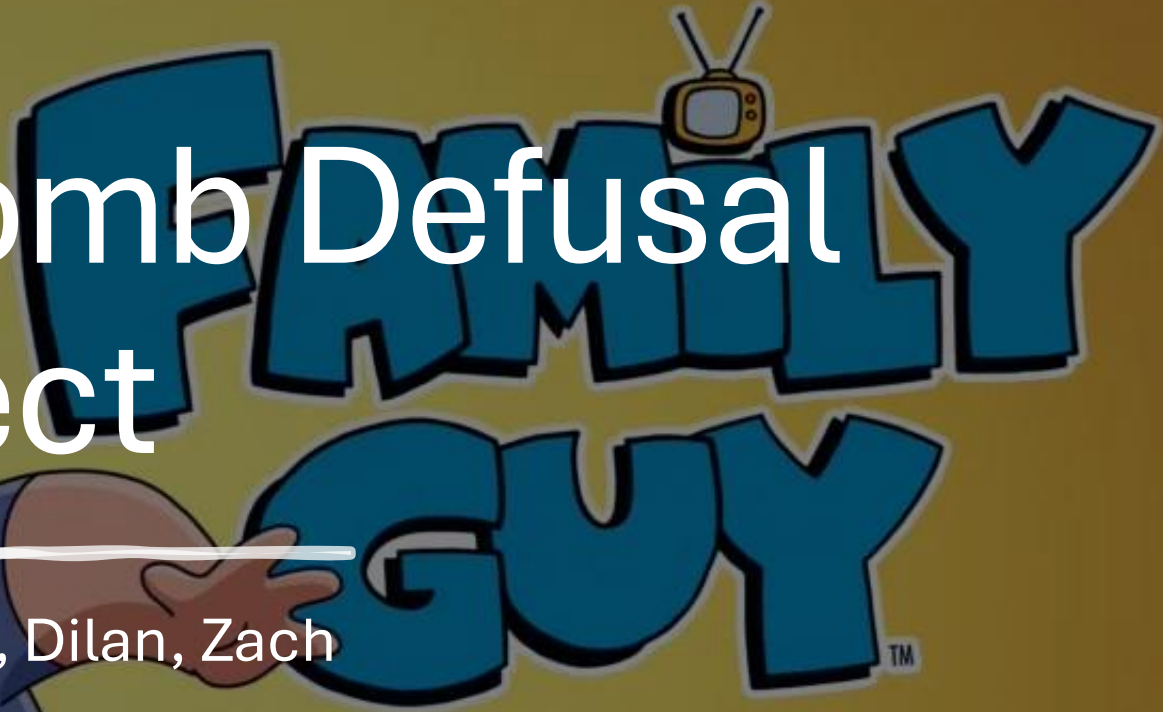


A collage of Family Guy characters including Peter Griffin, Lois Griffin, Meg Griffin, Stewie Griffin, and Brian Griffin, all with excited expressions and raised hands. The background is a solid olive green.

