

THE CRAZY



PRESENT

ABANDONED SCHOOL

AN ANALOG HORROR STORY

BRAINSTORM + PITCH



IDEAS THAT WEREN'T USED

- TIME MACHINE, FAILED TRIALS
- THE BATMAN, THE RIDDLER
- HAWK TUAH - KAI
- ZOMBIE APOCALYPSE



THEME: ATTIC / CARTRIDGE

NARRATIVE: YOU MEET UP WITH 4 FRIENDS IN AN ATTIC AND FIND OLD VHS/CARTRIDGES. YOU GET CURIOUS AND WATCH THEM BUT SOMETHING BAD HAPPENS...

GOAL: ESCAPE THE SHADOW MONSTER(Who is it?)



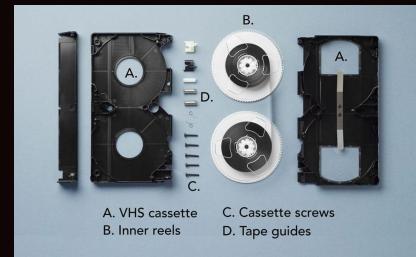
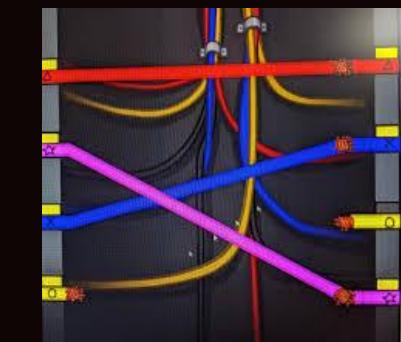
GOAL: FIND A WAY TO PLAY THE VHS TAPE.

ROOM 1: CLINT

CHALLENGE: GO THROUGH WIRES OR PARTS TO FIX IT

CONTEXT: EVERYONE GETS SUCKED INTO THE SCREEN OF AN OLD SCHOOL AND ARE SEPARATED. ONE OF THE STUDENTS IS BEING CHASED BY AN UNKNOWN ENTITY

