



## RESTORATION AND PROTECTION ARCHITECTURES:

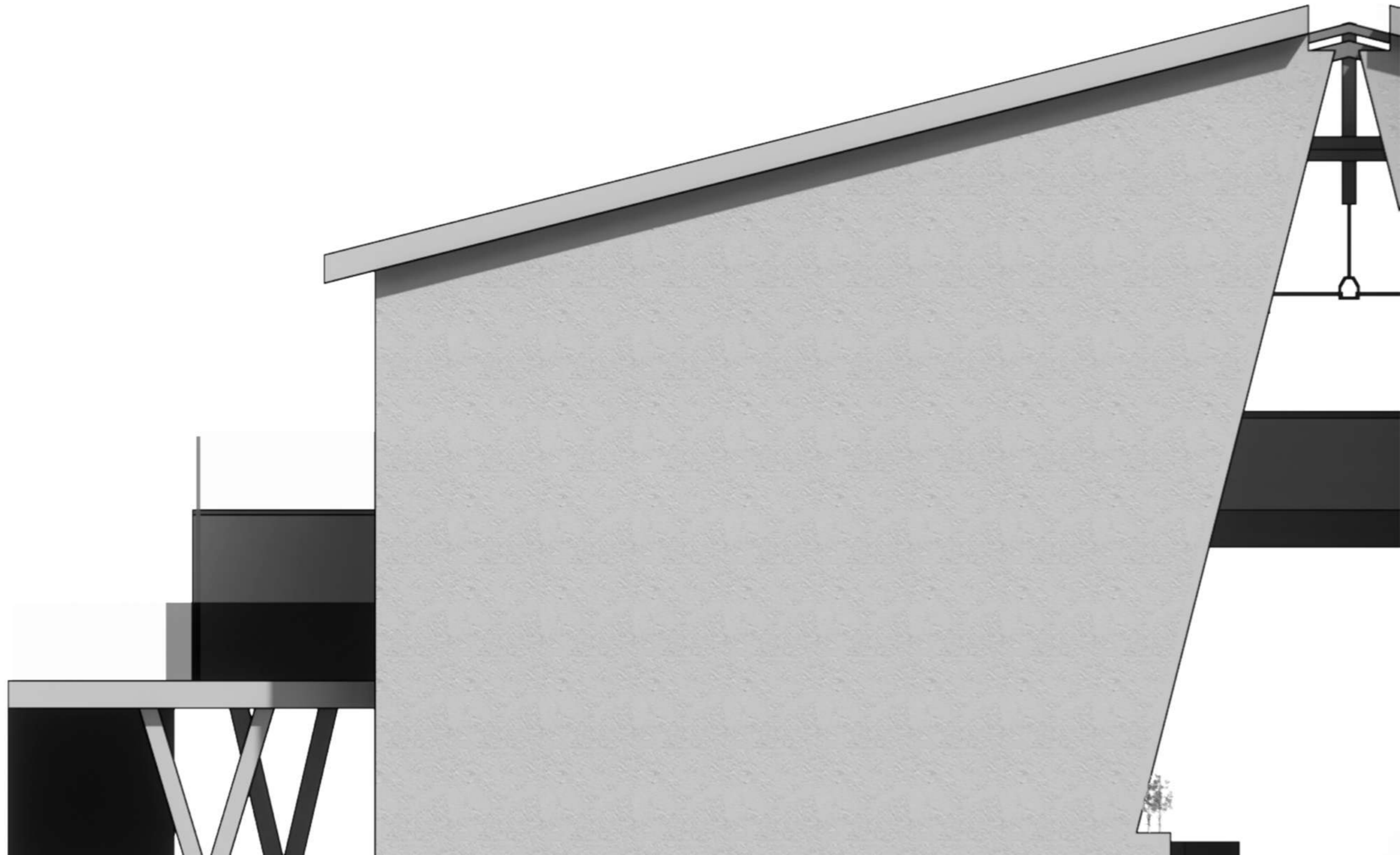
Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

## INSTRUCTORS:

DR. Parsa Pahlavan  
en. Nazanin Haj Zavar

## PROJECT:

MAZEFUM2023  
Spy museum and  
war simulation game space







## ARCHITECTURES:

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

## DESCRIPTION:

Maze Project

**M**aza entertainment scientific complex

Maze series is designed to increase the historical scientific level of citizens and to familiarize people with political and war issues. Among other goals of this series, it can be mentioned to increase concentration, intelligence and ability to find solutions to problems. For this purpose, puzzle stations and escape rooms have been designed in this complex. In addition, it can be a recreational space for different people of different ages. This collection includes: espionage and war museum, puzzle station collection, escape room collection, war simulation game space and restaurant cafe.

**Espionage and War Museum:** This museum includes general information about world-famous espionage operations, introduction of professional and world-famous spies, introduction and definition of various espionage techniques, display and introduction of espionage and war tools, analysis of problem solving methods, familiarity with The history of world wars, such as world wars, etc. (from the beginning of history until now) and getting to know the famous detectives of the world.

**Game stations:** This space includes several puzzle stations with different topics, where visitors must solve the puzzles inside each station using general, scientific, mathematical, etc. information. The riddles in these stations help to increase intelligence and point-finding, as well as increase teamwork. The decor and topics of these stations can be changed seasonally with different themes so that it is not repetitive for the audience and attracts more audience.

**Escape rooms:** These spaces have global standards of escape rooms. Games with different topics that increase people's sense of excitement, fear and teamwork skills. This space can be very useful for generating income. Solving the mystery of these rooms requires the information available in the museum. With this technique, people have to visit the museum to use this space, which is a kind of mandatory success.

**Cafe Restaurant:** People can rest and eat in this cafe restaurant after exploring other areas of the maze



### Key partners:

knowledge-based companies



### Key activities:

content production, advertising; Showing the events of the project with animation or film