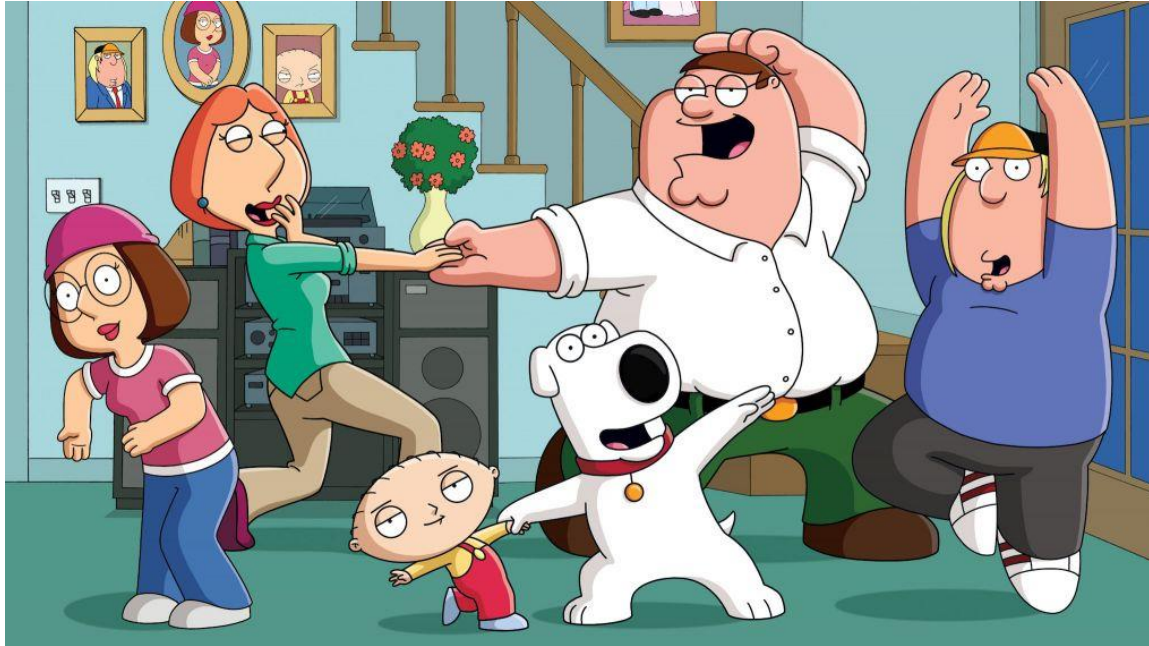
# Family Guy: Bomb Defusal Project

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Group: Ollie, Eddie, Dilan, Zach

The 'Family Guy' logo in a bold, blue, blocky font. A small television set is perched on 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 4 minutes and 4 puzzles
- Save Quahog by solving everything in time!



## Defusing the bomb: Order(left to right) and Objective

Keypad	wires	toggles	Button
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- When the game starts, the user has **4 minutes** to solve **4 different puzzles**.

The bomb will **explode** if:

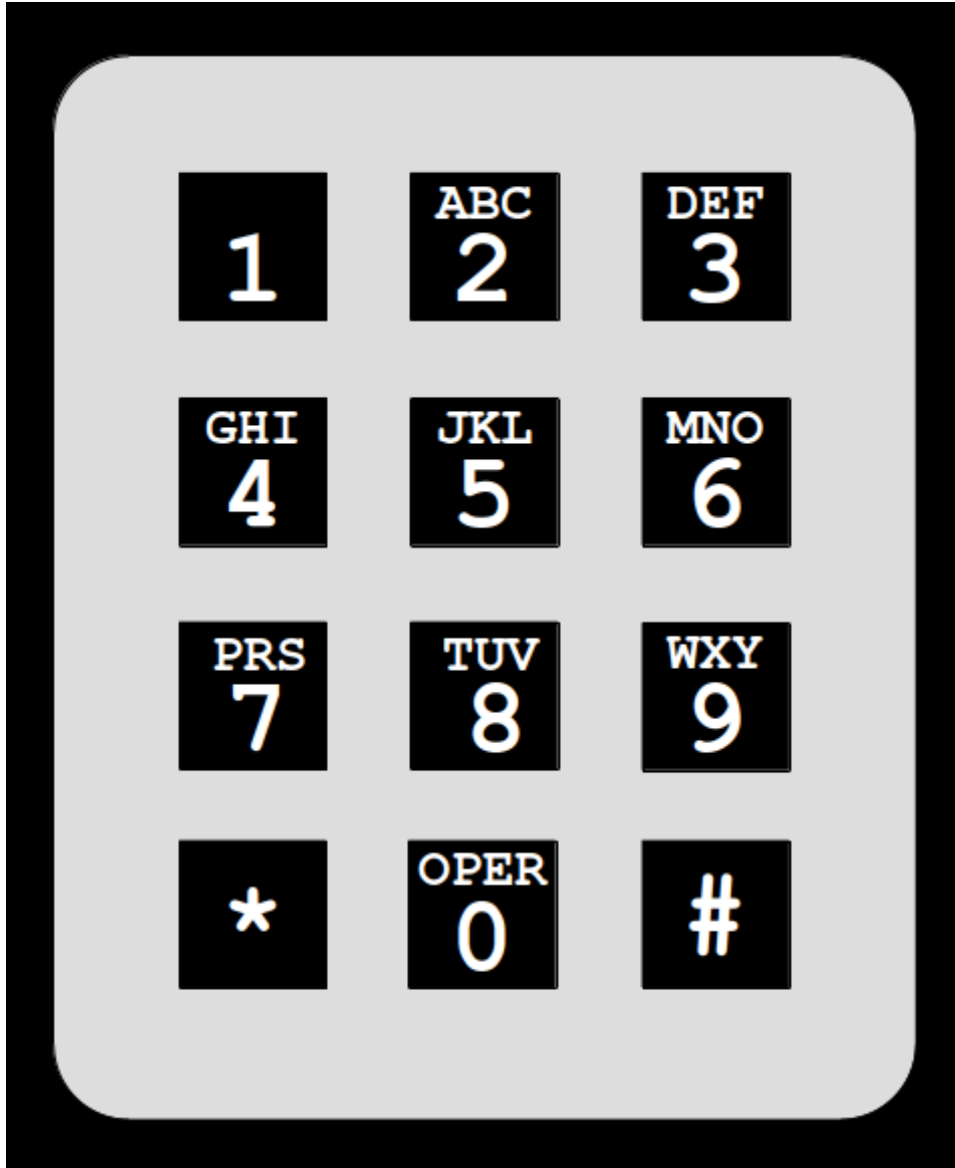
- You make **5 mistakes**, or
- The **timer reaches 0:00**.
- To successfully defuse the bomb, all **4 puzzles must be solved correctly** within the time limit.
- Each phase is filled with **Family Guy-themed humor and challenges** to keep the game engaging and unpredictable.