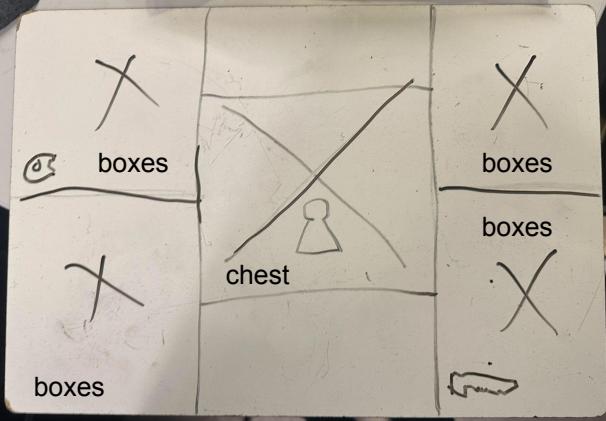
NEW CHALLENGE: FIND A SPOT TO HIDE



LAYOUT DESIGNS

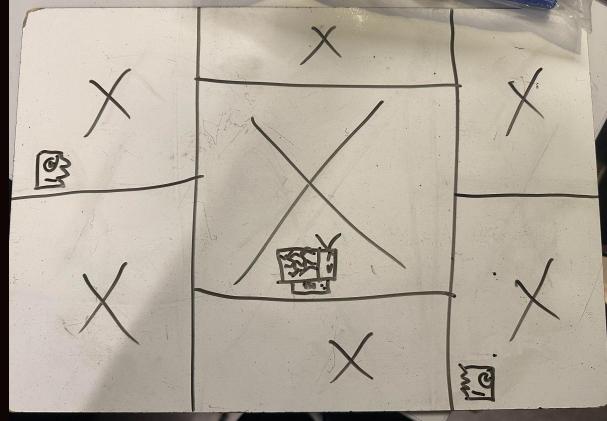
ATTIC IDEA 1

GO THROUGH BOXES TO FIND A KEY
WHICH LEADS TO A CHEST WHERE
THEY FIND THE VIDEO



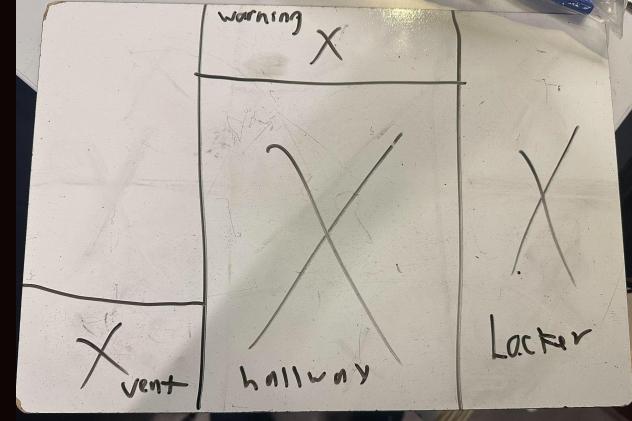
ATTIC IDEA 2

SEARCH FOR THE PIECES OF THE VHS
TAPE TO FIX IT AND THEN INSERT IT
INTO THE TV



SCHOOL HALLWAY

WARNING SHOWS UP WITH A
COUNTDOWN SAYING TO HIDE AND
YOU HAVE TO FIND A SPOT TO HIDE





DIGITAL MockUP



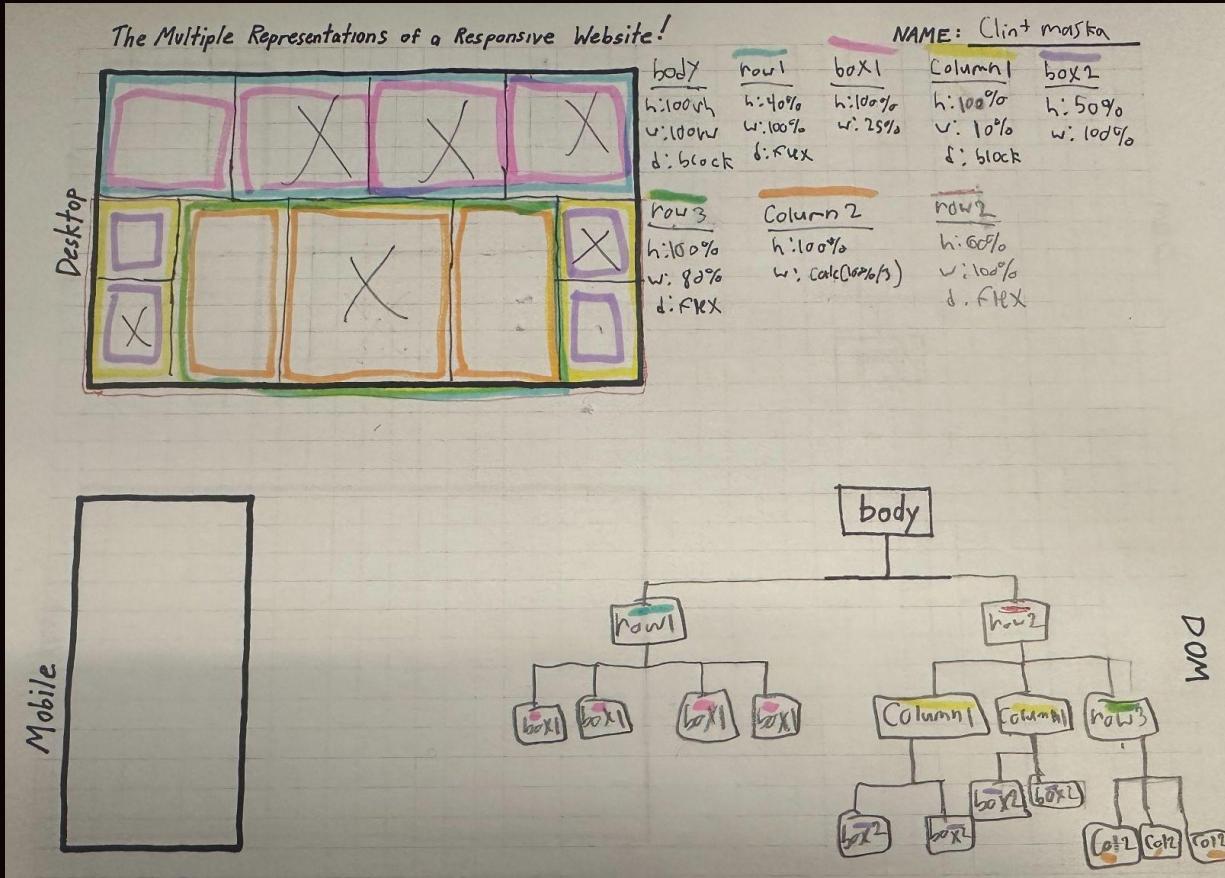
Close up
Once tv is
clicked →





Objective
Find all
the parts
to fix the
VHS tape

ANNOTATED WIREFRAME

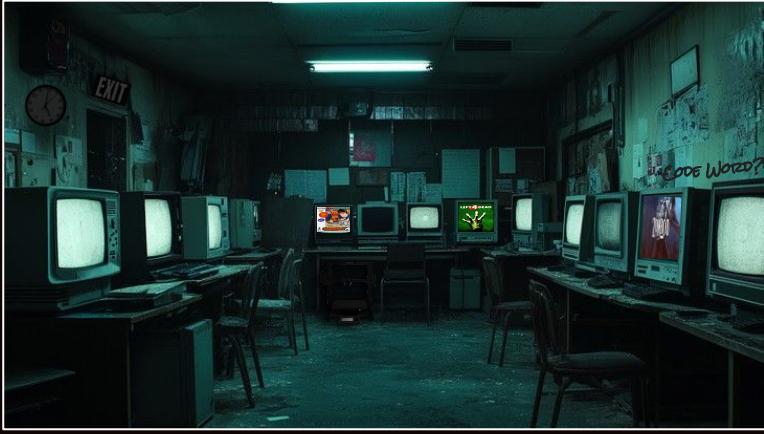


ROOM 2: DAVID