### Key sources:

human resources, knowledge-based companies, cultural heritage organization



### Channels:

advertising in different space, introduction in different space



### Earnings:

earn money from cafe, restaurant, escape rooms and puzzle stations



### Cost structure:

repairs and decoration changes, employee salaries, advertising

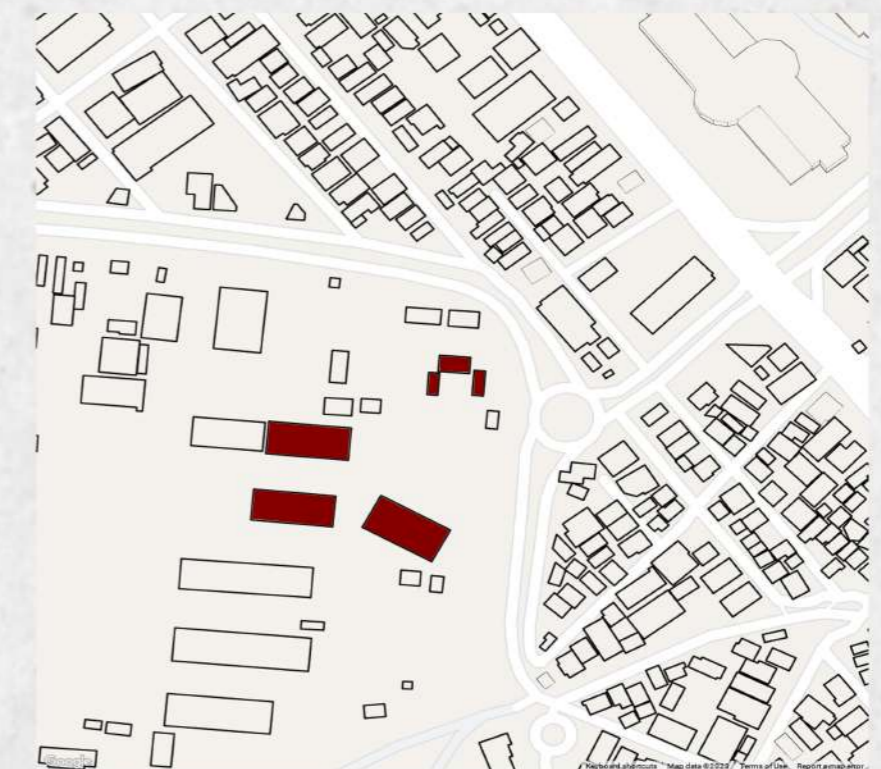


### Customer segment:

general public

### Customer relations:

connecting new businesses with sponsors





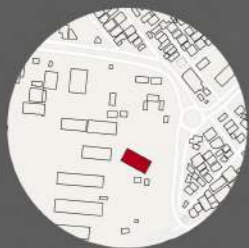


**ARCHITECTURES:**

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

**DESCRIPTION:**

**KEY PLAN:**





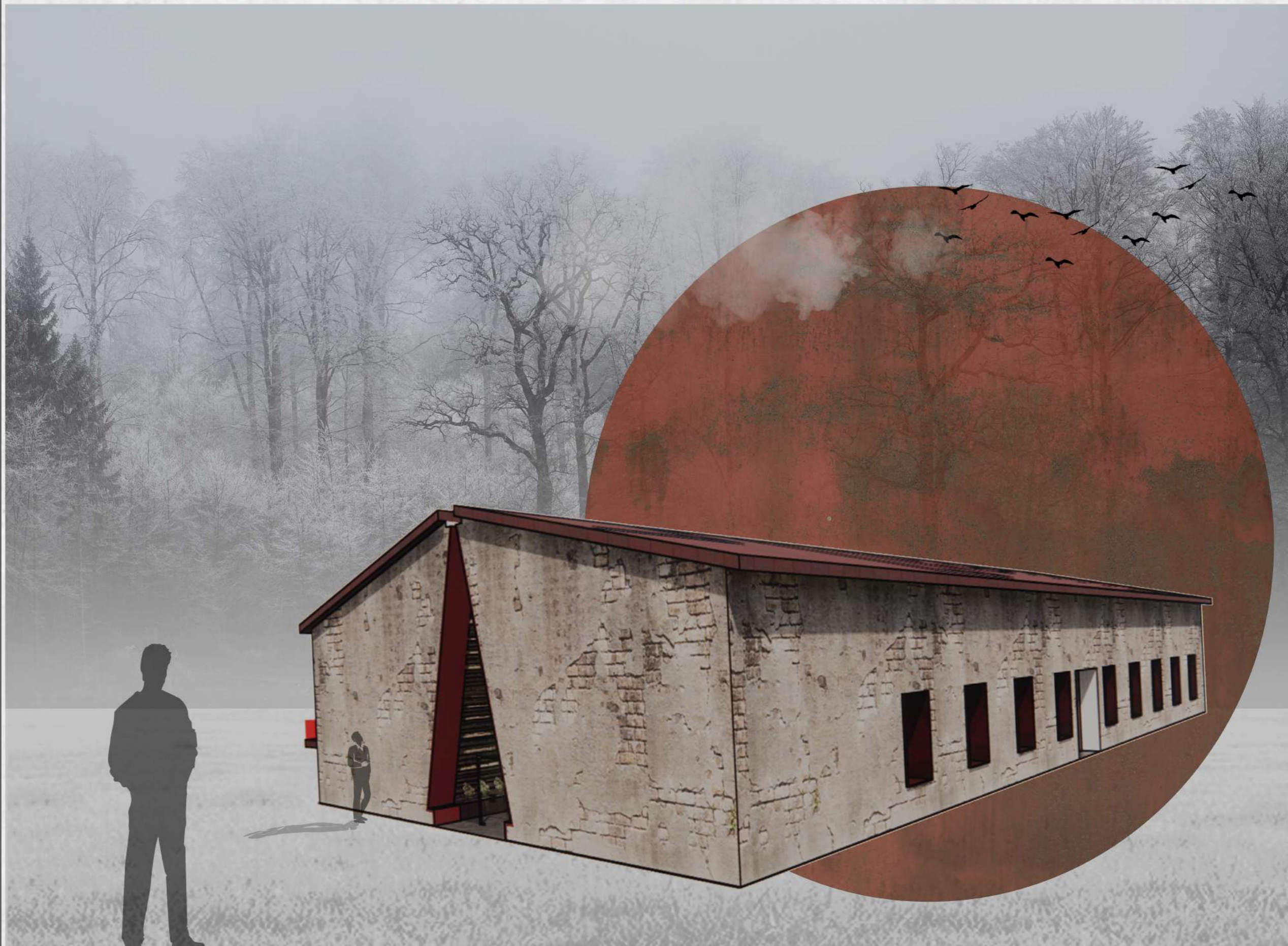
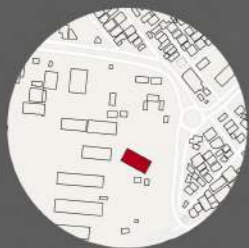


**ARCHITECTURES:**

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

**DESCRIPTION:**

**KEY PLAN:**







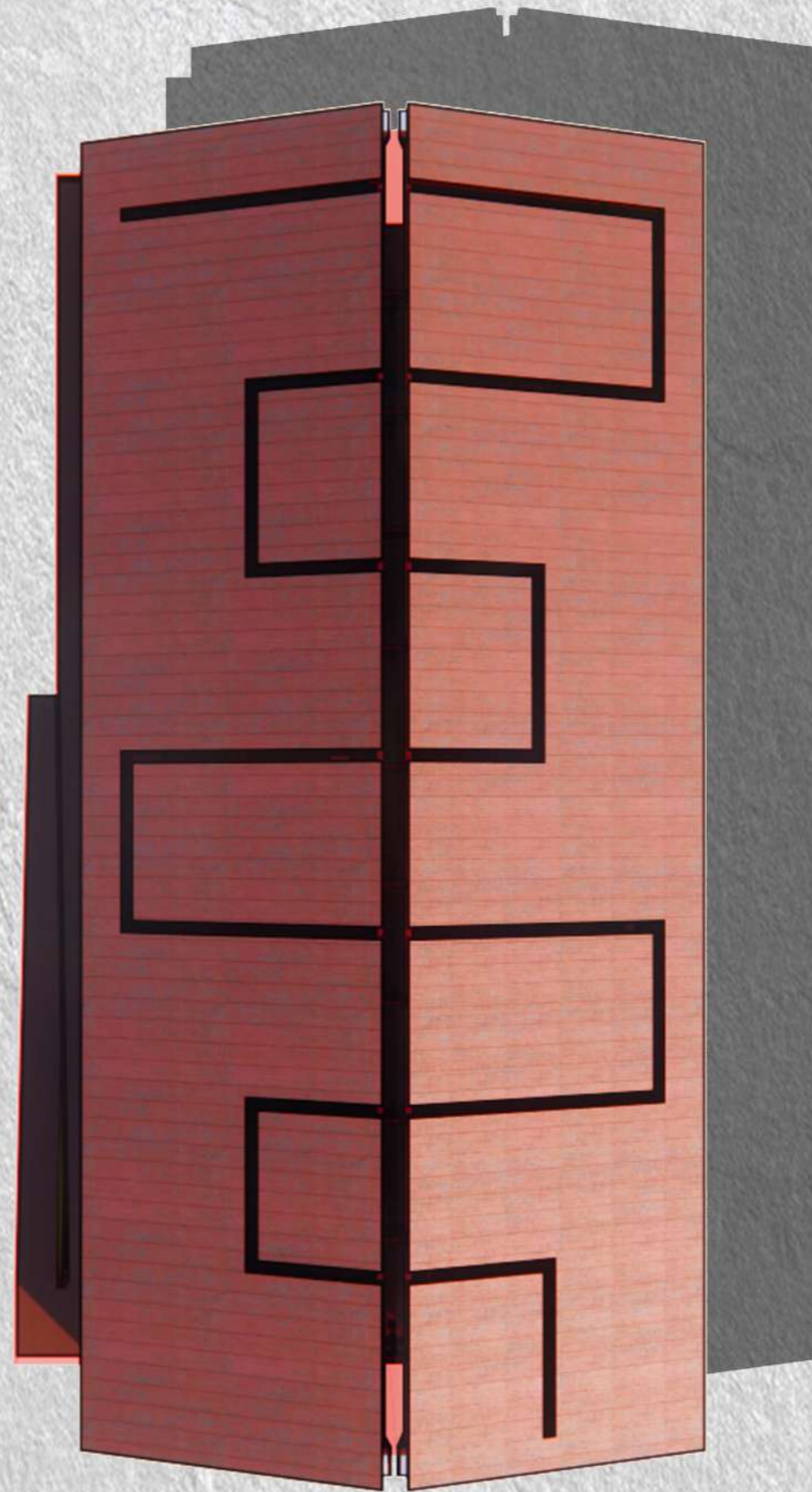
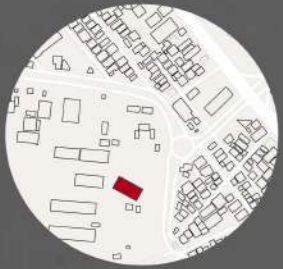
**ARCHITECTURES:**

