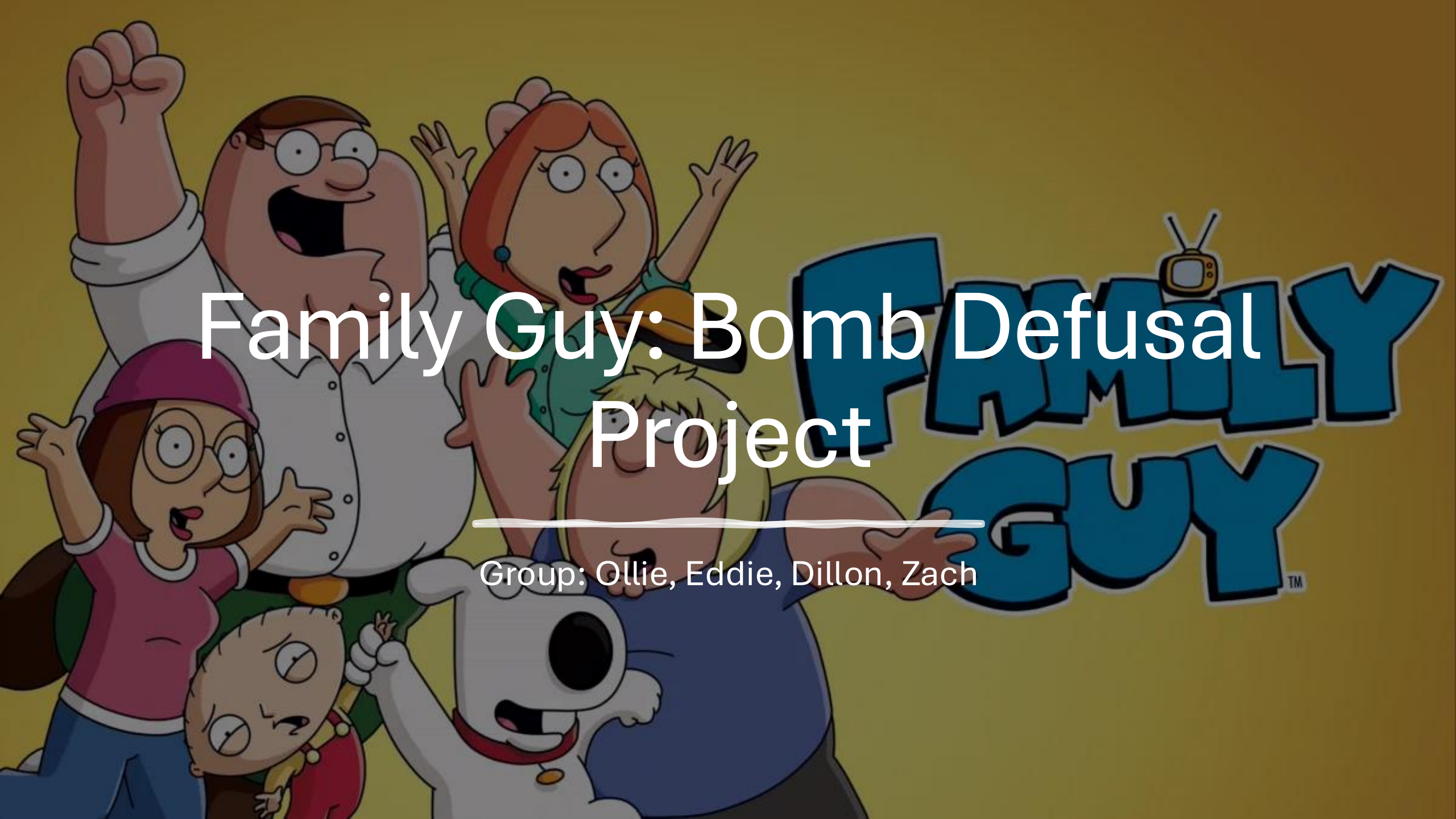
