

The background of the slide features a collage of Family Guy characters. At the top left, Peter Griffin is shown with his mouth wide open in a shout, his right arm raised in a fist. Next to him is Lois Griffin, also shouting with her arms raised. Below them are Meg Griffin, wearing a pink shirt and a purple beanie, and Stewie Griffin, who is peeking out from behind a white dog. The dog, which appears to be Brian, is smiling and has its paws up. To the right of the characters is the large, blue, stylized 'FAMILY GUY' logo, with a small television set perched on top of the word 'FAMILY'.

Family Guy: Bomb Defusal Project

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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: Order(left to right) and Objective

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

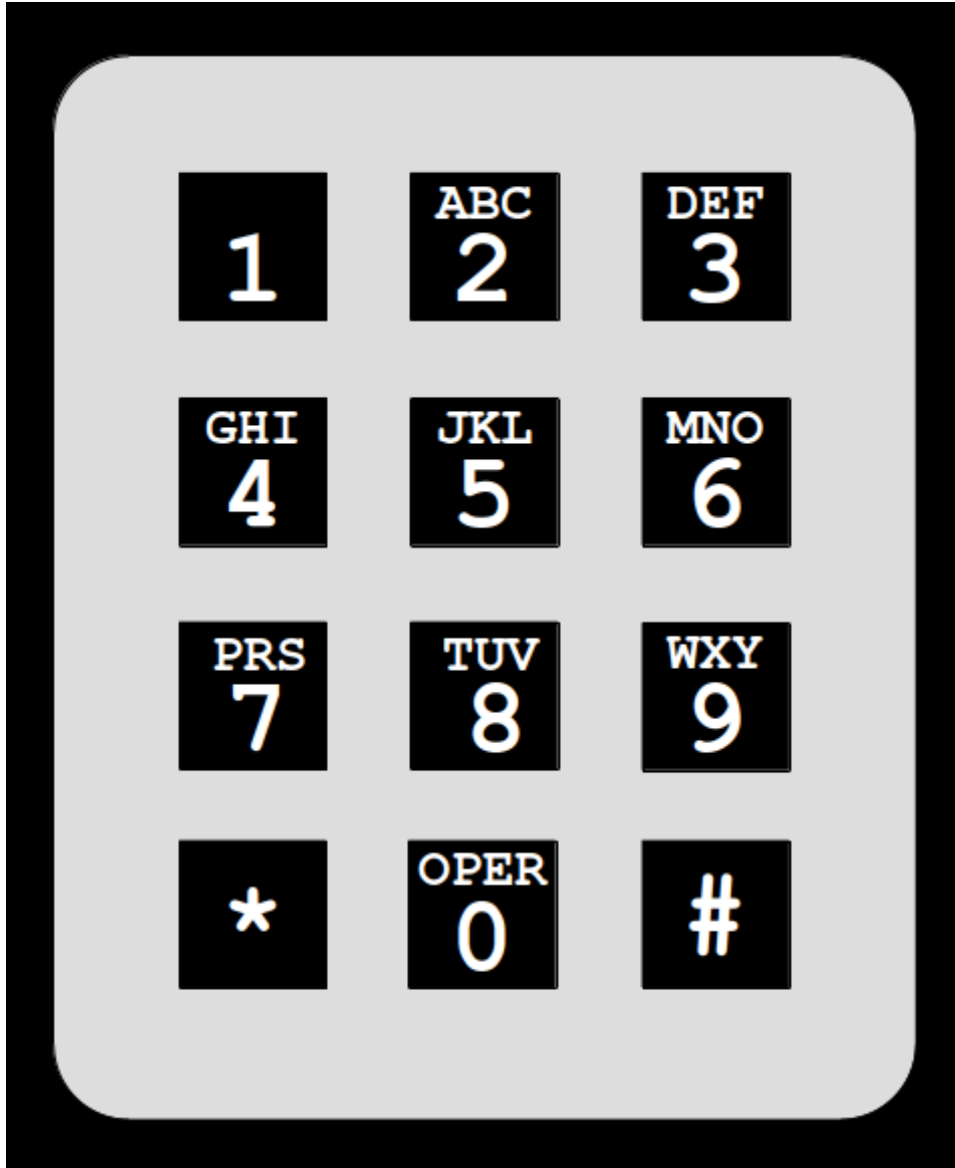
The bomb will **explode** if:

- 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

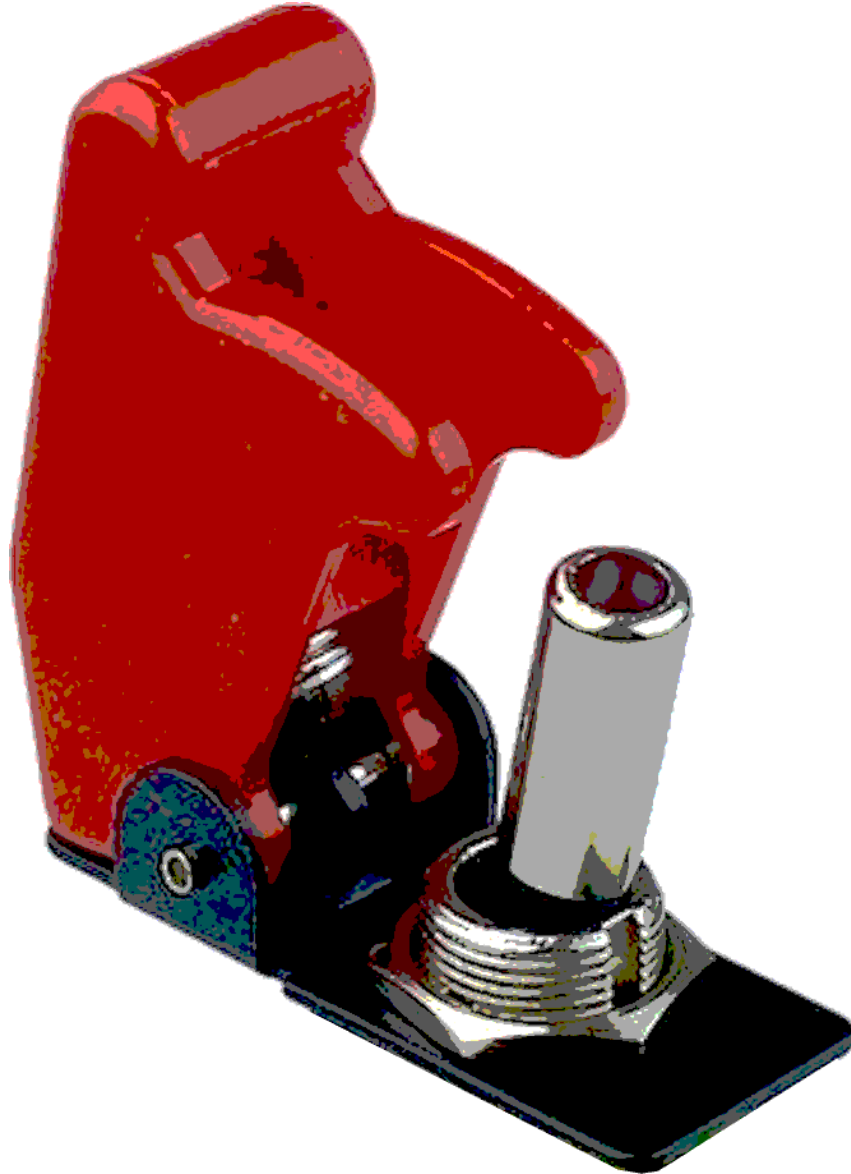
- **Keypad Phase** – Enter the correct 4-digit code to unlock the bomb.
- **Wire Phase** – Choose the correct wire to unplug
- **Switch Phase** – Set four binary switches to the correct ON/OFF pattern ([1, 0, 1, 0]).
- **Timer Phase/Button** – Complete the puzzles and press the button while avoiding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



Keypad Phase

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

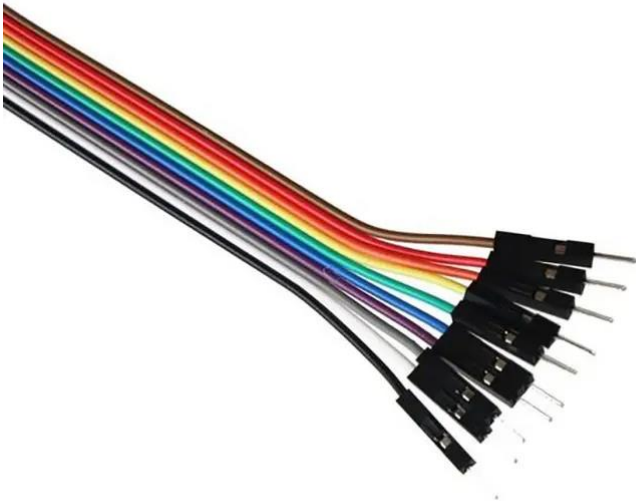
- A keypad (0–9) is displayed on the bomb.
- Players click buttons to enter one digit at a time.
- After 4 digits are entered, the game checks the input.
- If correct: You advance to the next phase.
- Incorrect: strike
- (Hashtag) to submit the current input
(Star) to clear all entered digits