GOAL: FIND A WAY TO ESCAPE THE COMPUTER LAB!

CONTEXT: YOU ARE PLACED INTO A COMPUTER LAB WITH DIFFERENT GAMES RUNNING ON THEM. COULD THESE HELP?

CHALLENGE: GO THROUGH DIFFERENT COMPUTERS/GAMES TO HELP FIND CLUES TO ESCAPE.



Computer with static give a message they aren't working*

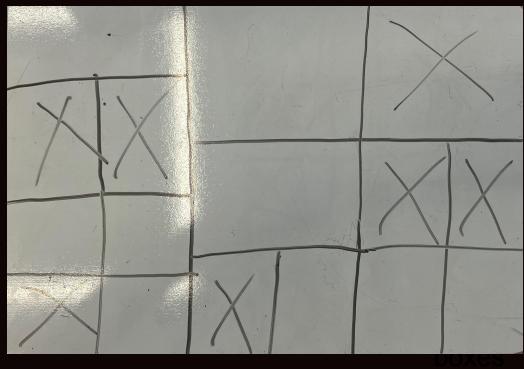
73735	45963	78134	63873
02855	58303	90768	20673
98850	12345	20931	20934
33666	62570	64775	78428
81666	44140	64775	78428
13858	4714	14390	
89793	34378	76866	14390
78155	22464	81970	57323
12515	34378	81970	57323
75002	80827	53867	37797
99982	27601	62686	44711
84543	87442	50033	14021
77888	34378	81970	57323
80871	32792	87989	72248
30500	28220	12444	71840



FIND THE CODE!