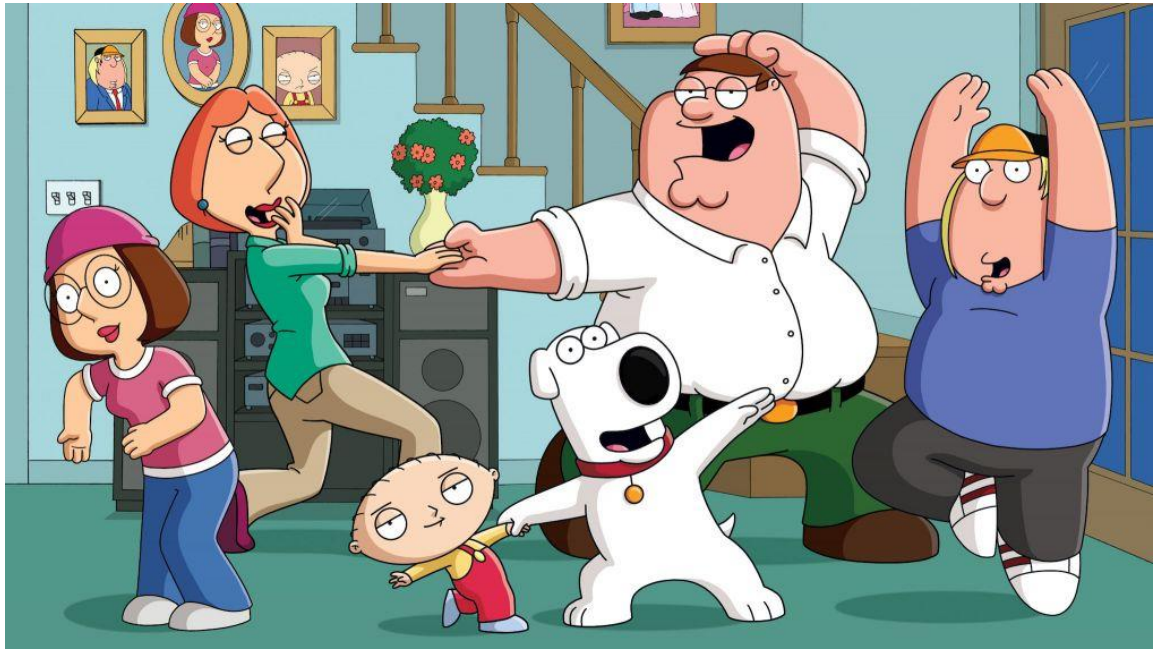