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

**DESCRIPTION:**

Perspective

**KEY PLAN:**







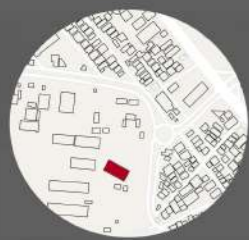
**ARCHITECTURES:**

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

**DESCRIPTION:**

Section

**KEY PLAN:**



**NORTH:**



**SCALE:** 1.250







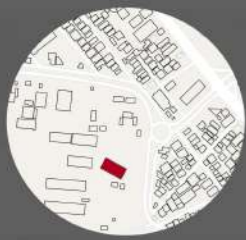
## ARCHITECTURES:

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

## DESCRIPTION:

Elevation

## KEY PLAN:



## NORTH:



SCALE: 1.250





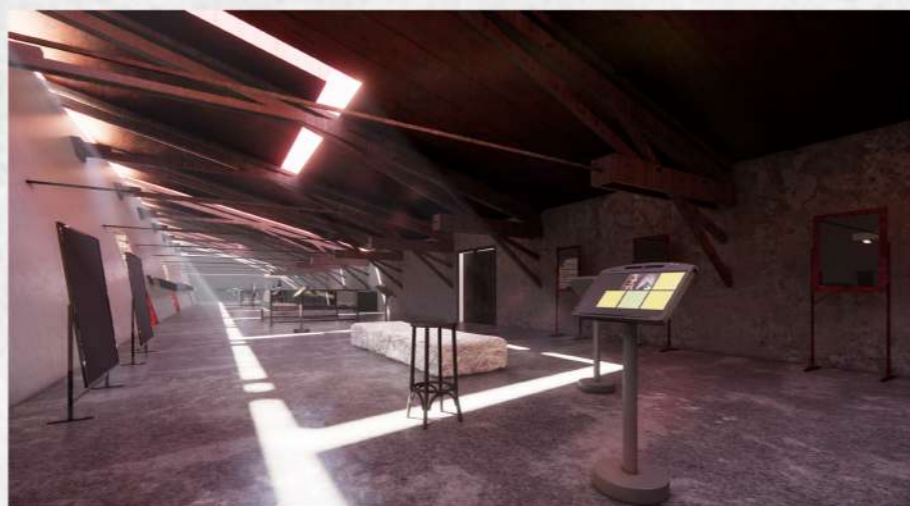


**ARCHITECTURES:**

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

**DESCRIPTION:**

Museum Render





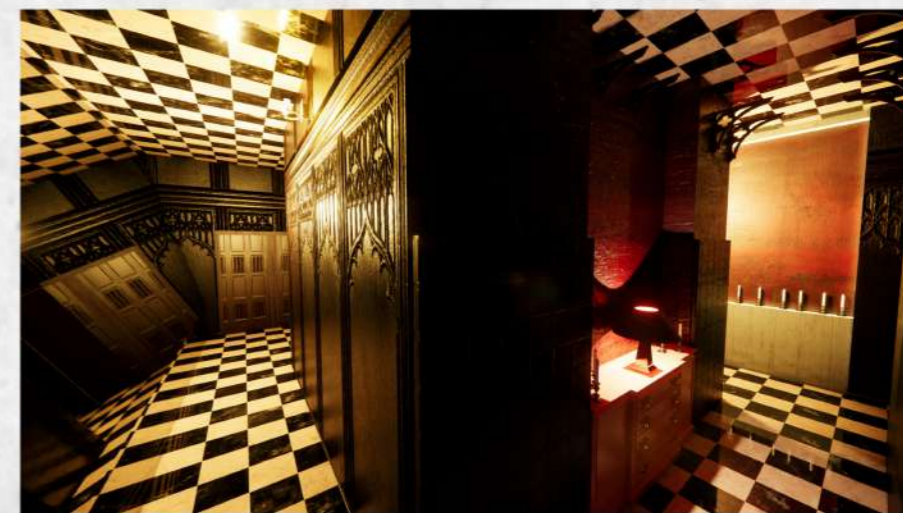
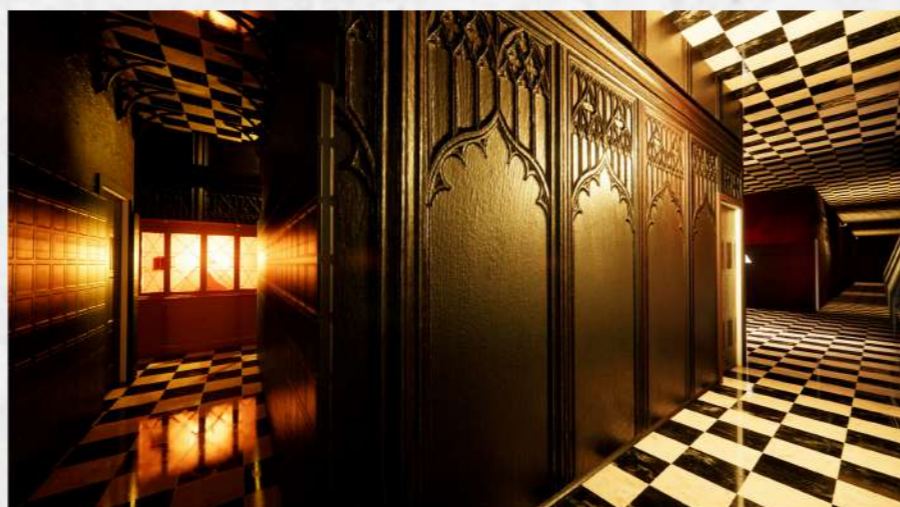
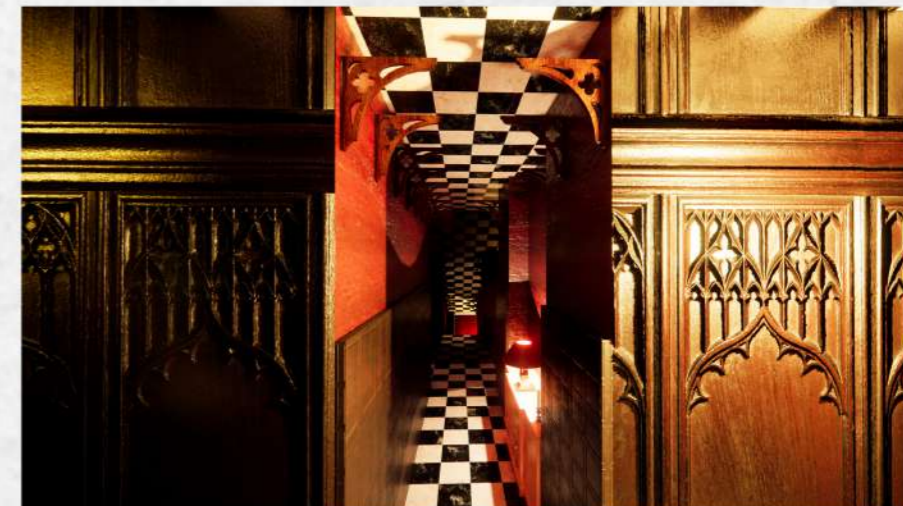
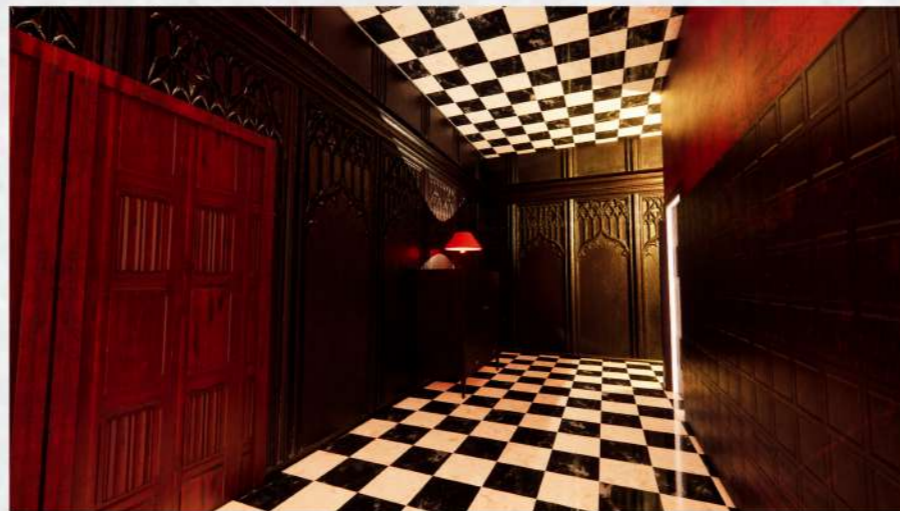


