

Humorous Lock and Key Design

Group Four:

- Nyx: brainstorming and editing
- Chris:
- Gabriel:

Passphrase - "The cake was a lie"

Legend:

- Orange: furniture
- Blue: Books
- Red: Box containing lighter
- Green: Door
- Yellow Circle: Spotlight
- Purple: Cake
- Grey: Papers
- Yellow Oval: Banana
- Cyan: milk jug
- Red Oval: Giant Fish
- Orange Pentagon: Funny prize

Dialog:

Living House: "Hey, you. You're finally awake. No use jostling around. There is no way to escape."

[When the player interacts with bottom shelf] "Hey! Quit rummaging through the walls! There is nothing that useful on those shelves to get you out. But since you're so nosy, why don't you peruse my fine works of literature."

[When the player interacts with the door] "You're not getting anything out of me.", "Please leave me alone, thank you.", "Fine, if you must insist. If you can tell me a secret phrase, I might be kind enough to let you continue on your way. That's if you even find it! HO HO HO HO!"

[When the Player puts the books on the shelf] "He he that kinda tickles", "uh hoo, please stop messing with the shelf, it's really affecting my sinuses.", "Ah Ah AH CHOO!"

[When the player grabs the lighter] "Woah there! You better not get anywhere near my fine walnut furnish with that lighter. It takes a while to get a nice interior, you know!"

[When the player interacts with the fish] “Woah, I see that you discovered the big red herring in the room.” “Approach with caution.” Fish: “I’m here to distract you.”

[When the player walks over to the milk] “I don’t think you will ever escape, but if you do can you put the milk back into the refrigerator?”

[When the player interacts with the banana] “Do you find that banana a-peeling?”

[When the player interacts with the cake] “I see you found the cake I was going to give a friend. The last one I gave her burnt to a crisp! If you act good, I might even give you a slice.”

[When the player goes to put in the passphrase and wrong] “Ho! You think I’d think of a phrase as foolish as that? Ah ah ha. Go back and think some more.”

[When the player goes to put in the passphrase and correct] “I see you have bested me in my challenge. Since no one has bested me before, I got a gift prepared just for you.”

Critical Path:

- I. Interact with door three times (door refuses to tell the player what they need to do until after the player interacts the third time)
- II. Interact with dark corner (it’s too dark to see what’s in the corner)
- III. Notice missing books
- IV. Put books on middle table to spell ‘lie’ on bookshelf (first clue)
- V. Box falls open off shelf
- VI. Interact with box to grab lighter
- VII. Use lighter in corner
- VIII. See cake (second clue)
- IX. Use lighter to see pages with letters on floor
- X. Unscramble them to create ‘was a’ (third clue)
- XI. Interact with door using phrase ‘the cake was a lie’.