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

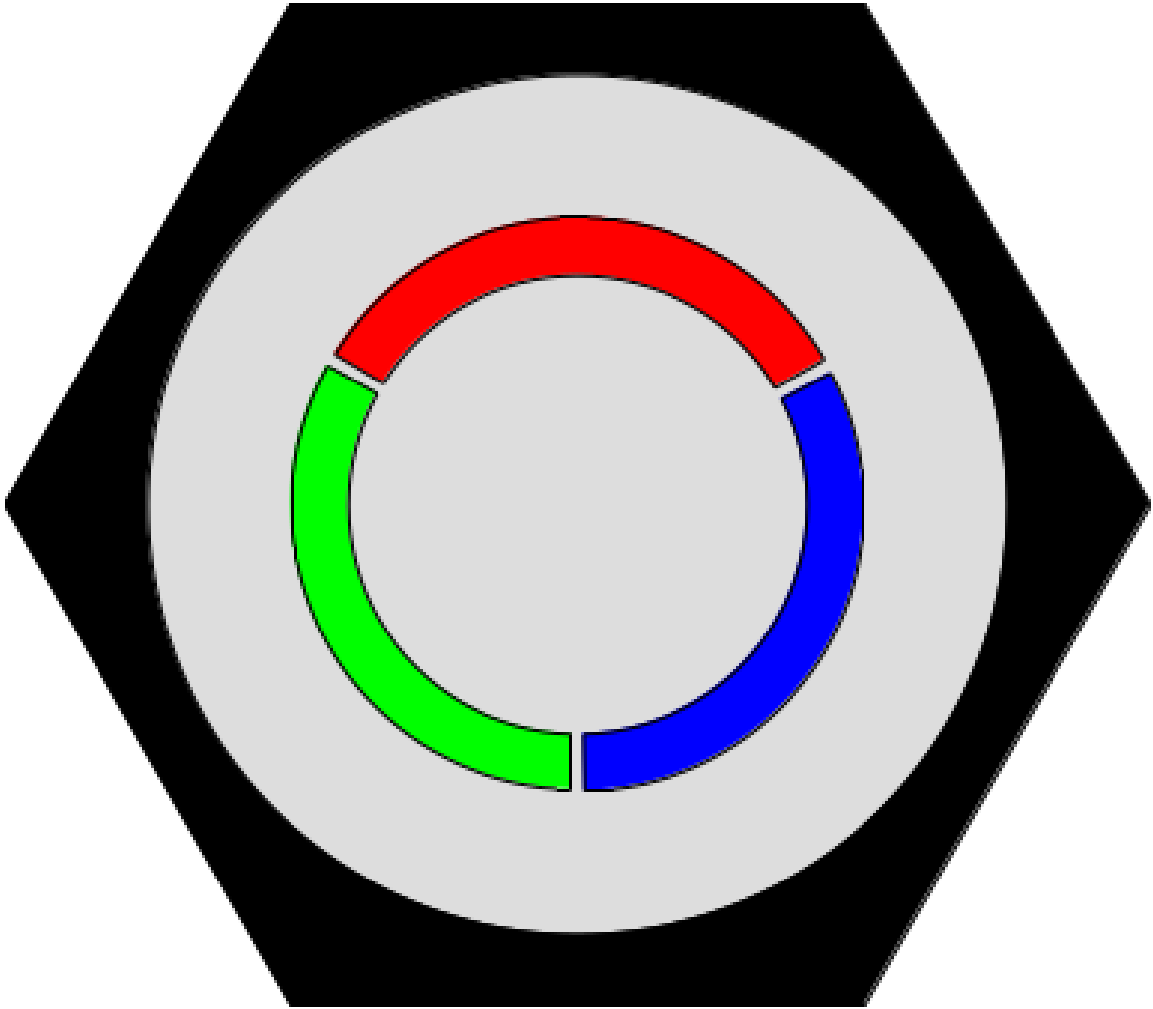


- Unplug the **correct wire(s)** from a randomized set to advance to the next phase.
- There are wires in slots 1-5
- Cut the correct wire in the correct slots
- 5-bit binary code
- Randomized clue will tell you what the correct combination is.

- 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**
- You must press the button when it's green...not red.

Thank you

