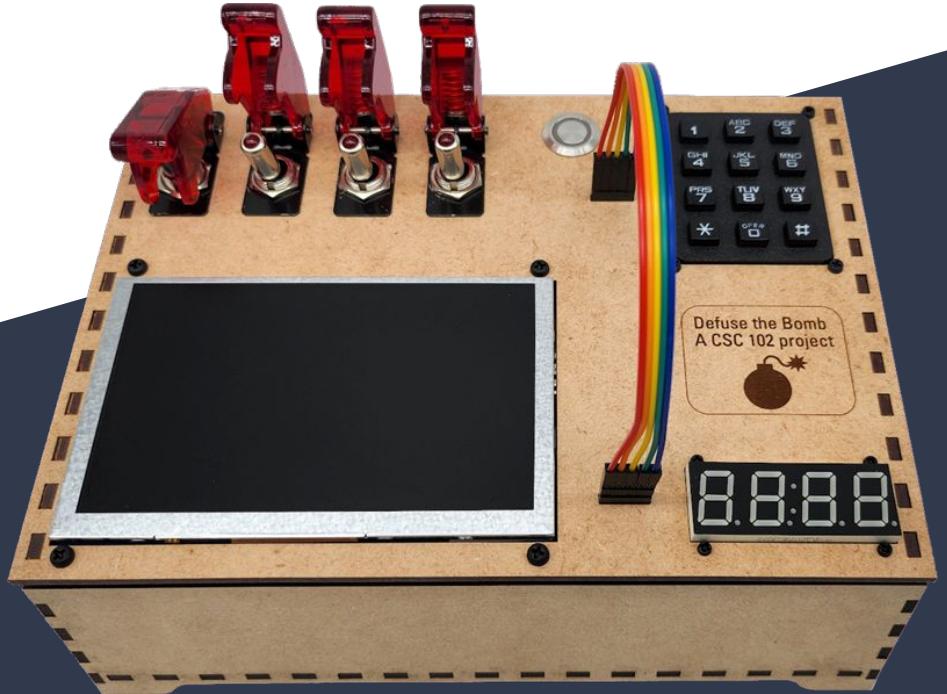


# Defuse The Bomb

By: Ellis, Brad, and Sebastian



# Overview and Goals

- 5 elements run through threads to prevent a linear game
- Each thread be unique in its mechanics
- Create something fairly challenging but also enjoyable

# Future Development

- Improvements to win/lose visuals
- Improvements to audio elements
- More difficult strike system
- Dynamic timer that speeds up over time

# Lessons Learned

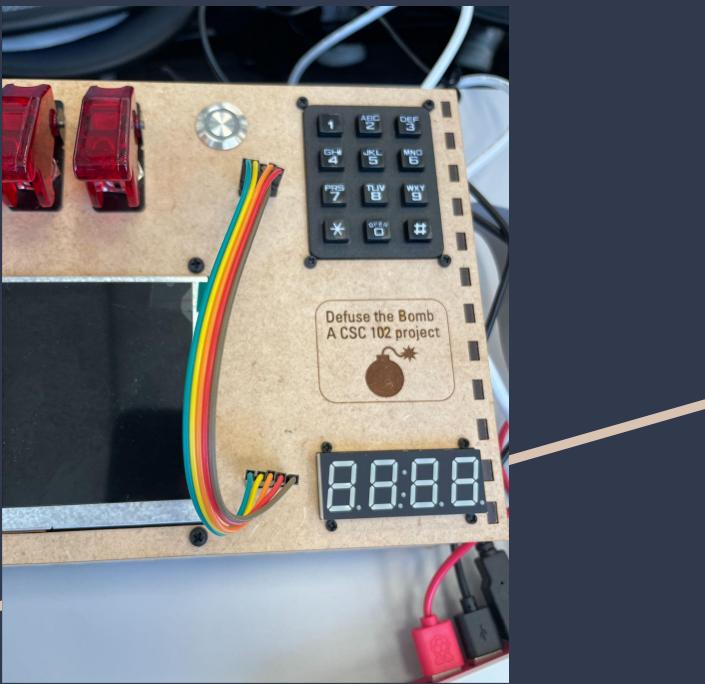
- Working with threads
- Visual feedback through GUI elements
- Collaboration through Git
- Properties of Binary and conversions between bases

