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ISP

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Puzzle Descriptions

My ISP expects the player to complete 3 puzzles of varying difficulty. The first puzzle is something that everyone can do. This puzzle is completed by picking up two rocks from a table in the room and putting them 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 hint on the wall above the table the rocks were picked up at.

Once the player completes the first puzzle a white rectangular prism with two holes in it comes down from the ceiling and a sound cue plays. The second puzzle involves standing in a particular spot on the floor (Where there is 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 on the other side of the room. Once this is completed, the word “UP” comes through the holes of the rectangular prism.

After looking through the rectangular prism for 3 seconds a fairy-like object spawns in the top right of the player's vision. From there the fairy moves from the center of the room through the wall on the opposite side of the room. This signals to the player that walls can be moved through. From here the player is expected to stick their head through the wall the fairy flew through. Once the player realizes that the end of the game is on the other side of the wall, I expect the player to try to teleport through the wall by sticking their hand through the wall and teleporting thus completing the game.