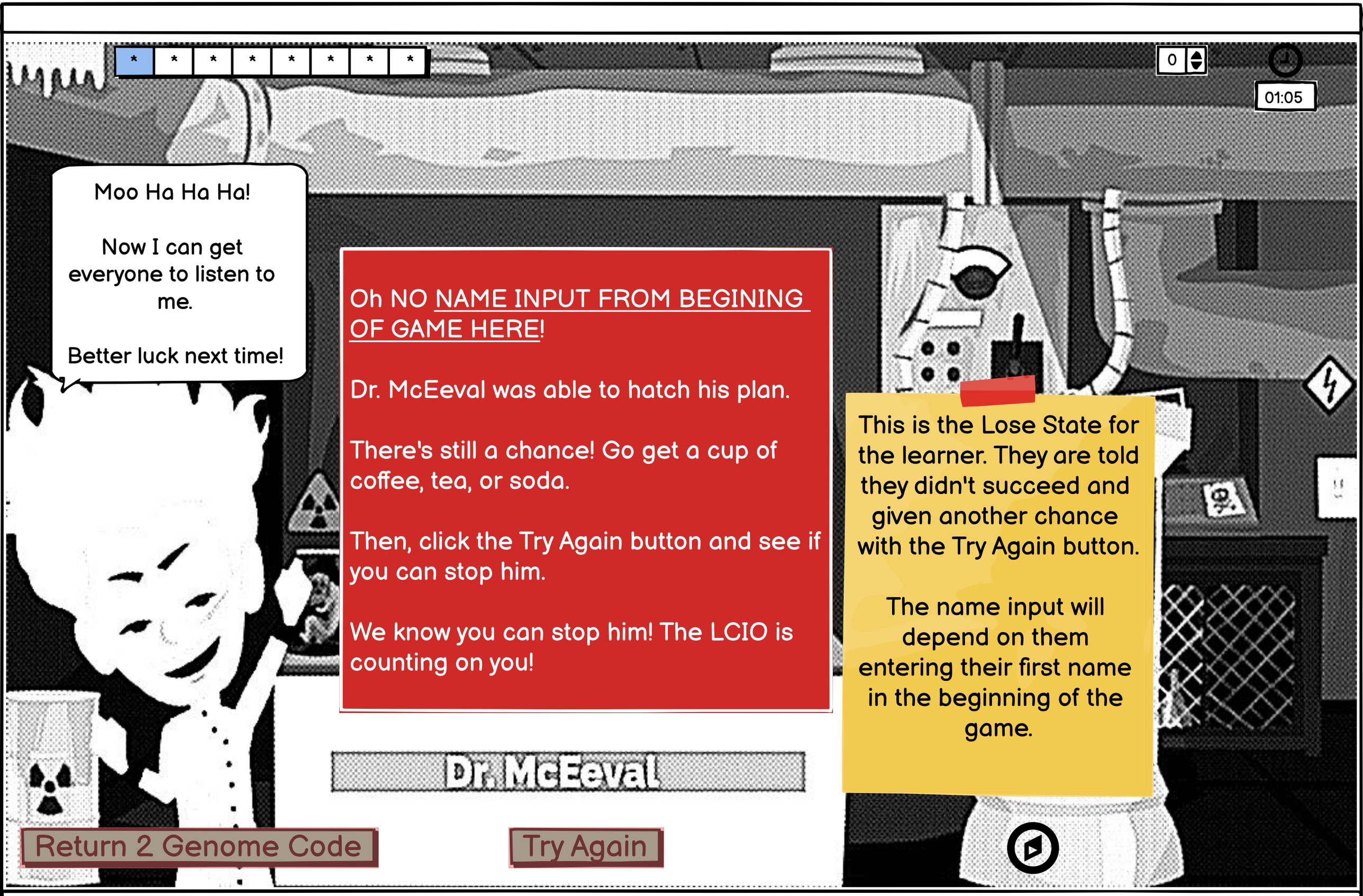
That was a close call, but we knew you could do it!