# Toggles



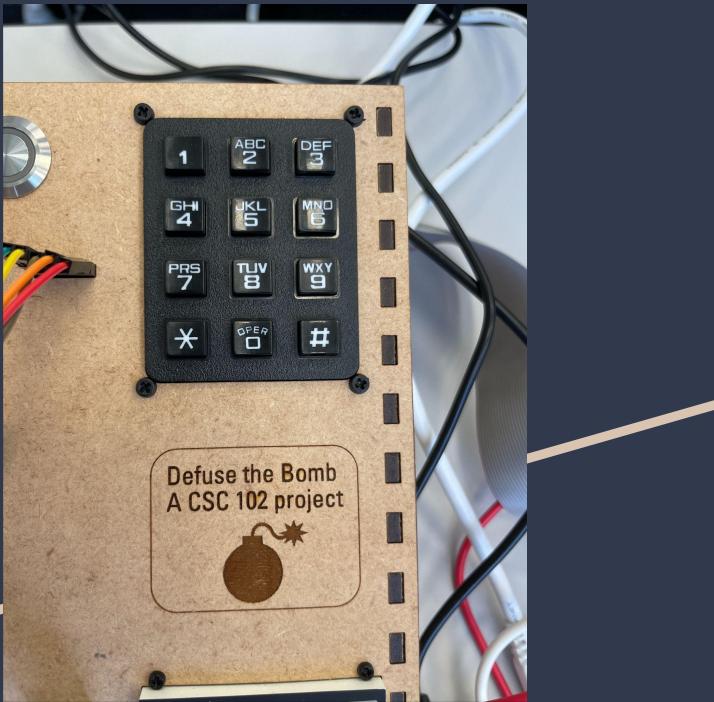
- The bomb's randomly generated system model contains 3 integers as its leading characters
- The sum of those numbers is a number between 1 and 15
- The user must convert this number to binary and represent it in binary with the toggles
- Off = 0, On = 1

# Wires



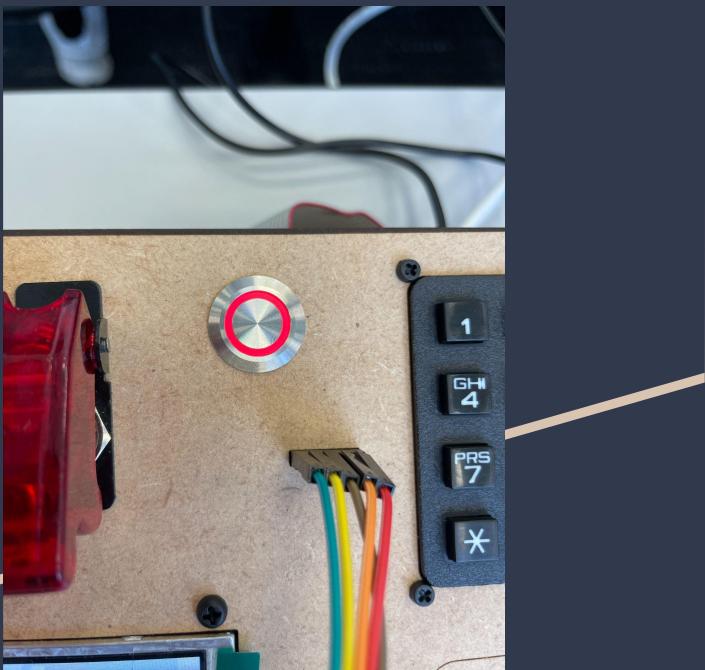
- GUI tells users where the bomb is “drawing power” from
- User must look at UTampa campus map and find the building's unique building ID#
- User must recreate the building No. in binary form with the wires.
- Unplugged = 0, Plugged = 1

# Keypad



- Passkey encrypted in morse code
- Decipher morse code to reveal keyword
- Input keyword into keypad using associated numbers

# Button



- Bomb serial number contains a numeric calendar year (e.g. 2025)
- Defusal depends on bomb color

**RED** - Release the button when the seconds digit in the clock matches the last digit of the year the bomb was made.

**GREEN** - Release the button when the seconds digit in the clock matches the second to last digit of the year the bomb was made.

**BLUE** - Release the button when the seconds digit in the clock matches the first digit of the year the bomb was made.

# Demonstration

