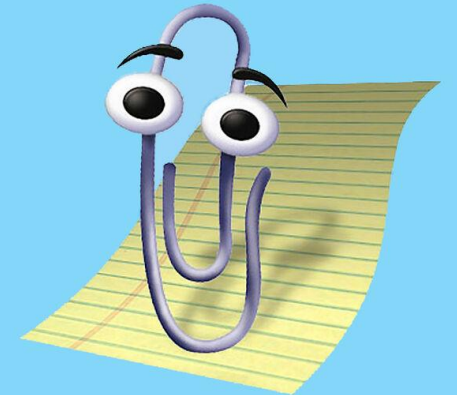
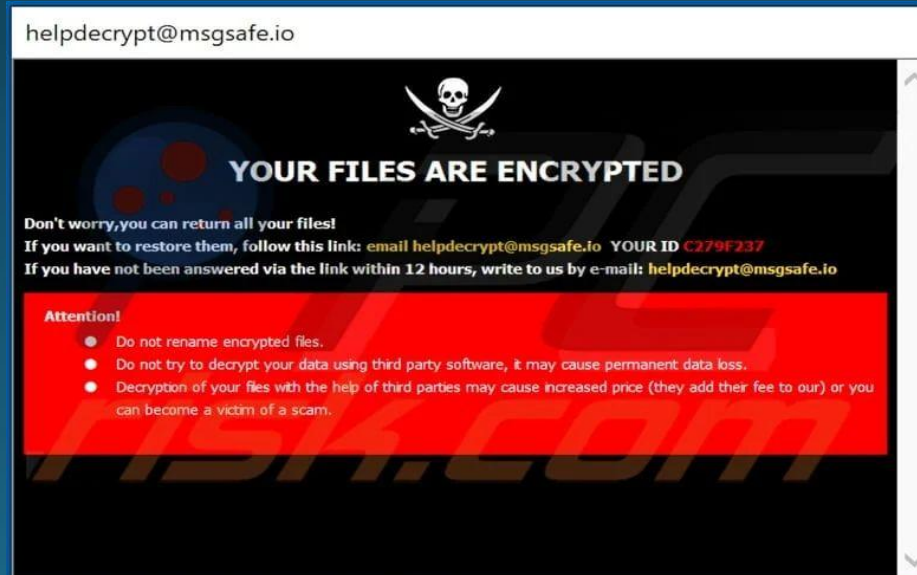


CSC 102 BOMB

The concept

- The main theme is 2000-2010's internet and viruses
- Mainly chosen for it's "ugly" look

you are an idiot



Meet the virus

- Virus has infected bomb and made plans to blow it up for fun
- While it is a threat it's mainly there to mess with you, this plays into how the puzzles work



Meet the puzzle concepts

- Puzzles were originally planned to be annoying to deal with
- The idea wasn't for the answer to be difficult but for the solving part to be difficult
- Just like how viruses can often be annoying to deal with, so are the puzzles annoying to solve

Meet the actual puzzles

- A lot had to either be cut or changed in it's entirety
- Biggest changes were to the toggles
- Keypad also received some changes in the manner of solving it

Hardships while working

- The work required for the planned ideas largely outweighed our actual capacity to make a lot of it work.
- This resulted in a lot of plans being changed, see previous slide.

Overall results

- There is now a functional bomb puzzle with an annoying virus thing sitting on the table, congratulations!