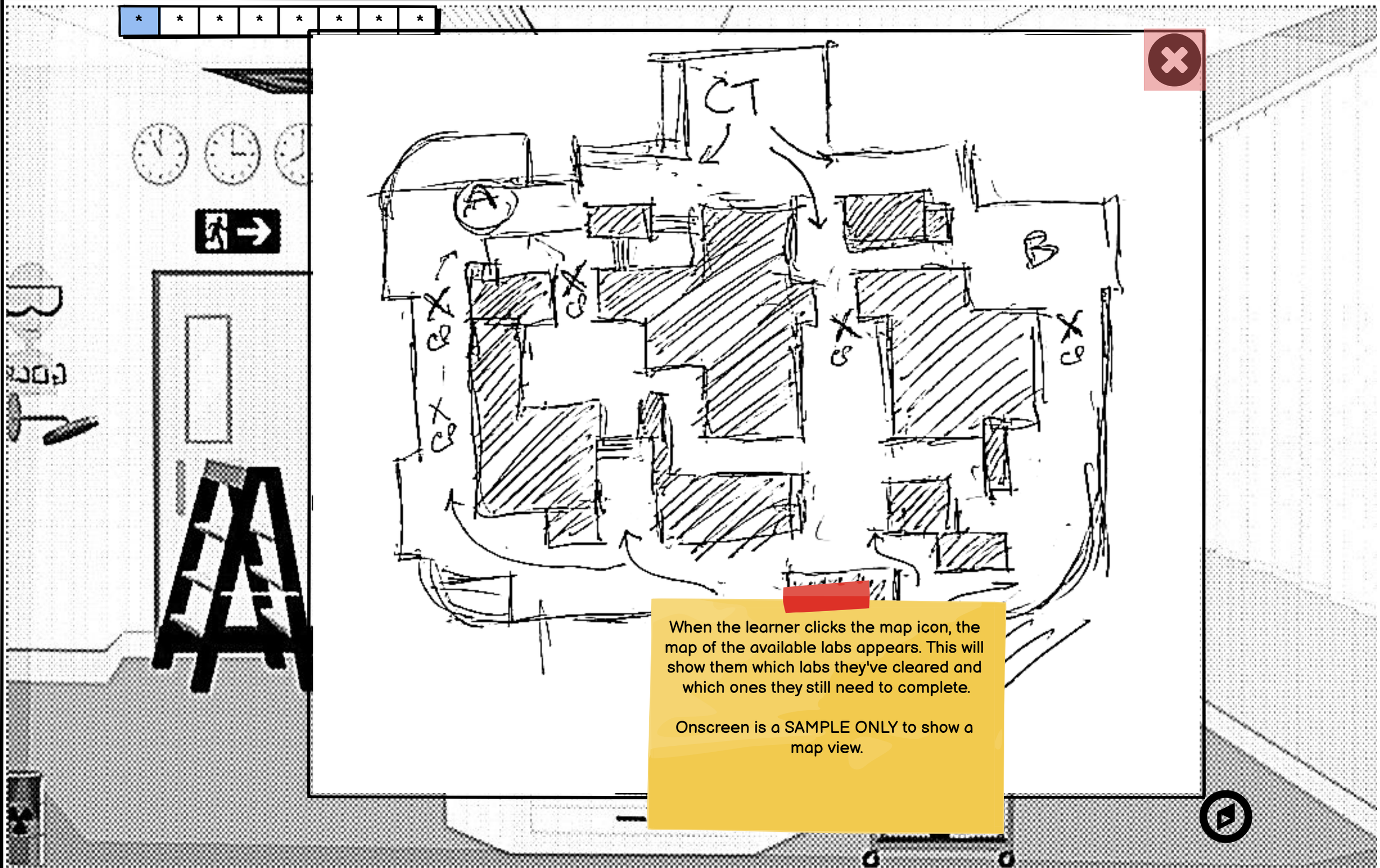
Remember, a safe lab starts by ensuring everything is in proper order! Everyone should be able to go home the way they arrived at work...SAFE!

