

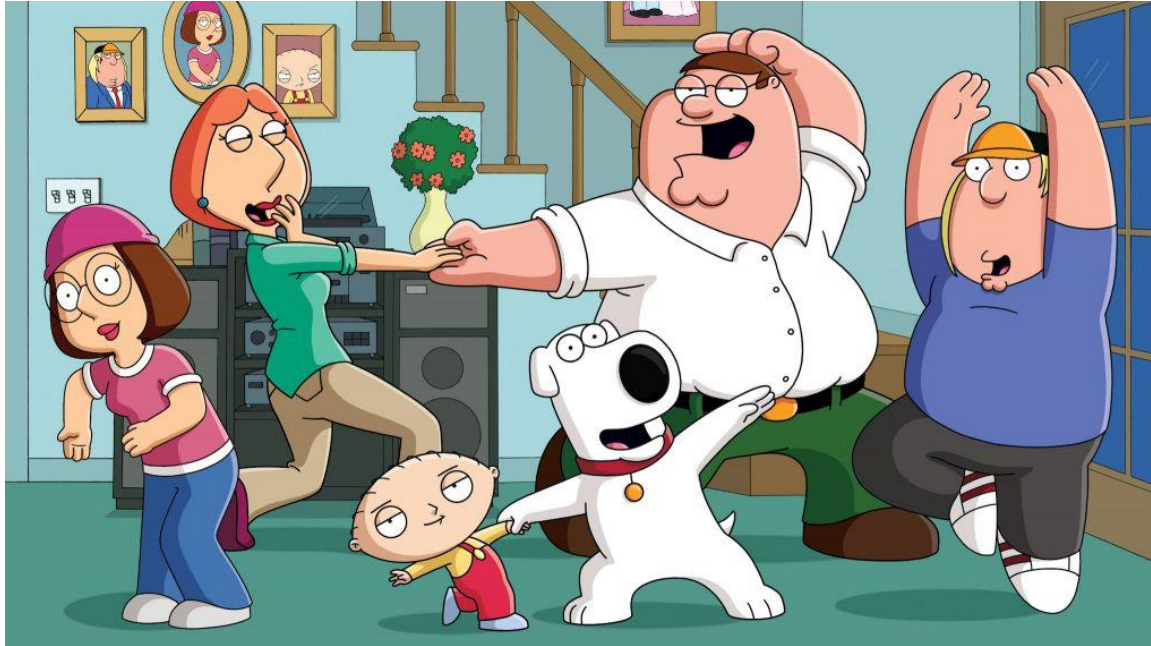
A collage of Family Guy characters including Peter, Lois, Meg, Stewie, and Brian, all with excited expressions and raised hands. The background is a solid olive green.

Family Guy: Bomb Defusal Project

Group: Ollie, Eddie, Dillon, Zach

The 'Family Guy' logo in a large, blue, blocky font. A small television set is perched on top of the letter 'M' in 'FAMILY'. A trademark symbol (TM) is located at the bottom right of the word 'GUY'.

FAMILY GUY™



The Game

- Inspired by *Family Guy*
- Stewie builds a bomb to destroy Quahog
- Peter is tasked with defusing it
- You have 5 minutes and 4 puzzles
- Save Quahog by solving everything in time!



Defusing the bomb: Objective

- When the game starts, the user has **5 minutes** to solve **4 different puzzles**.