Family Guy: Bomb Defusal Project

Group: Ollie, Eddie, Dillon, Zach



The Game

Family Guy: Peter Griffin vs. The Bomb is a comedic, interactive bomb defusal game built with Python and Tkinter. Players have **2 minutes** to solve **4 unique puzzles** — including a keypad, wire selection, switch toggles, and a countdown challenge. With **only 5 strikes allowed**, players must carefully solve each phase while being taunted by iconic *Family Guy* characters like Peter, Quagmire, Joe, and Cleveland.

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

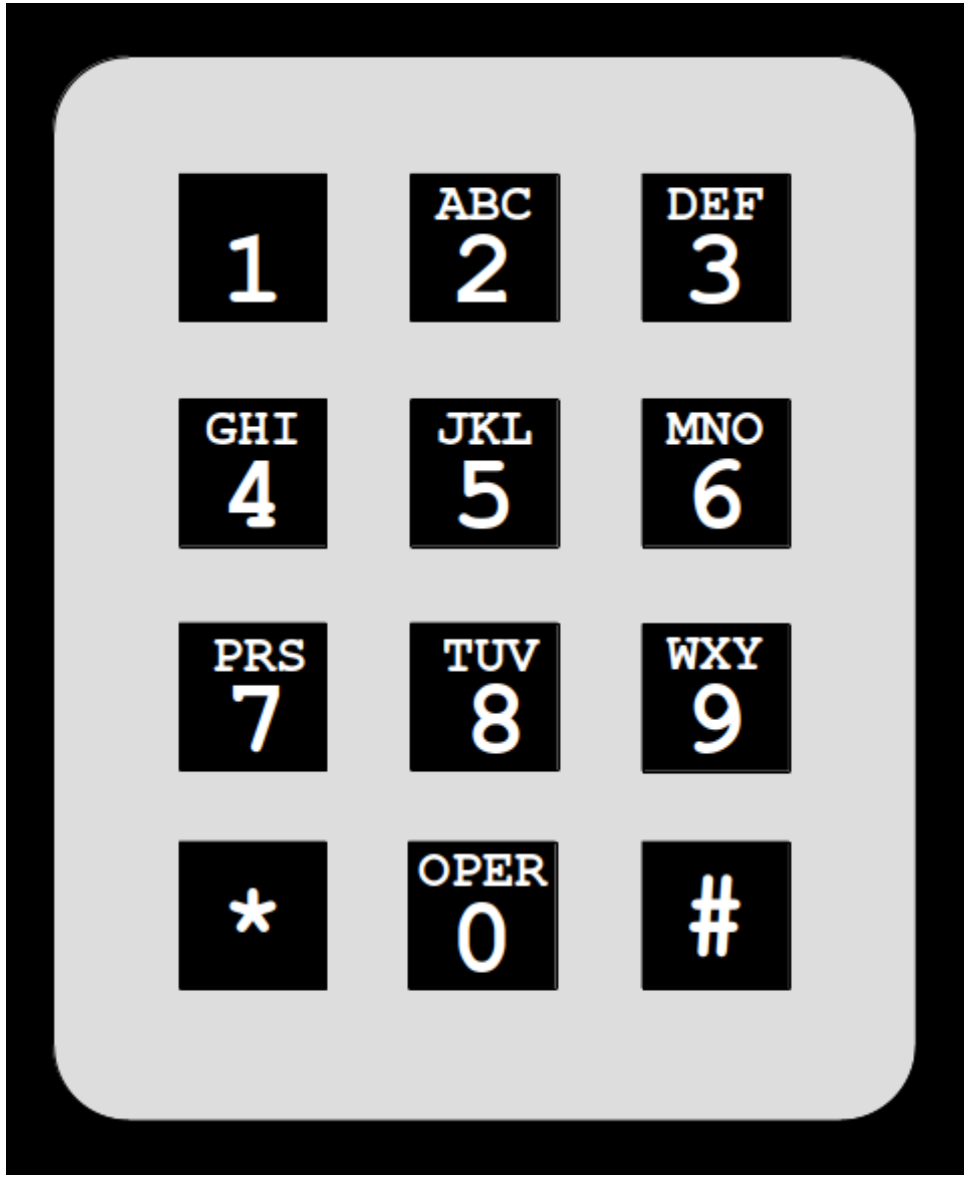
- **Keypad Phase** – Enter the correct 4-digit code (1999) to unlock the bomb.
- **Wire Phase** – Choose the correct wire to unplug (1,0,1,0)
- **Switch Phase** – Set four binary switches to the correct ON/OFF pattern ([1, 0, 1,0]).
- **Timer Phase/Button** –Complete the puzzles and press the button while avoiding 5 total mistakes.

Storyline

Keypad: ”Dad don’t touch that!!! I heard him mention something about the year family guy first aired (1999)

Toggles: “I heard Stewie loves the number 10- It’s how many lasers his teddy bear should have” (1010)

Wires: “You can never trust an even wire, Louis” (10101)



Keypad Phase

Objective:

