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Group Reflection 3

In our final meeting we made a couple changes after meeting with the professor and during the meeting we finally decided on what the game would be called, how much we may sell it for, who were targeting etc. We defined the game by defining the Players who will embark on a thrilling adventure to thwart a virtual villain's attempts to disrupt the digital world. The narrative unfolds through interactive storytelling, making the learning experience both entertaining and impactful. We then realized that to progress through the escape room, players must solve a variety of puzzles that mirror real-world cybersecurity challenges. These puzzles cover topics such as creating strong passwords, identifying phishing attempts, and understanding the importance of privacy settings. Each level of the escape room focuses on a specific cybersecurity concept. Interactive modules provide concise yet comprehensive information on topics like online safety, safe browsing habits. And most importantly, we discussed that By instilling good cybersecurity habits early on, the game aims to create a lasting impact on children's digital behavior, contributing to a safer online community. In conclusion, Escape Room is not just a game; it's an educational adventure designed to equip children with the knowledge and skills needed to navigate the digital landscape securely. By combining the thrill of an escape room with crucial cybersecurity concepts, we believe this innovative approach will captivate young audiences, fostering a generation of cyber-savvy individuals.