LAYOUT DESIGNS

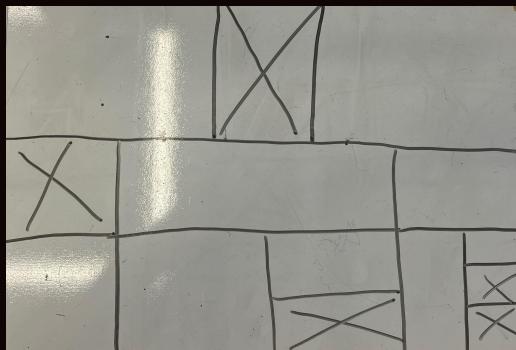
LAYOUT IDEA 1



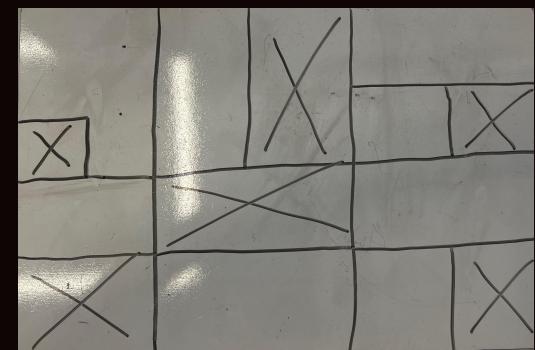
chest

boxes

LAYOUT IDEA 2



LAYOUT IDEA 3:



APPROVED WIREFRAME

The Multiple Representations of a Responsive Website!

NAME: David Garcia

Desktop

Mobile

img.

Body:
display: flex;
margin: 0;

COL 1
width: 33.33%;
height: 100%;
(d: block)

COL 2
width: 33.33%;
height: 100%;
(d: block)

COL 3
width: 33.33%;
height: 100%;
(d: flex)

Row 1
width: 100%;
height: 25%;
(d: flex)

Row 2
width: 100%;
height: 25%;
(d: flex)

MAP
height: 25%;
width: 100%;
(d: flex)

MAIN
height: 70%;
width: 100%;
(d: flex)

PSZ
width: 100%;
height: 30%;

body

DOM

```
graph TD; body --- COL1[COL 1]; body --- COL2[COL 2]; body --- COL3[COL 3]; COL1 --- T1A[T1A]; COL1 --- T1B[T1B]; COL2 --- T2A[T2A]; COL2 --- T2B[T2B]; COL3 --- T3A[T3A]; COL3 --- T3B[T3B]; T1A --- C1A[C1A]; T1A --- C1B[C1B]; T1B --- C1C[C1C]; T1B --- C1D[C1D]; T2A --- C2A[C2A]; T2A --- C2B[C2B]; T2B --- C2C[C2C]; T3A --- C3A[C3A]; T3A --- C3B[C3B]; T3B --- C3C[C3C]; T3B --- C3D[C3D]
```



ROOM 3: KAI



EXIT

DON'T TOUCH THE NUGGET

218198VVQYF9V8HV8984CINT4YYV8IV
YH7YV897VQA9BA9B95F4VRIF7H8F4V
U4U78EFG3Y69UG38D93A89VHV2W
7YHR4UCLINT7W22KEHrv8360IW1985
YE8256QVVTW94Y2YB58GVCLINT8E
YYQ7H85983RYVVF4Y9F9UVRL62V8A8
9W0844F89A8V83A21V1Y69V143WK71G
V8HBFCINTV1EHW4F52D498QIUCINT
277YD9VQER7V948YHVH68YYW21Y8928
UB9UB978HY99VY78ECLINTF3GY69UG88
8D93A839VHV27YHRRUW22KEHrv8B
360IW1985YEY25J6qvVDtw94Y2CLINT
Y8HBFCINTV1EHW4F52D498QHV27YHG

Value	Char	Value	Char	Value	Char	Value	Char
0	A	16	Q	32	g	48	w
1	B	17	R	33	h	49	x
2	C	18	S	34	i	50	y
3	D	19	T	35	l	51	z
4	E	20	U	36	k	52	0
5	F	21	V	37	j	53	1
6	G	22	W	38	m	54	2
7	H	23	X	39	n	55	3
8	I	24	Y	40	o	56	4
9	J	25	Z	41	p	57	5
10	K	26	a	42	q	58	6
11	L	27	b	43	r	59	7
12	M	28	c	44	s	60	8
13	N	29	d	45	t	61	9
14	O	30	e	46	u	62	+
15	P	31	f	47	v	63	/