**ARCHITECTURES:**

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

**DESCRIPTION:**

Escape Room Render





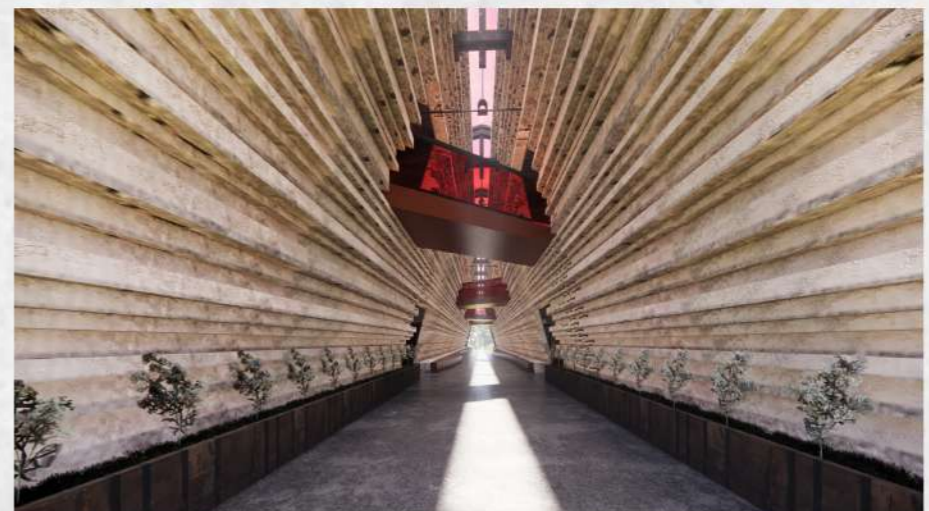
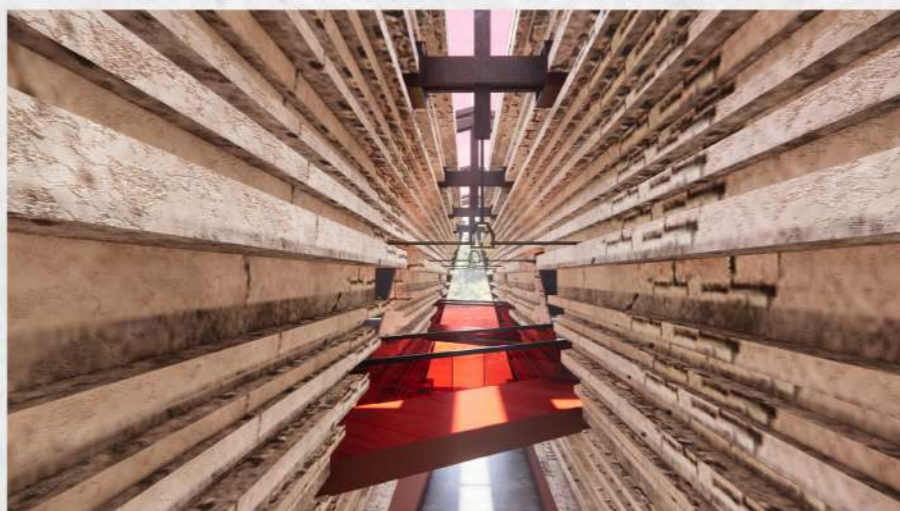


**ARCHITECTURES:**

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

**DESCRIPTION:**

Mystery Station Render  
Middle Space Render







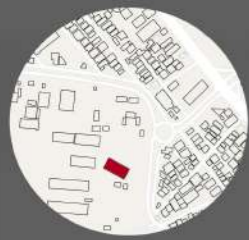
**ARCHITECTURES:**

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

**DESCRIPTION:**

- First Floor Plan
- 1. Bridge
- 2. Museum
- Ground Floor Plan
- 1. Escape Room
- 2. Middle Spce
- 3. Mystery Staion

