

Escape Room — The Biting Pet Crypt

Duration: 120 minutes

Objective: Create the official Halloween mascot of the class (name, persona, symbol/insignia, H/V lockups, accessible palette, typography and mini-guide + mockups).

Mandatory AI: text and image in all rooms.

Team roles (rotating)

- Guardian of Storytelling
- AI driver
- Typographic Designer
- Accessibility Curator

Syllabus Schedule (120')

- 0:00–0:02 — Premise & roles
- 0:02–0:17 — Vestíbulo (name & person)
- 0:17–0:35 — Crypt (palette & contrast)
- 0:35–0:47 — Hallway (code of rules)
- 0:47–1:22 — Laboratory (symbol)
- 1:22–1:42 — Mirrors (logo & H/V)
- 1:42–2:00 — Ritual Final (mini-guia + mockups) & pitches

Room 1 — Whispering Vestíbulo (Name & Person)

Story: doors whisper forbidden names; a sign says "Whoever does not nominate, will be nominated".

1. AI (text) — prompt 1:

- Generate 20 unique and memorable names for a class Halloween mascot. It should sound fun, a little mischievous, and fit into 1–2 words. Avoid tired clichés.

2. AI (text) — prompt 2:

- For each favorite name, describe the personality, weaknesses, and powers in 50–70 words. Tone: gothic humor.
- Lock: number of syllables of the noun + initials of the metaphor (e.g., 3-SM). Output: Official name + 3 adjectives + anchor metaphor.

Room 2 — Chromatic Crypt (Palette & Contrast)

3. AI (text) — prompt:

- Propose 3 palettes (HEX) for the mascot: 1 main color, 1 accent color and 2 neutrals. Justify each color by emotion/value. Ensures contrast-enhanced AA/AAA pairs for text on background.
- Lock: $(R \text{ of main} + R \text{ of accent}) \% 100 + (G \text{ of main} + B \text{ of accent}) \% 100$. Output: chosen palette + contrast proof.

Room 3 - Oath Hall (Sacred Rules)

4. AI (text) — prompt:

- Create 8 rules of use for the mascot: 4 DO (good practices) and 4 DON'T (classic mistakes — stretch, outline, shadow, noisy background, low contrast, color distortion). Tone: Firm and fun.
- Lock: acrostic with the 1st letter of each rule. Output: A4 poster with the 8 rules.

Room 4 — Nibble Lab (Symbol/Badge)

5. AI (image) — base prompt:

- From this drawing make a Minimal vector emblem/logo for a Halloween class mascot named [NOME]. Geometric, bold silhouette, use solid colors + black, clear negative space, scalable, friendly-spooky. Works in square and horizontal lockups. No gradients, no fine details.
- Curation: choose 2 proposals and simplify (counter-forms, thicknesses). Tests: monochrome, 24–400 px, micro-printing. Lock: answer 3 whys of the symbol.

Room 5 — Hall of Mirrors (Logo & H/V)

- AI (text): suggests 2 typographic pairings (humanist sans for titles + reading serif for text). It justifies legibility, tone and harmony.
- Task: compose logo with the NAME; Create horizontal and vertical lockups, safety margins, minimum size proofing (16 px/10 pt), and adjusted kerning. Lock: Spacing puzzle.

Final Ritual — Mini-Guide & Mockups

- A4 mini-guide: name+persona; symbol (positive/negative) with protection area; H/V lockups; palette (HEX) + AA/AAA pairs; typography (minimum uses/sizes); restrictions; 2–3 mockups.
- IA a partir de rascunho (imagem) para mockups: Clean realistic mockup for a class mascot identity applied to [sticker / A3 poster / profile avatar].
- Lightning presentation (90" per team)