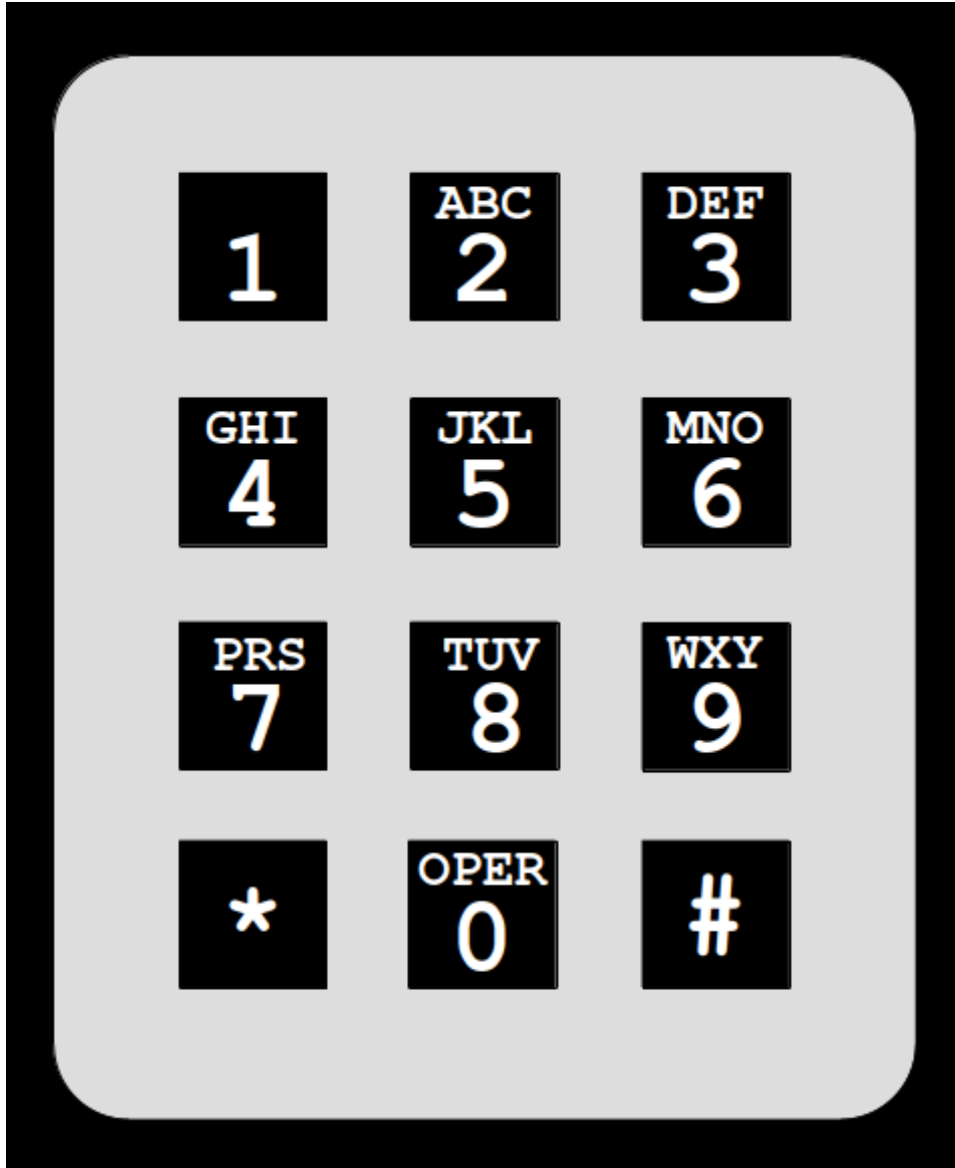
The bomb will **explode** if:

- You make **5 mistakes**, or
- The **timer reaches 0:00**.
- To successfully defuse the bomb, all **4 puzzles must be solved correctly** within the time limit.
- Each phase is filled with **Family Guy-themed humor and challenges** to keep the game engaging and unpredictable.



