

# Scenario Structure

LEVEL:



Intermediate



Miro

## BASICS

Miro is an online collaborative whiteboard platform that allows educators and facilitators to design and structure virtual escape rooms using visual maps, flowcharts, and connected blocks. It supports the creation of narrative pathways, puzzle sequences, and branching logic in a clear and interactive way.

**Visual overview and Logic Map:** Miro provides an infinite visual canvas where puzzles, scenes, clues, and decisions can be represented as shapes connected with arrows. Designers can build a visual logic map that clearly shows player progression, dependencies between puzzles, and alternative paths.

URL / Access: <https://miro.com>

## ADDITIONAL INFORMATION

**Multilingual support:** Interface available in multiple languages. Content can be written in any language.

**Technical requirements:** Interface available in multiple languages. Content can be written in any language.

**Adaptations for SLD users:** The visual mapping approach, color coding, and clear sequencing support learners with SLD by making relationships and progression easier to understand.

**Cost and access Does it work offline?** No



## HOW TO USE IT

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### STEP 1: Define the escape room structure

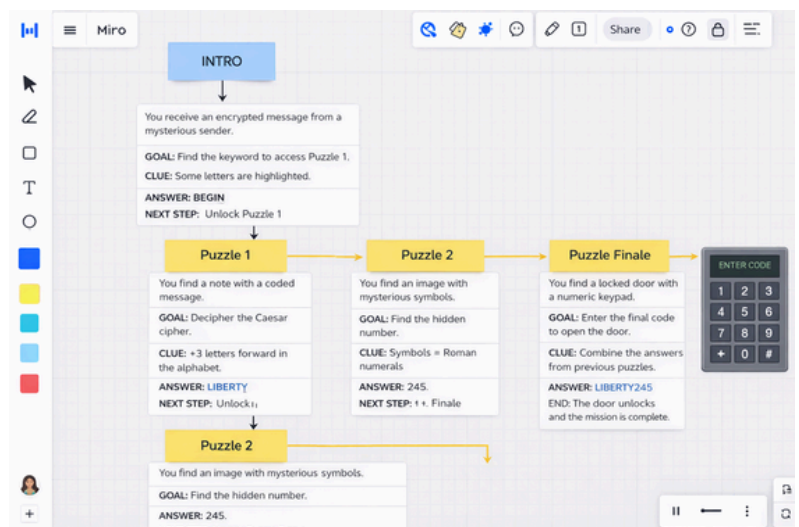
1. Create a new board in Miro.
2. Give your board a name (e.g., "Escape Room Design").
3. Use shapes (rectangles or sticky notes) to represent:
  - a. Intro
  - b. Puzzle 1
  - c. Puzzle 2
  - d. Final Challenge

Arrange them in logical order.

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### STEP 2: Build the narrative and logic flow

1. Use arrows to connect puzzles and show progression.
2. Add text inside each shape describing:
  - a. Story context
  - b. Objective
  - c. Clues
  - d. Solution
  - e. Next step
3. If needed, create branching paths (e.g., Puzzle 2A / Puzzle 2B).
4. Use color coding:
  - a. Blue = Narrative
  - b. Yellow = Puzzle
  - c. Red = Final task



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### STEP 3: Review and collaborate

1. Share the board with colleagues or students.
2. Use comments to discuss structure and improvements.
3. Test the logical flow before transferring the game into a playable platform (Genially, Canva, Google Sites, etc.).



## KEY FEATURES

- Key features
- Tips for combining story and gameplay
- Plan the puzzle sequence and structure
- Develop storyline, setting, and characters
- Visualise connections between narrative and gameplay
- Add notes, dialogue, or scene descriptions



## TIPS FOR COMBINING STORY AND GAMEPLAY

- Start with a clear final objective.
- Make each puzzle meaningful to the story.
- Avoid too many branches that confuse players.
- Balance narrative moments and problem-solving.
- Use consistent color coding.
- Test the logic flow before building the game.



## ADVANTAGES AND LIMITATIONS

Opportunities	Weaknesses
Clear and intuitive visual planning	Does not create playable games
Ideal for collaborative design	Requires internet connection
Flexible and creative environment	Free version has board limits
Easy to modify and reorganize	Large boards can become visually crowded
Suitable for educational contexts	