Mission Impossible

Design brief

Mission Impossible is a riddle based event. The event will follow as such:

* The participant will be given a riddle or clue of a mathematical theory or concept. They will have to figure out the name of the mathematician who gave this theory, following which they will have to search the name of the city in which that mathematician was born.
* The name of the city has to be entered in the input box.
* If they name the city correctly, they will directly move forward to the next riddle
* This way they will have 10 riddles to be answered and once they answer them all correctly,
* They will move to the page where they will have all the 10 city names mentioned at the top of bottom of the page. There will be an anagram fotmed with the initial letters of the city or the last letters. They will have to input the anagram in the answer box. If the answer is right, the game will end there.
* Also, there can only be 3 attempts for the anagram, and 5 attempts for each city name.
* The participants will be given a maximum of 30 minutes so we also need to keep a timer on the top corner of the page.
* The condition needs to be added that they move ahead only if the answer is right.