Each Phase

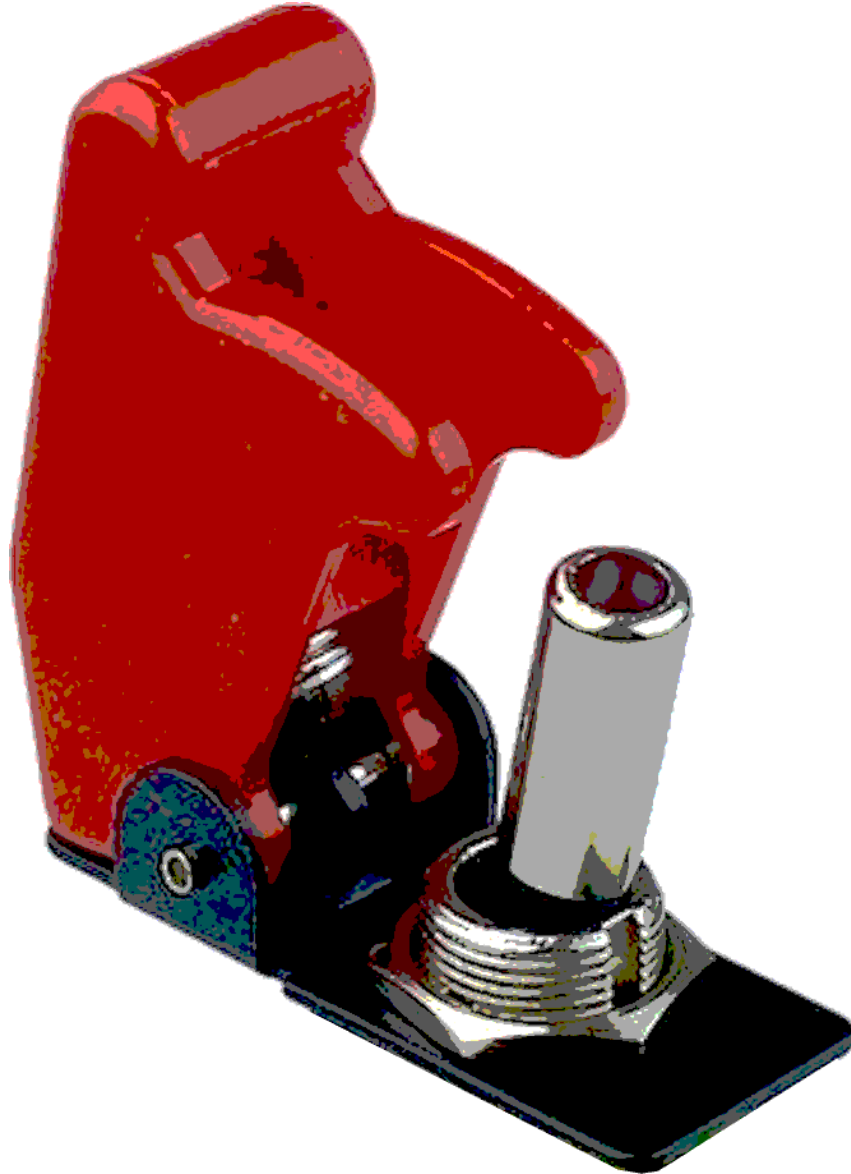
- **Keypad Phase** – Enter the correct 4-digit code to unlock the bomb.
- **Wire Phase** – Choose the correct wire to unplug
- **Switch Phase** – Set four binary switches to the correct ON/OFF pattern ([1, 0, 1,0]).
- **Timer Phase/Button** – Complete the puzzles and press the button while avoiding 5 total mistakes.



Keypad Phase

Enter the correct 3,4 or 5-digit code to disarm the first phase of the bomb.

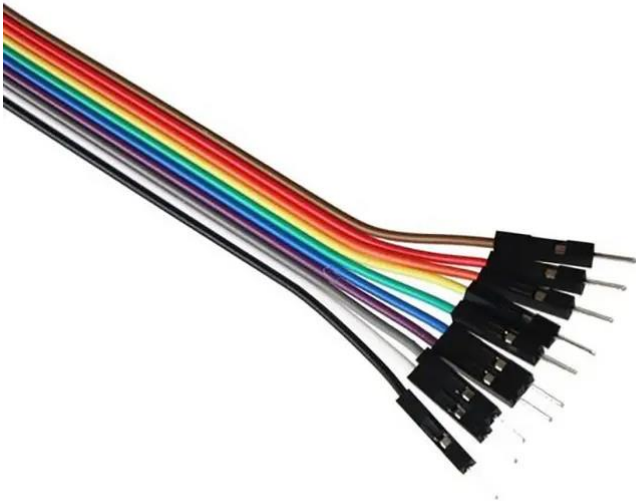
- A keypad (0–9) is displayed on the bomb.
- Players click buttons to enter one digit at a time.
- After 4 digits are entered, the game checks the input.
- If correct: You advance to the next phase.
- Incorrect: strike
- (Hashtag) to submit the current input
(Star) to clear all entered digits



Toggles Phase

- Convert that number to **binary (4-digit)**
- Toggle switches = binary:
- Up = 1
- Down = 0
- 4 valid combinations per game
- Randomized code
- Randomized clue on GUI