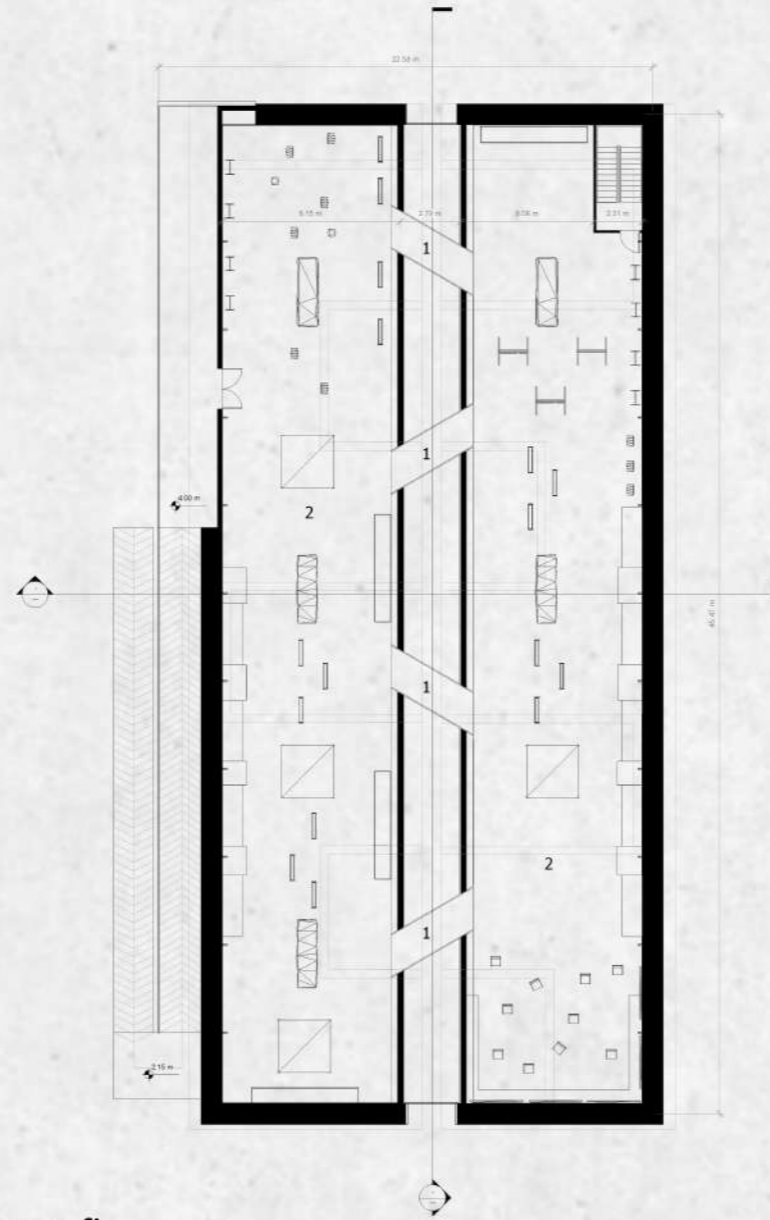
**KEY PLAN:**



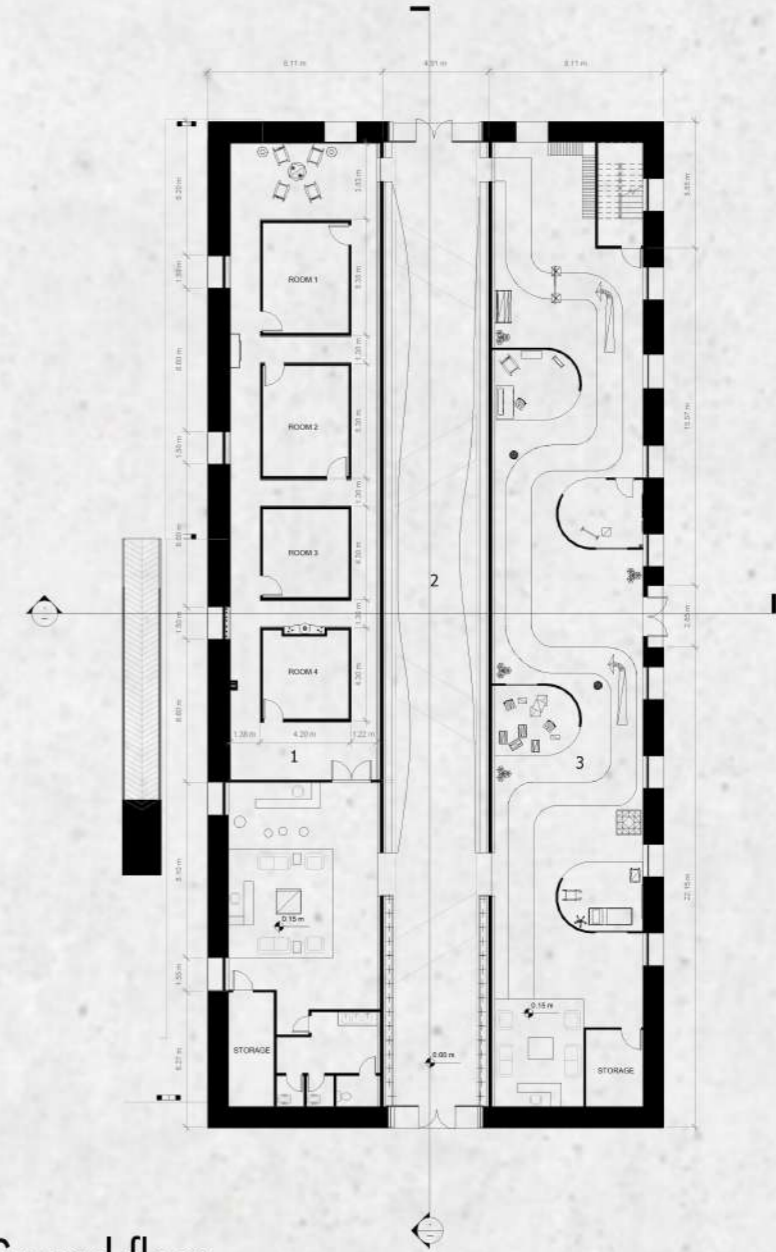
**NORTH:**



**SCALE:** 1:250



First floor



Ground floor





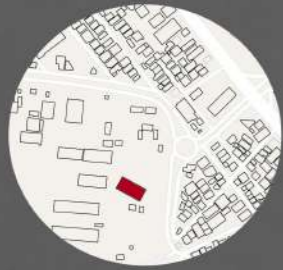
**ARCHITECTURES:**

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

**DESCRIPTION:**

Escape Plan

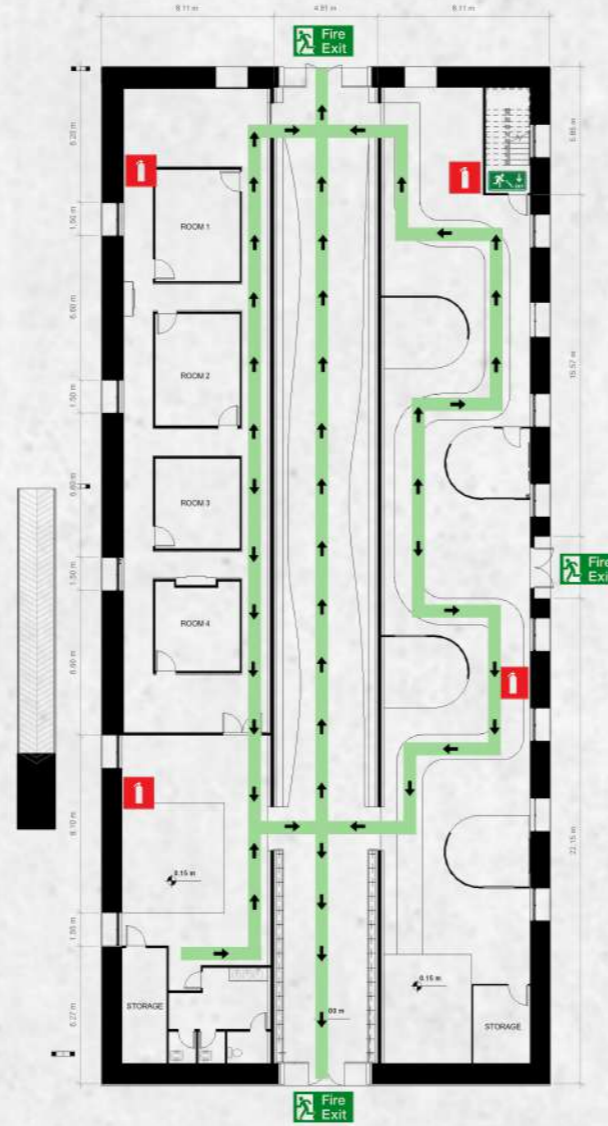
**KEY PLAN:**



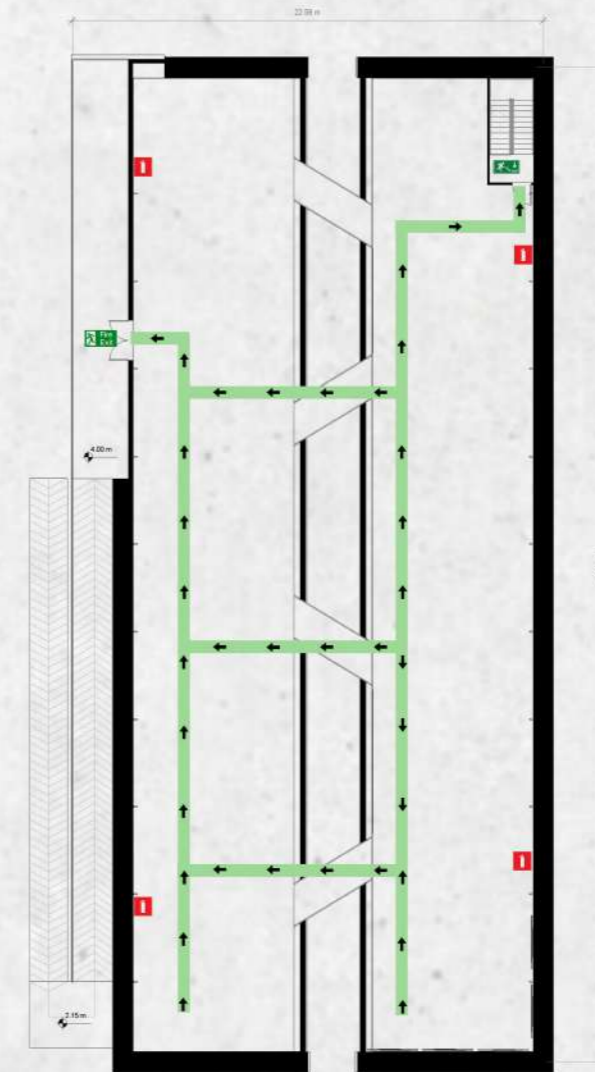
**NORTH:**



**SCALE:** 1.250



First floor



Ground floor







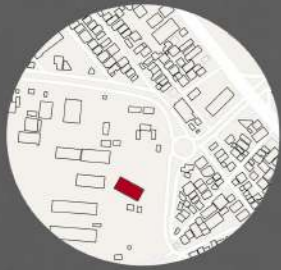
**ARCHITECTURES:**

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

**DESCRIPTION:**

Addition   
Elimination 

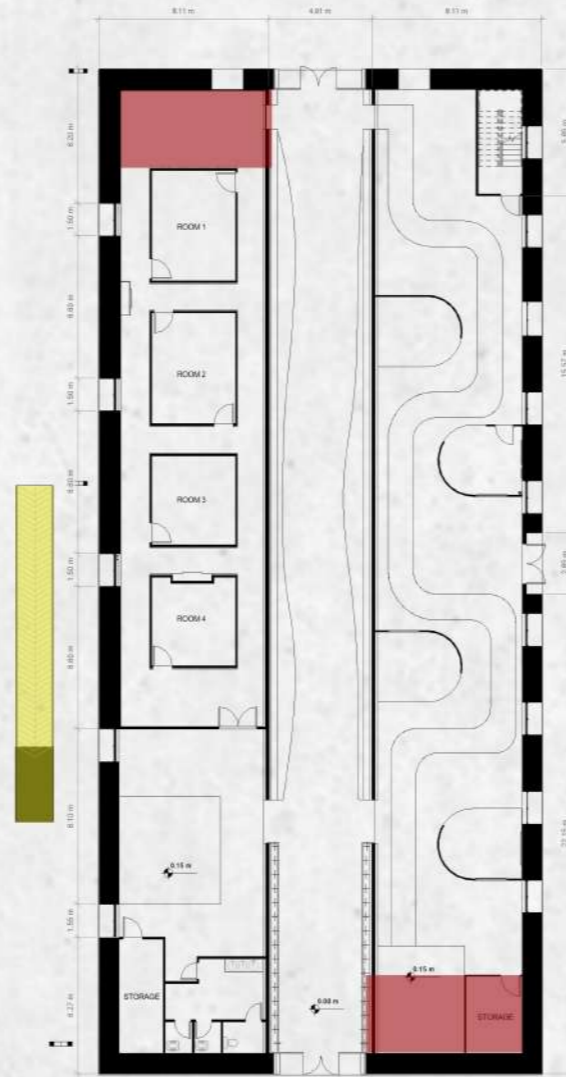
**KEY PLAN:**



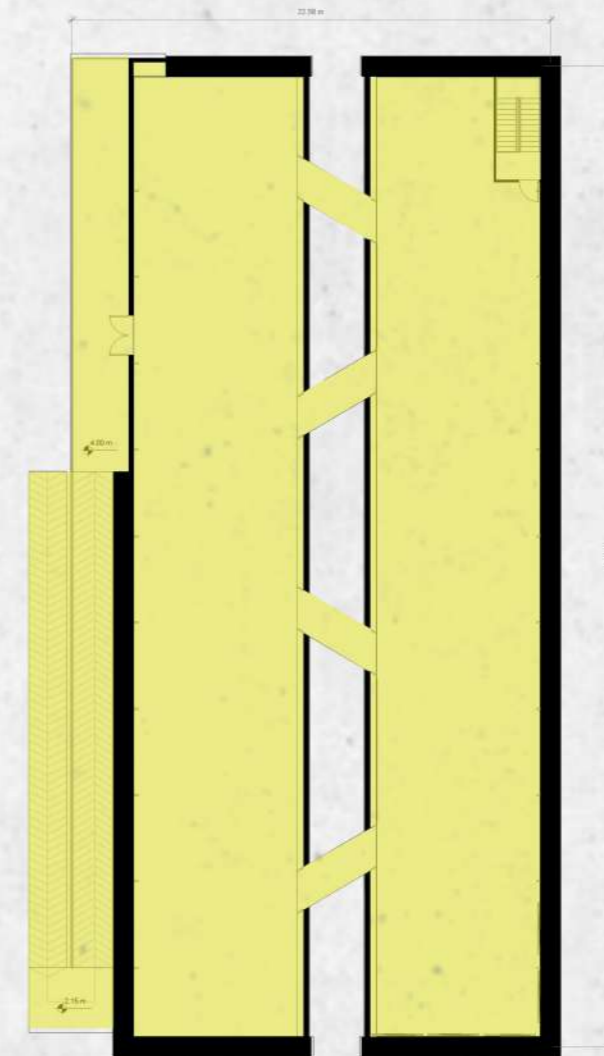