Code is 6141



G B p

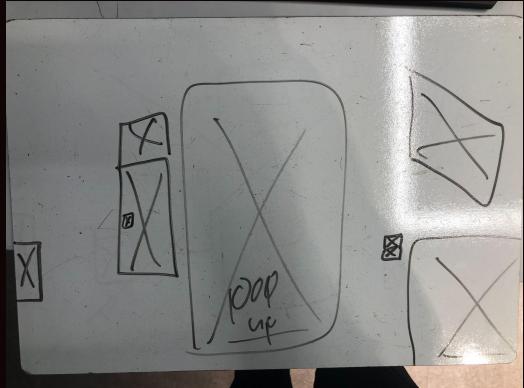
GOAL: UNLOCK
LOCKER TO GET OUT

CONTEXT: ONE OF THE
PEOPLE IS TRAPPED IN
THIS ROOM. BREAK
THROUGH THE
WINDOW!

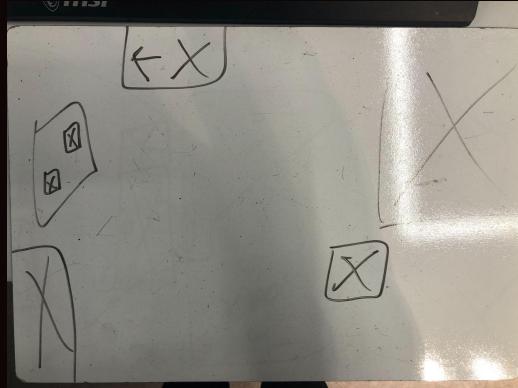
CHALLENGES: FIND
COMBINATION
THROUGH A
HEXADECIMAL CIPHER

LAYOUT DESIGNS

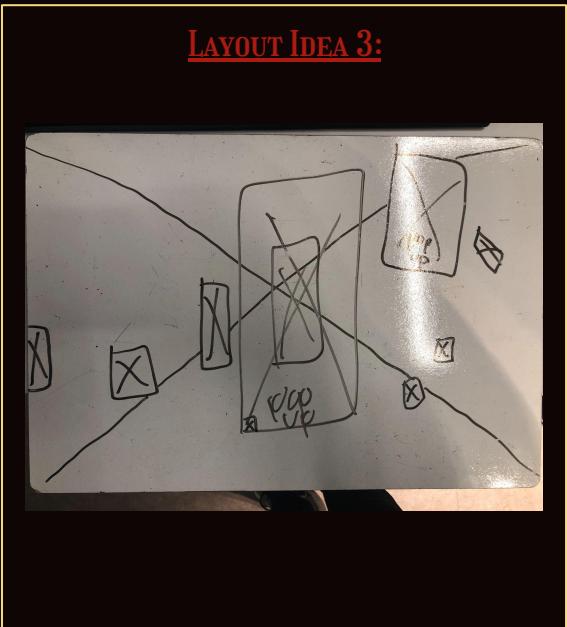
LAYOUT IDEA 1



LAYOUT IDEA 2



LAYOUT IDEA 3:



ROOM 4: OWEN

GOAL: UNLOCK ALL THREE LOCKS

CONTEXT: ONE OF THE PEOPLE IS TRAPPED IN THIS ROOM. ESCAPE THROUGH THE OTHER DOOR BEFORE THE SHADOW BREAKS IN!

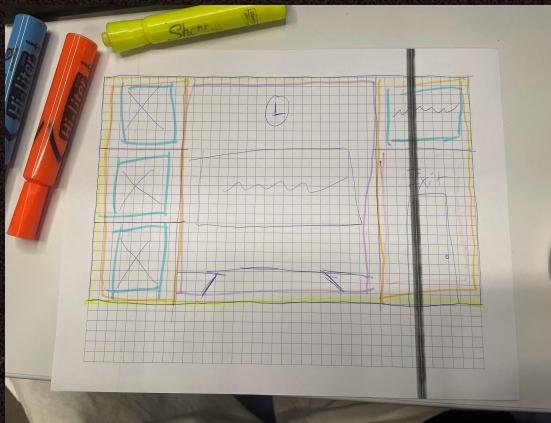
CHALLENGES: SOLVE ONE CAESAR CIPHER, ONE RIDDLE, AND ONE PIG PEN CIPHER TO GATHER THREE CODES FOR THREE LOCKS