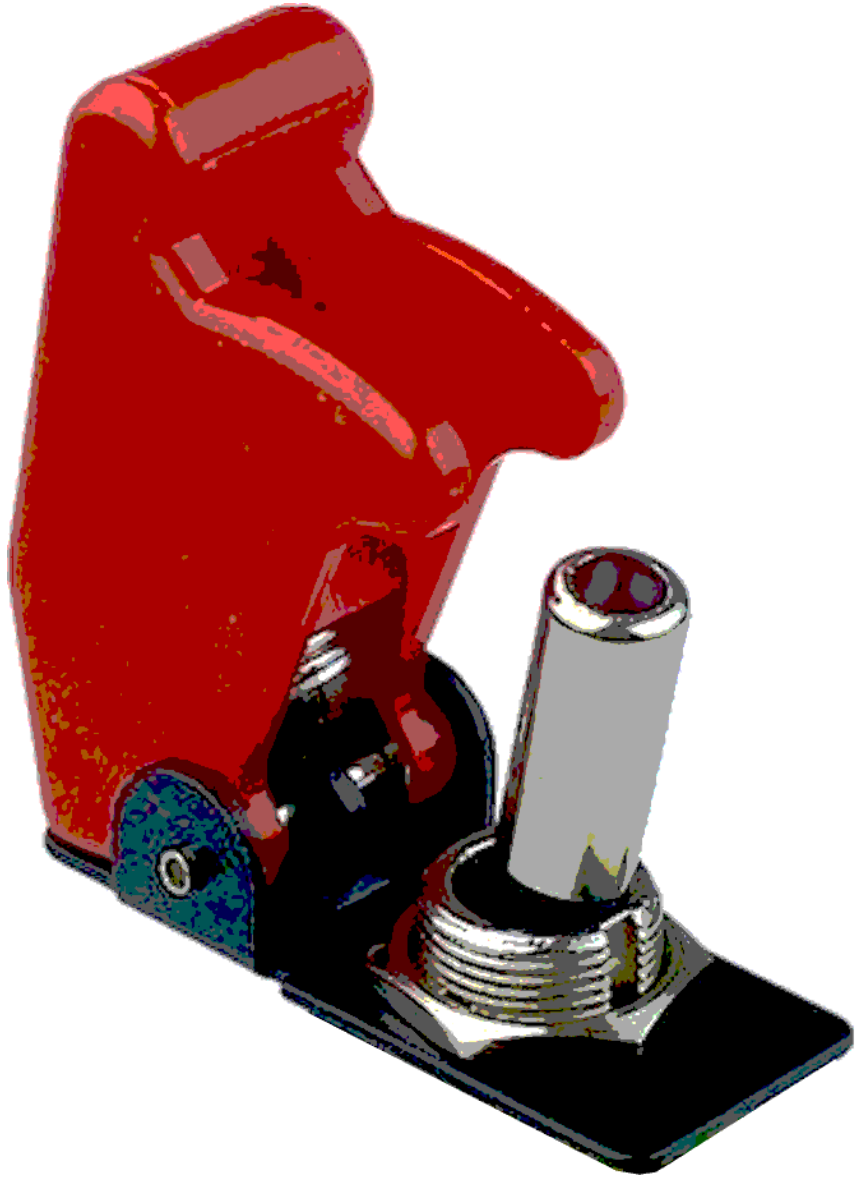
- Enter the correct 4-digit code (**1999**) to disarm the first phase of the bomb.

How It Works:

- 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.

Tip:

- No backspace is allowed. Think before you click!



Toggles Phase

- **Objective:**

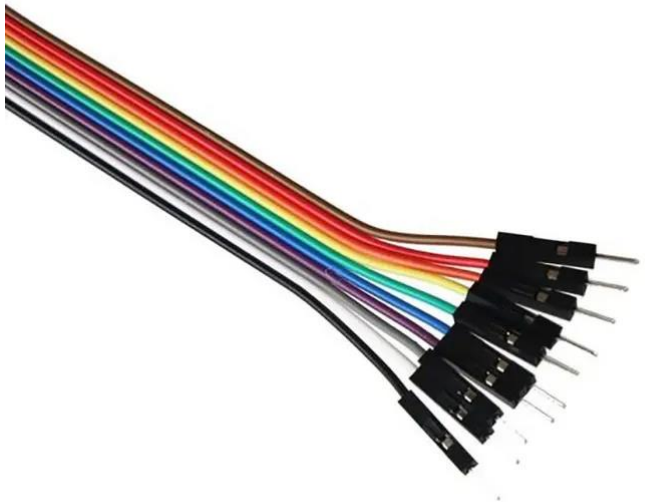
Set the **4 binary switches** to the correct ON/OFF pattern: **(1, 0, 1, 0)**

How It Works:

- The screen displays **four toggle switches**, each labeled ON or OFF.
- Players click each switch to toggle its state between 1 (ON) and 0 (OFF).
- Once all switches are set, the player presses a **SUBMIT** button.
- If the pattern is correct: you advance to the final stage.

- **Reminder:**
- You must match the exact pattern to proceed. Every mistake counts!