**NORTH:**



**SCALE:** 1.250



First floor



Ground floor





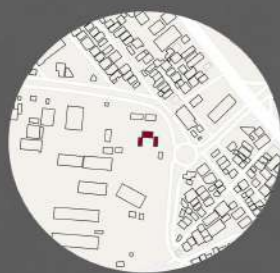
**ARCHITECTURES:**

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

**DESCRIPTION:**

Perspective

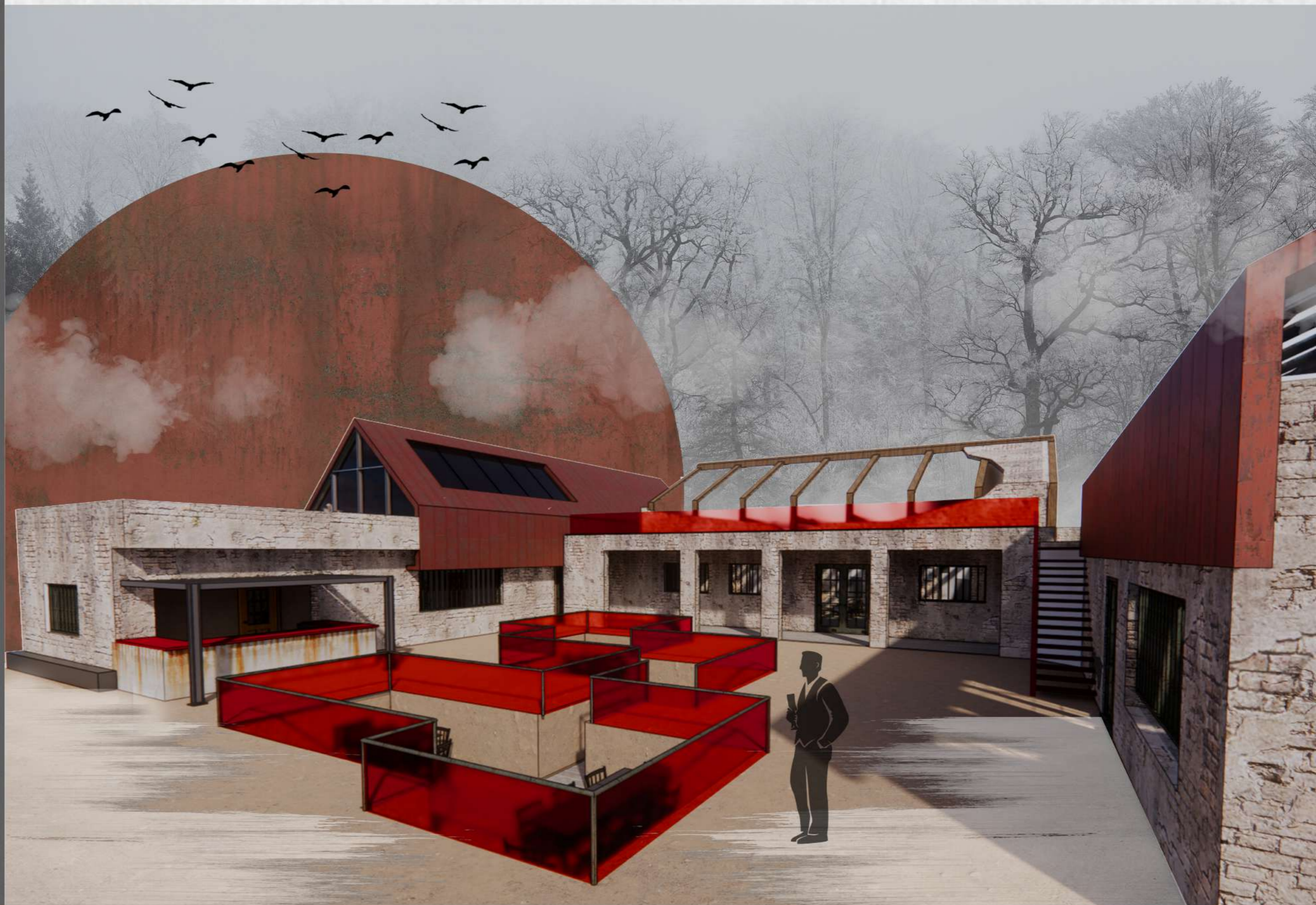
**KEY PLAN:**



**NORTH:**



**SCALE:**







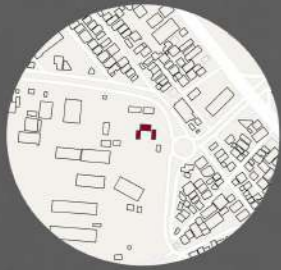
**ARCHITECTURES:**

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

**DESCRIPTION:**

Perspective

**KEY PLAN:**



**NORTH:**



**SCALE:**







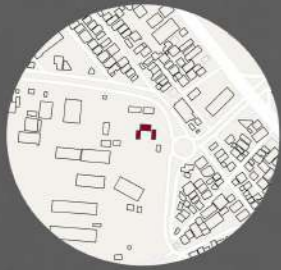
**ARCHITECTURES:**

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

**DESCRIPTION:**

Plan

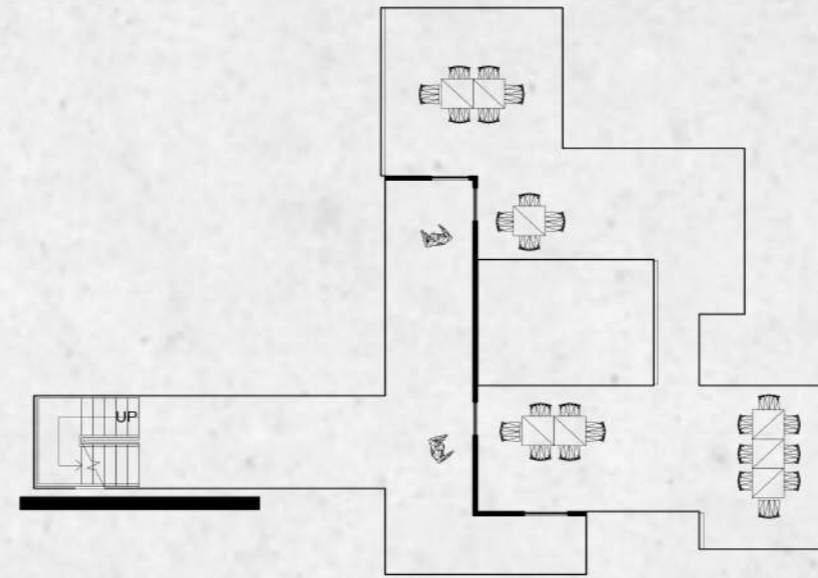
**KEY PLAN:**



**NORTH:**

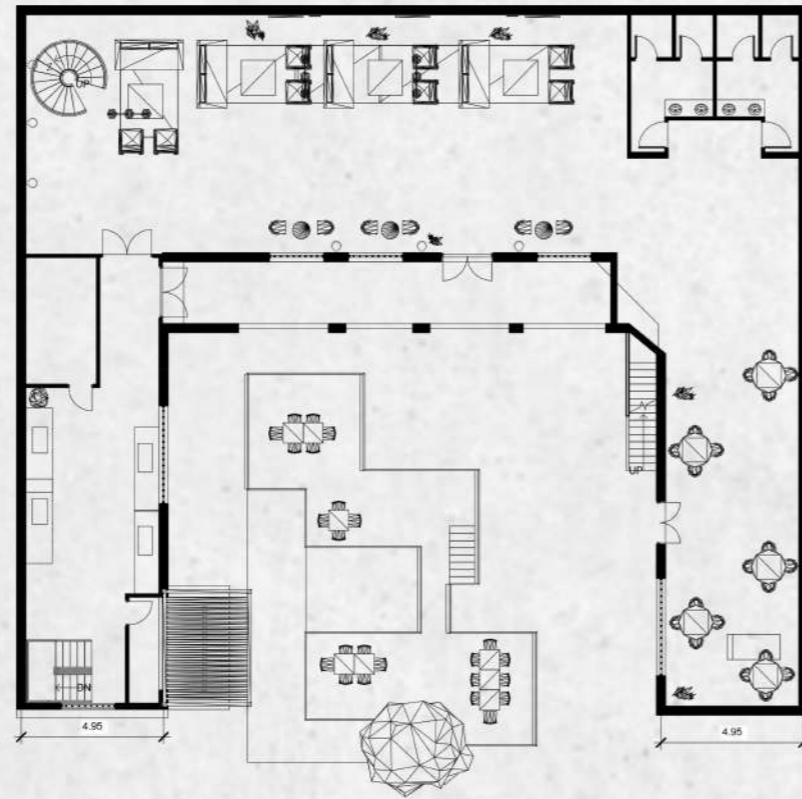