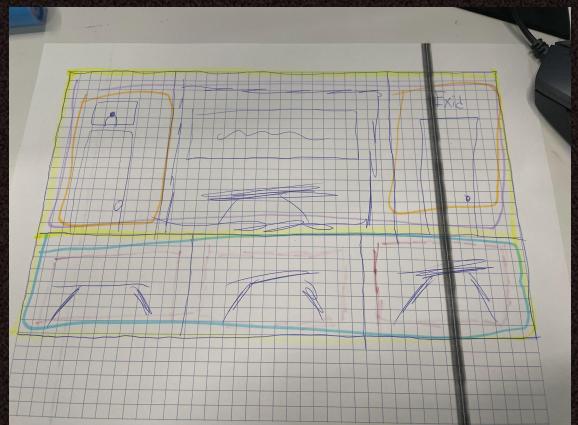
ROOM 04 IDEAS

SOLVE THREE PUZZLES TO GAIN
THREE CODES FOR THREE LOCKS

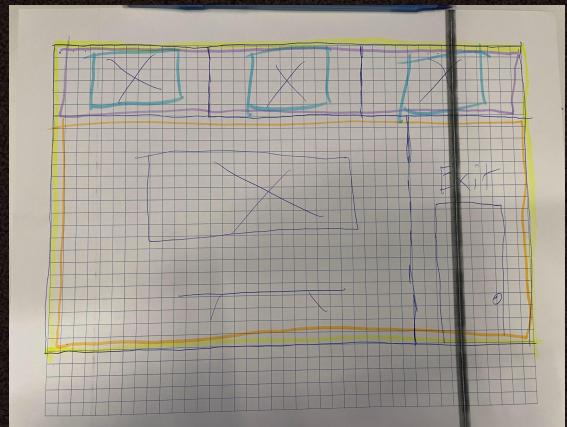
IDEA I



IDEA II



IDEA III





Room 04 AWF

The Multiple Representations of a Responsive Website!

NAME: Owen Saenz

Desktop

Body
h: 100vh
w: 100vw
d: block

Row 1
h: 70%
w: 100%
d: flex

Row 2
h: 30%
w: 100%
d: flex

Column
h: 100%
w: 10%
d: N/A

middle
h: 100%
w: 80%
d: N/A

box
h: 100%
w: calc(100%/3)
d: N/A

body

Mobile

Er

Row 1

Row 2

Column

middle

box

box

box

Column

Down

```
graph TD; body[body] --> Row1[Row 1]; body --> Row2[Row 2]; Row1 --> Column1[Column]; Row1 --> Middle1[middle]; Row2 --> Box1[box]; Row2 --> Box2[box]; Row2 --> Box3[box]; Middle1 --> Column2[Column]; Middle1 --> Column3[Column]
```

ROOM 5: JACOB



GOAL: ESCAPE THE ROOM.

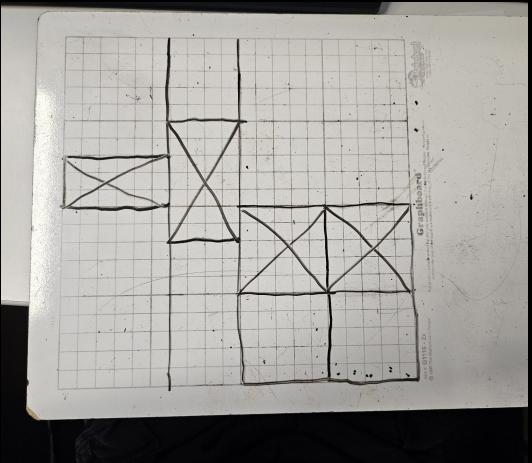
CONTEXT: YOU ARE TRAPPED IN A ROOM, FIND A NOTE THAT EXPLAINS THE SUBSTITUTION CIPHER

CHALLENGES: FIND THE CODE WORD TO SOLVE THE SUB CIPHER TO GET THE CODE PHRASE TO UNLOCK THE DOOR.

