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ISP

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Puzzle Descriptions

In my ISP there is 3 puzzles in the game to be completed. The first puzzle is something that everyone can do, all that is needed to do is put two rocks onto buttons in the corner of the room. I expect the player to figure out which buttons to put the rocks on by looking at the picture on the wall above the table the rocks can be picked up at.

Once the player completes the first puzzle a white rectangular prism with two holes through it comes down from the ceiling and a sound cue plays. The second puzzle is solved standing in a particular spot on the floor (Where there is a set of bloody footprints on the floor) and looking through the rectangular prism by lining up the corners of the prism with the corners of the wall in front of you. Once this has been completed, the letters “UP” come through the holes of the rectangular prism.

After looking through the rectangular prism for 3 seconds a fairy like object will spawn in the top right of the players vision. From there the fairy will move from the center of the room through the wall on the opposite side of the room. This signals to the player that they are not actual in reality and that walls in the game are virtual (meaning that they can be looked and teleported through). From here the player is expected to stick their head through the virtual wall the fairy flew through. Once the player realizes that the way to escape the room is on the other side of the wall the player should then try to teleport through the wall thus completing the third puzzle and the game.