**SCALE:** 1.250

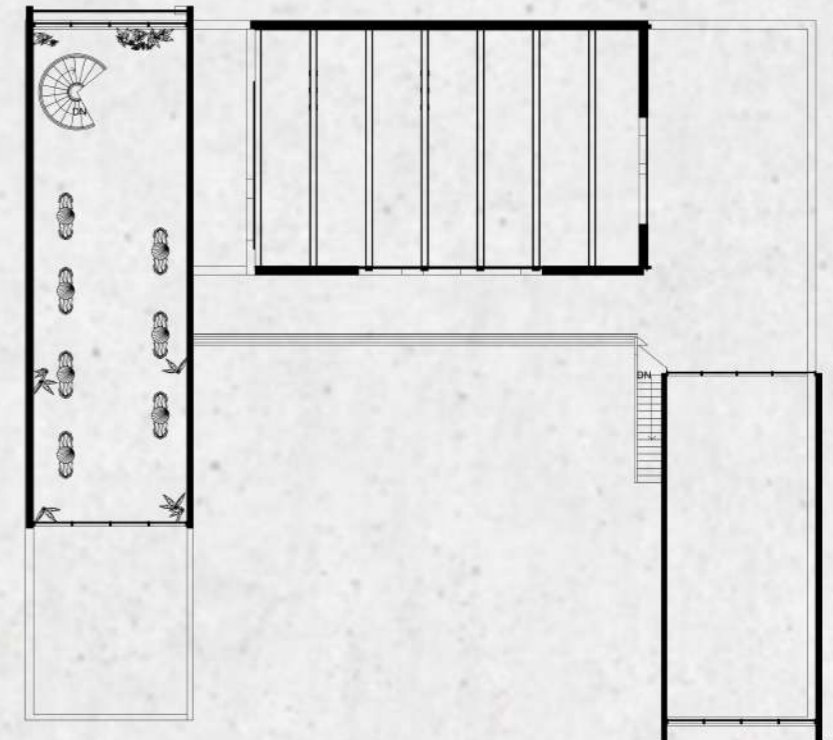


SC: 1.150

Ground floor



First floor



Second floor





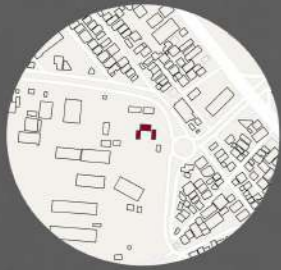
**ARCHITECTURES:**

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

**DESCRIPTION:**

Elevation

**KEY PLAN:**



**NORTH:**



**SCALE:** 1:250







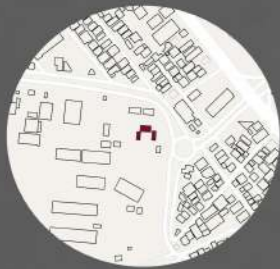
**ARCHITECTURES:**

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

**DESCRIPTION:**

Section

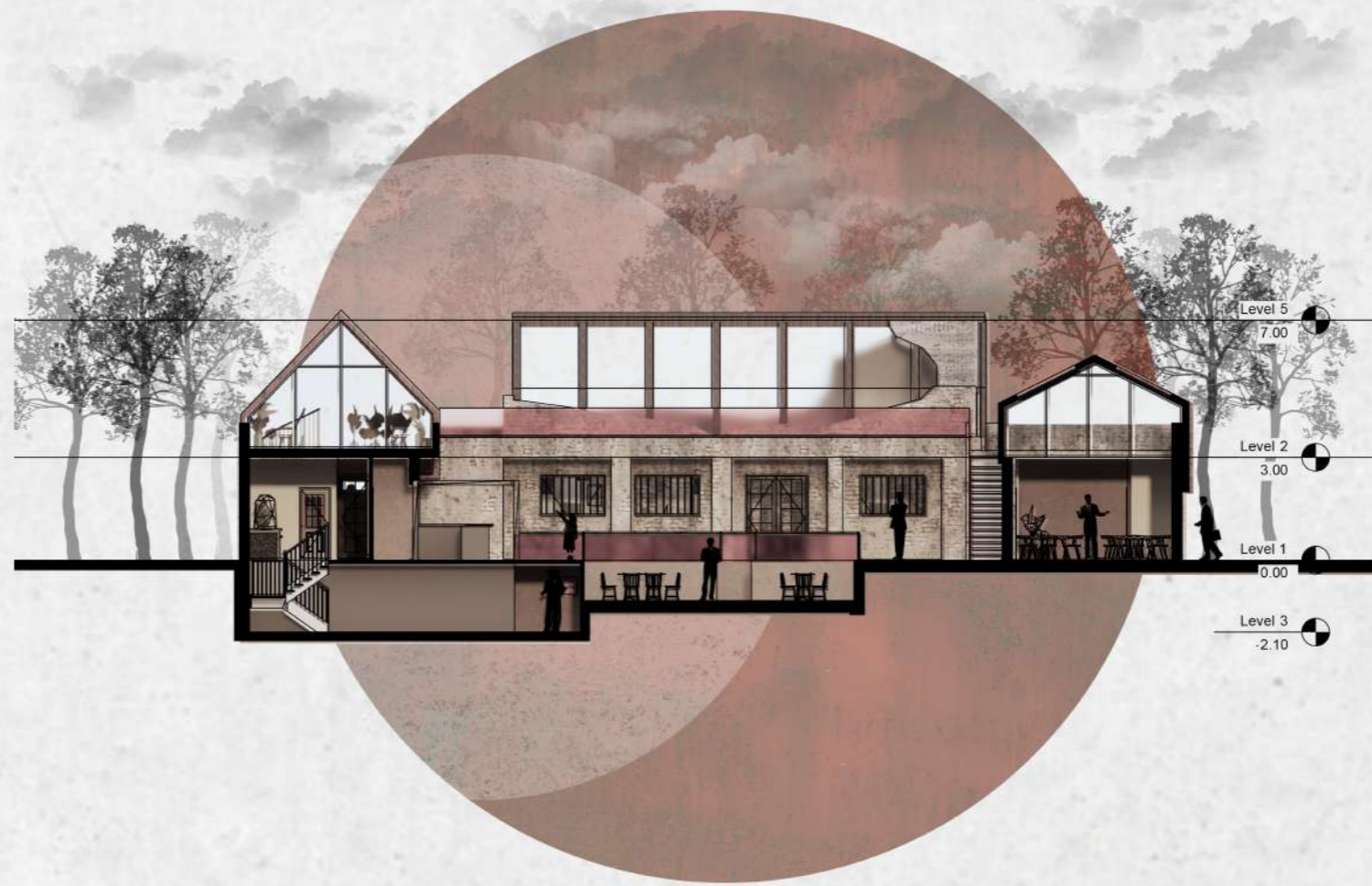
**KEY PLAN:**



**NORTH:**



**SCALE:** 1.200







**ARCHITECTURES:**

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

**DESCRIPTION:**

Render







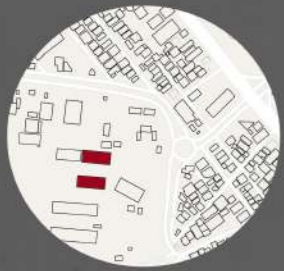
## ARCHITECTURES:

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