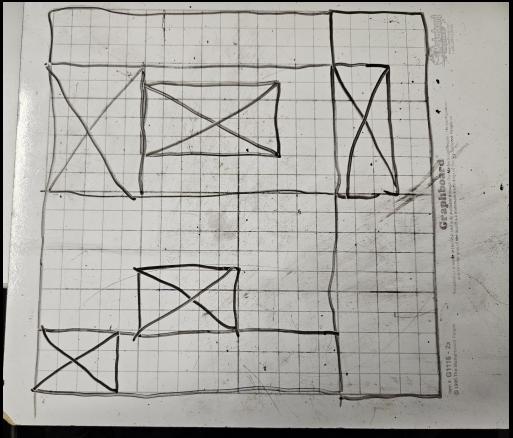


ROOM 5 LAYOUT DESIGNS

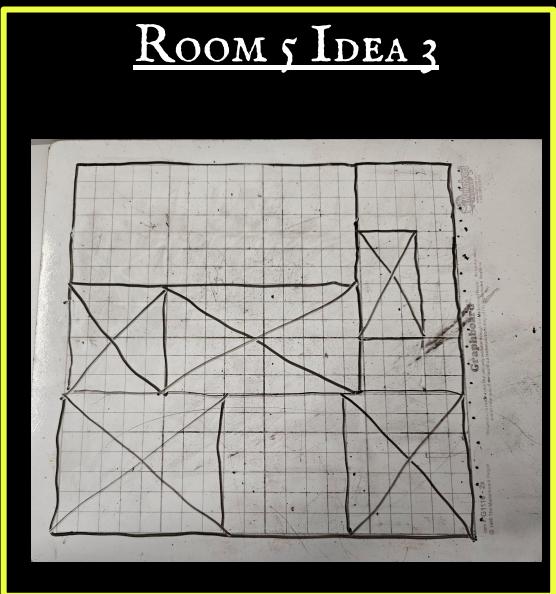
Room 5 Idea 1



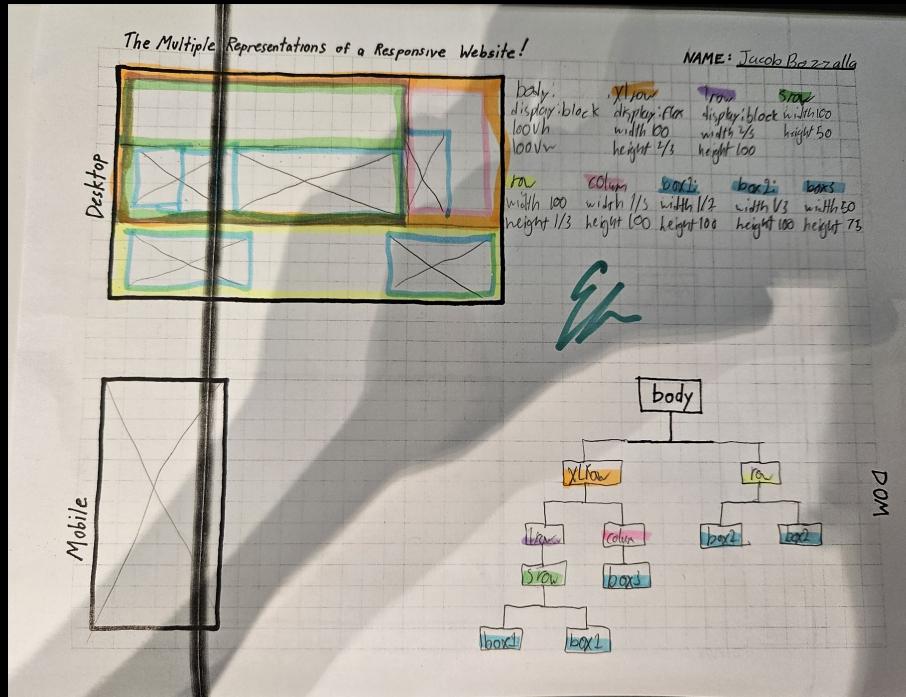
Room 5 Idea 2



Room 5 Idea 3



ROOM 5 ANNOTATED WIREFRAME





END



CONGRATS! YOU'VE
ESCAPED THE ROOM.
ALL 5 OF YOU ARE NOW
SAFE! OR.. ARE YOU??