# Each Phase

- **Keypad Phase** – Enter the correct 4-digit code to unlock the bomb.
- **Wires Phase** – Choose the correct wire to unplug, use binary.
- **Switch Phase** – Set four binary switches to the correct ON/OFF pattern ([1, 0, 1, 0]).
- **Button Phase** – Press button within the time limit.

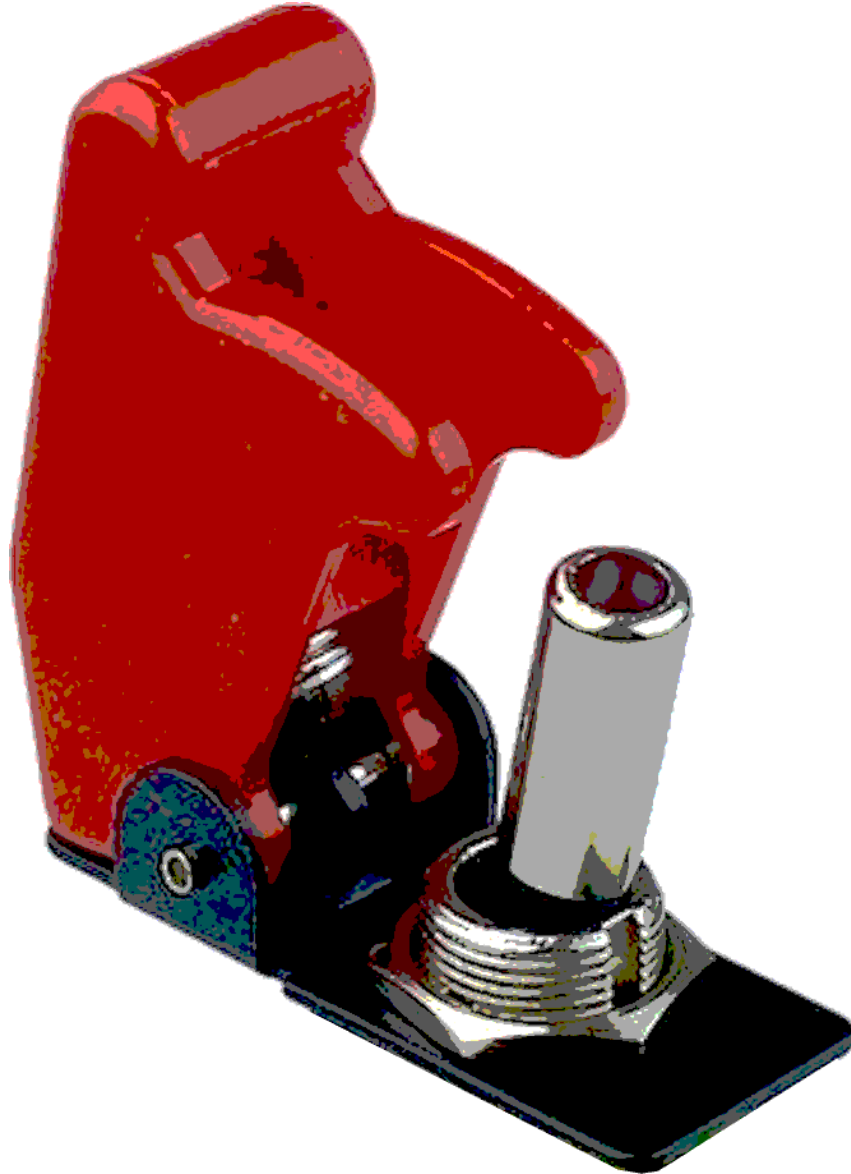


# Keypad Phase

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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
- (#) to submit the current input  
(\*) to clear all entered digits

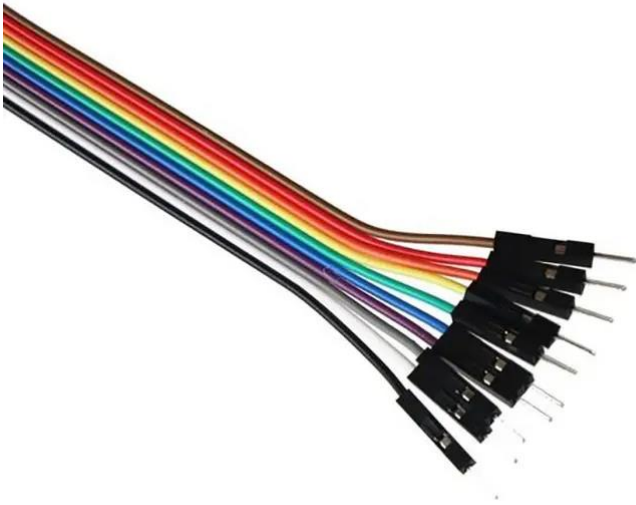


# Toggles Phase

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- Convert that number to **binary (4-digit)**
- Toggle switches = binary:
- Up = 1
- Down = 0
- 4 valid combinations per game
- Clue given provided by the game.