Wire Phase

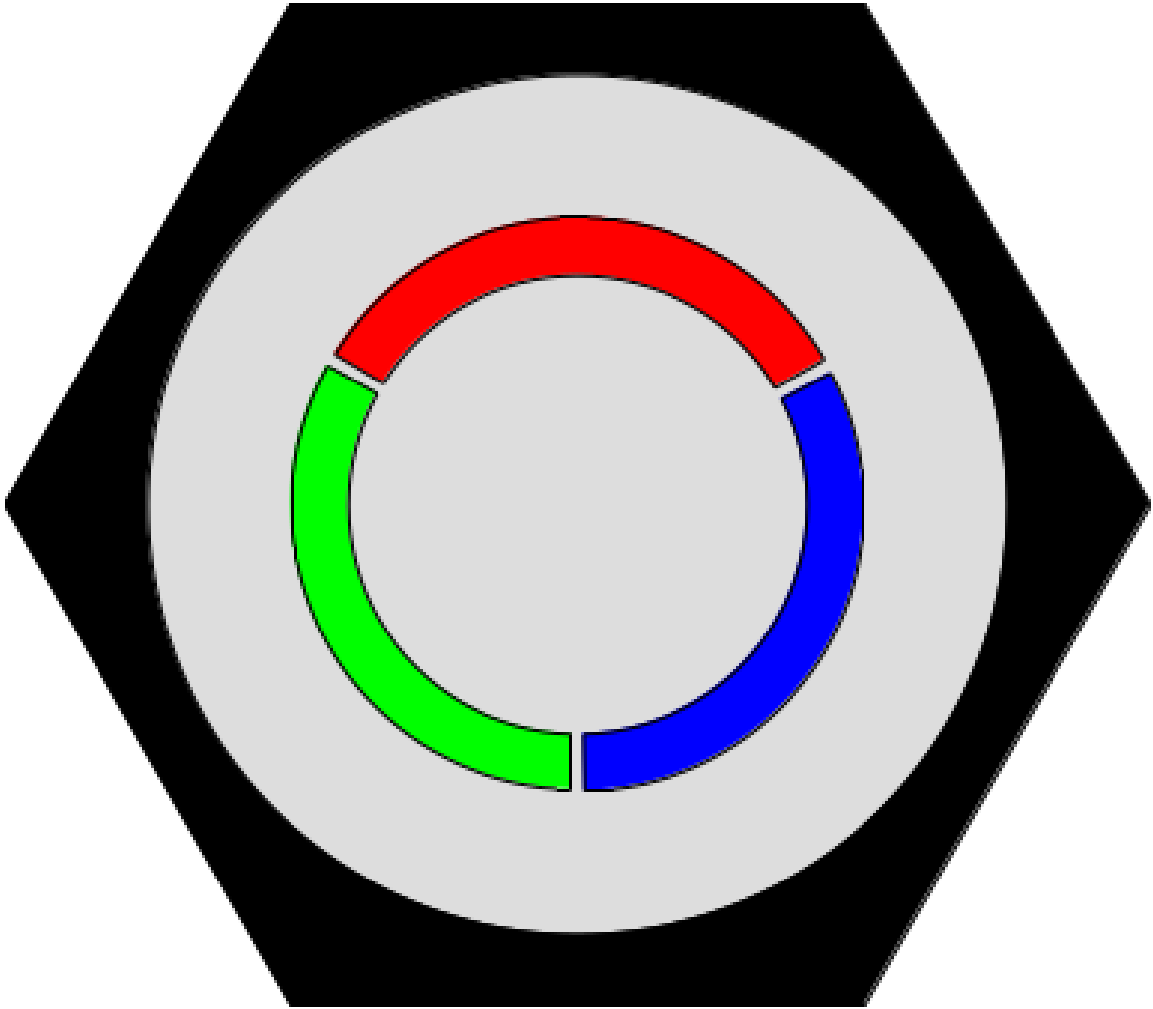


- Unplug the **correct wire(s)** from a randomized set to advance to the next phase.
- There are wires in slots 1-5
- Cut the correct wire in the correct slots
- 5-bit binary code
- Randomized clue will tell you what the correct combination is.

- Slots are formatted as followed

1	2	3	4	5
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The wire colors are randomized in order each game. There are 4 different combinations that are randomized prior to each game.



Button Phase

- The bomb's timer is set to a **random countdown**:
- **7, 8, 9, or 10 seconds**
- Once the phase begins, the **clock starts ticking immediately**
- Time pressure increases the tension!
- A **clue or prompt** is displayed on screen —
- it may be **text or visual**, depending on the version
- This clue is **critical** — it tells you how to solve the task
- **Fail to act in time = STRIKE**

Thank you