Dr. McEeval

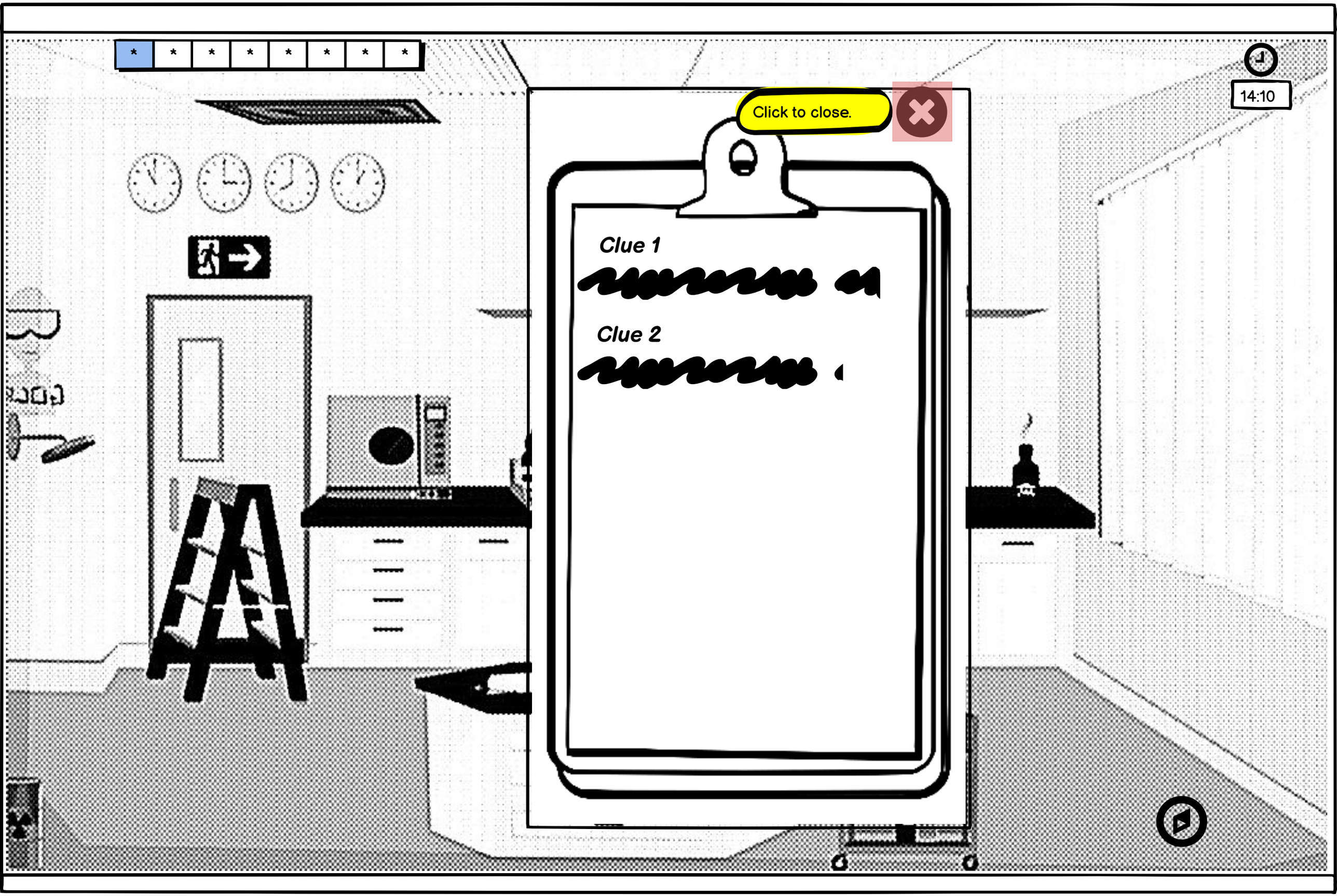
Return 2 Genome Code

This is the Win State for the learner. They are congratulated and given a final message. The name input will depend on them entering their first name in the beginning of the game.


0
01:05
Moo Ha Ha Ha!
Now I can get everyone to listen to me.
Better luck next time!
Oh NO NAME INPUT FROM BEGINING OF GAME HERE!
Dr. McEeval was able to hatch his plan.
There's still a chance! Go get a cup of coffee, tea, or soda.
Then, click the Try Again button and see if you can stop him.
We know you can stop him! The LCIO is counting on you!
Dr. McEeval
This is the Lose State for the learner. They are told they didn't succeed and given another chance with the Try Again button.
The name input will depend on them entering their first name in the beginning of the game.
Return 2 Genome Code
Try Again



The map will change to match the lab environment the player is currently experiencing.



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