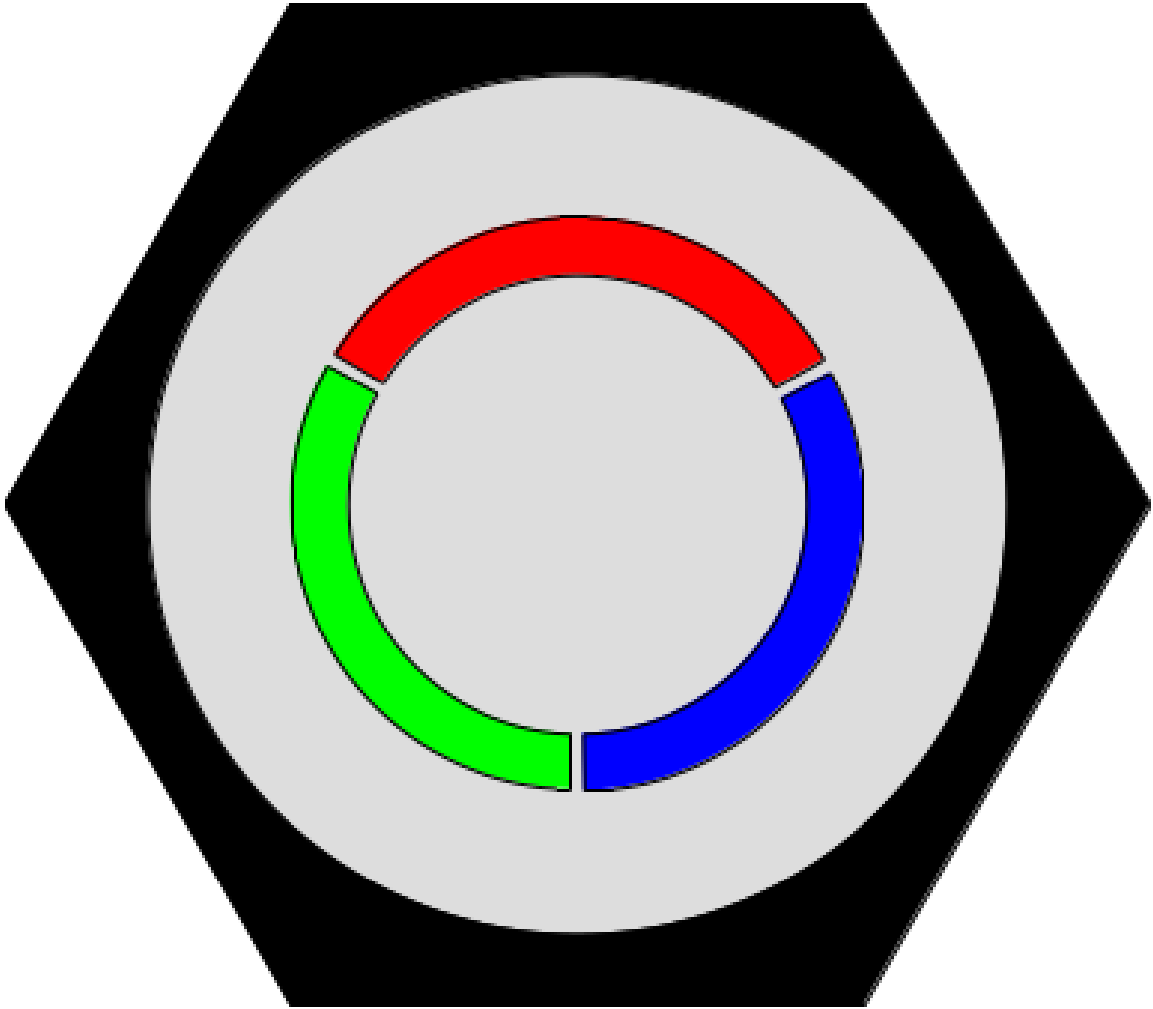
# Wire Phase



- Unplug the **correct wire(s)** from the clues provided by the game
  - 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.
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- 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

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- 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 **prompt** is displayed on screen —
- **Fail to act in time = bomb explodes**
- You must press the button when it's green...not red.



Thank you