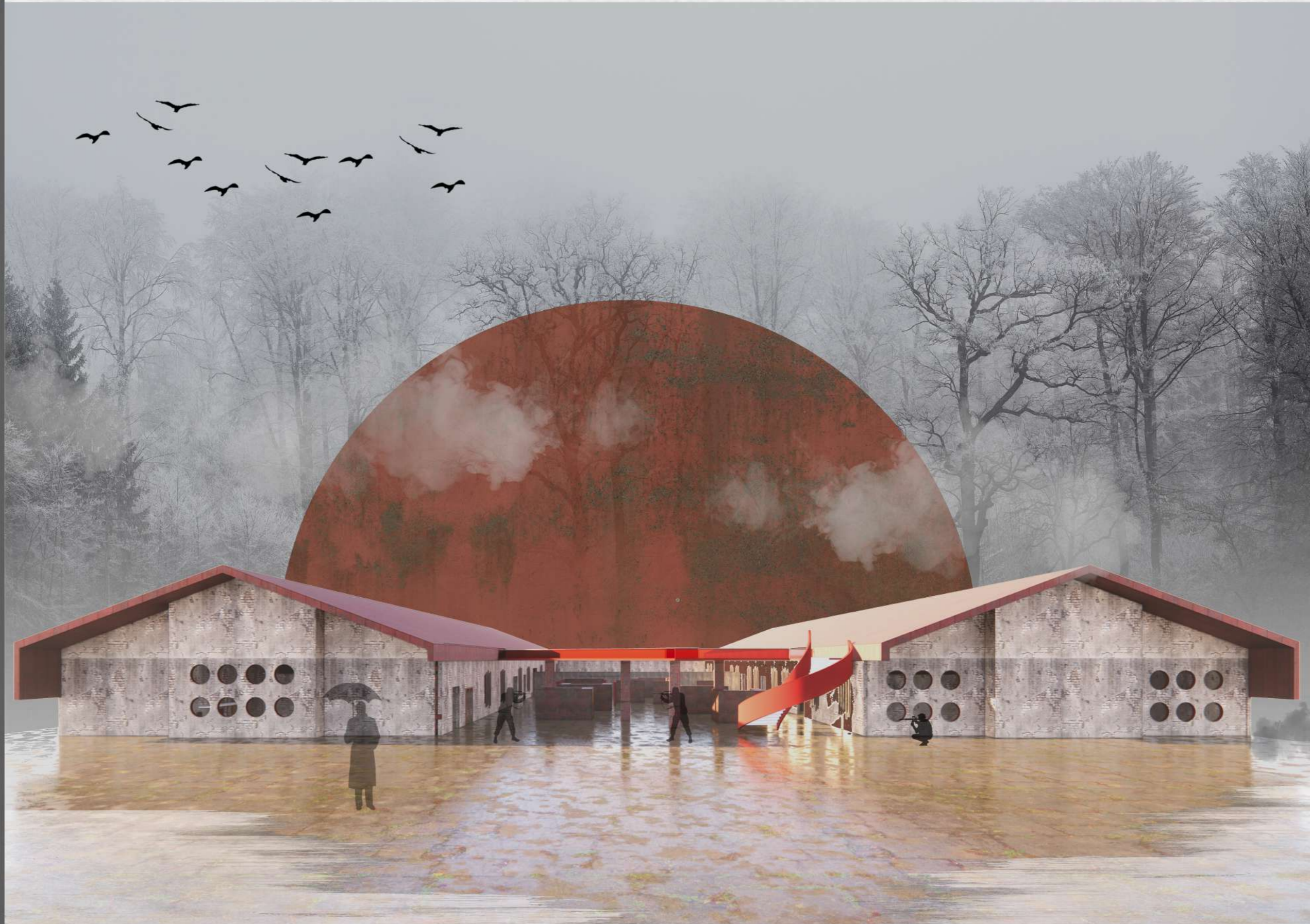
## DESCRIPTION:

Perspective

## KEY PLAN:



## NORTH:







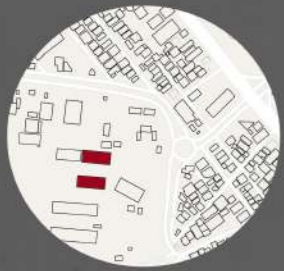
**ARCHITECTURES:**

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

**DESCRIPTION:**

Perspective

**KEY PLAN:**



**NORTH:**







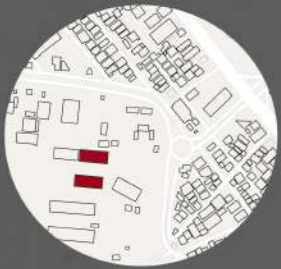
## ARCHITECTURES:

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

## DESCRIPTION:

Section

## KEY PLAN:



## NORTH:



SCALE: 1:250







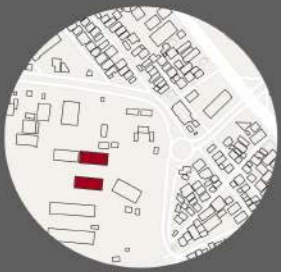
## ARCHITECTURES:

Zahra Modirshane chi  
Narges Bidaki  
Benyamin Erfani  
Fateme Amiri

## DESCRIPTION:

1. Lobby
2. Room
3. Store
4. Management
5. locker room
6. W.C

## KEY PLAN:



## NORTH:



SCALE: 1.500