Wire Phase



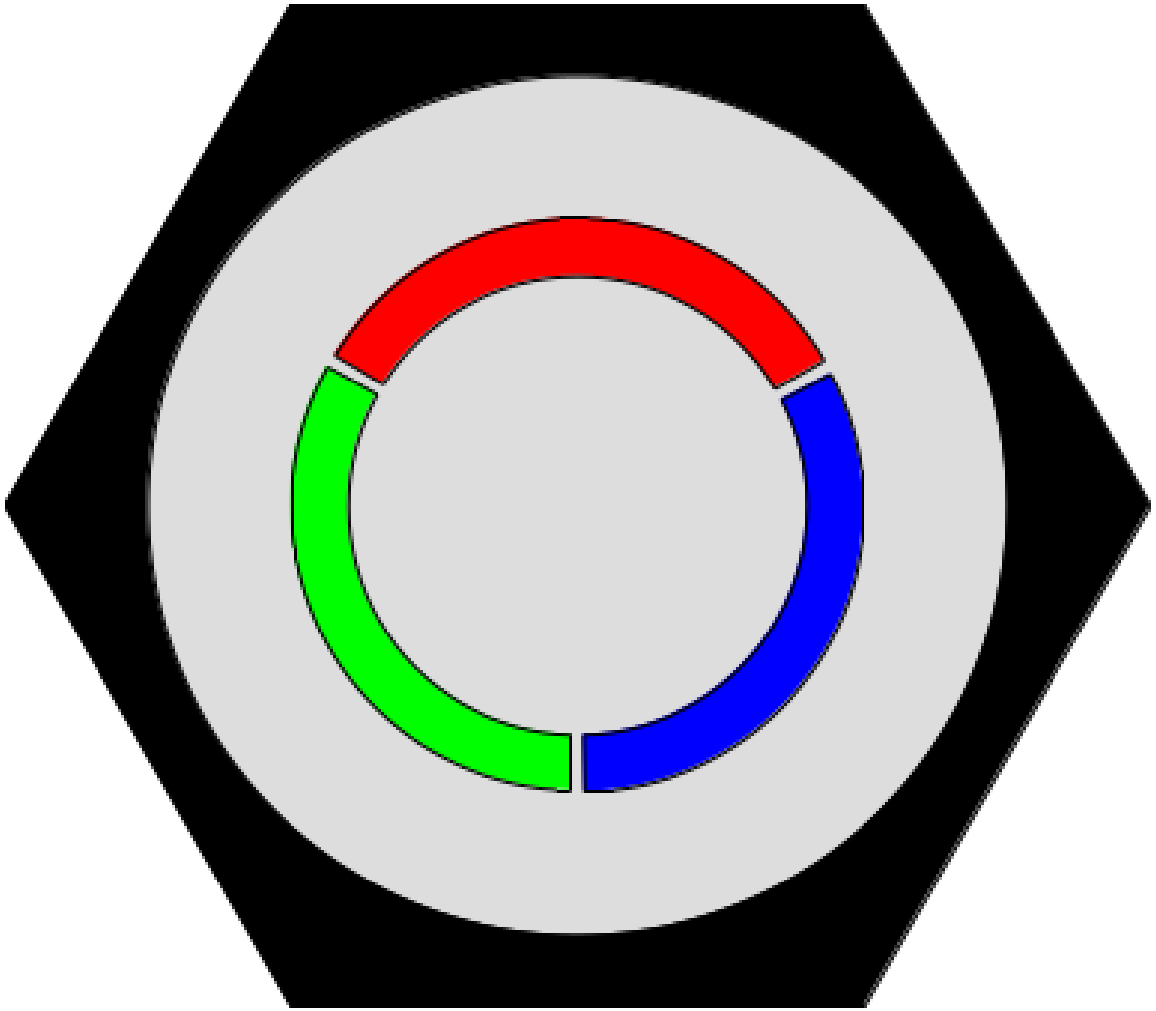
- Unplug the **correct wire** from a randomized set to advance to the next phase.
- Correct wire: **Blue**

Instructions:

- There are wires in different slots orange, yellow, blue, green, and purple.
- Cut the correct wire in the correct slots
- Slots are formatted as followed

1	2	3	4	5

The wire colors are randomized in order each game, but the correct slots to unplug are 2 and 4.



Button Phase

Purpose:

- The Submit button is used to confirm your final answer for a puzzle phase — especially in the Switch Phase.

How It Works:

- After setting your answer (e.g., flipping toggle switches), click Submit to lock in your input.
- The game immediately checks if your input is correct.
- Correct Input → You move on to the next phase.
- Incorrect Input → You get a strike.

Notes

- Once Submit is pressed, you cannot undo your answer.
- You only have a total of 5 strikes before the bomb explodes.
- The Submit button adds pressure — be sure your input is exactly right before clicking!

Thank you