Escape from SFIT: Storyline & Game Flow

STAGE 1: CUTSCENE

You and your team of students are trapped inside **SFIT**, a building overtaken by a rogue Artificial Intelligence.
The AI speaks through the loudspeakers:

> *"You are trespassers in my domain. Freedom is not free. Prove your worth. Solve my trials, or remain mine forever."*

The exits lock. Lights flicker. A giant console awakens with a blinding glow:
"STAGE 2: HARDWARE TRIALS"

STAGE 2: HARDWARE

Theme: The AI mixes cryptic, ancient challenges with modern electronics. Four puzzles must be solved simultaneously, forcing teamwork.

Game 1: Morse Code

- Players press a button. A light + buzzer blinks in a **Morse code sequence**.
- Using the reference sheet on the wall, they must carefully decode the message.
- Decoded text = **password for a locked laptop**.
- Unlocking the laptop grants access to the next puzzle and reveals a **code fragment** for the Asylum Console.

Game 2: Laser Light Bouncing

- **Setup:** ESP32 + 3 LDR sensors on a wall-mounted panel.
- **Task:** Players must align mirrors or flashlights to hit sensors in the correct order.
- **Feedback:**
  - Wrong order → buzzer shrieks, AI mocks them.
  - Correct → LEDs glow gold and OLED prints a **random 4-digit Pharaoh's Key**.

Game 3: Timing Lock Calibrator

- **Setup:** A box with an ESP32, LEDs, and a buzzer.
- **Story:** *"The asylum generator is unstable — stabilize it before meltdown!"*
- **Mechanic:**
  - LEDs sweep left to right in a loop, like a signal meter.
  - A hidden **target window** (e.g., LED #3 lit for 200 ms).
  - Player presses the button (or capacitive pad) exactly during the window.
- **Goal:**
  - Success = hit 3 times in a row.
  - Failure = buzzer beep, sweep resets.
  - Success = **ESP generates unique 4-digit calibration code** (e.g., 5724), displayed on OLED or blinked with LEDs.

Game 4: Align to Keep the Light On

- **Setup:** One designated player controls a **rotary/servo motor alignment system**.
- **Mechanic:**
  - Player must press a button repeatedly to prevent drift.
  - If motor drifts → lights in the entire room turn **off**, leaving total darkness.
  - Only when motor is realigned do lights return, allowing others to keep solving.
- **Teamwork:** One person must "sacrifice" themselves to maintain visibility for the rest.

Stage 2 Result:
When all codes (laptop password, Pharaoh's Key, calibration code, light-alignment success) are entered into the **Asylum Console**, the AI reluctantly yields:

"You are worthy enough. Proceed to STAGE 3: SOFTWARE."

STAGE 3: SOFTWARE (Unity Puzzles)

Theme: The players now enter the AI's **digital domain**. This is where its defenses must be dismantled, piece by piece.

Mechanic: A **4-part AI health bar** is displayed. Each completed puzzle drains **¼ health**.

Game 1: Terminal Based Game

- A pseudo-Linux terminal appears.
- Players must enter commands in sequence: `scan → ps → kill → nano → systemctl → shutdown` .
- Correct = dismantles a process (**−1 health**).
- Wrong commands = AI taunts and resets.

Game 2: Switch-Based Shooting

- **Outer Room:** filled with enemies. Team must defeat them.
- **Inner Room:** holds a console switch locked with a **Warframe-style puzzle**.
- **Failure:** 3 failed puzzle attempts respawn all enemies.
- Success disables an AI defense module (**−1 health**).

Game 3: Frequency Lock / Signal Alignment

- **Setup:** A console with 3 sliders/knobs: Frequency, Phase, Gain.
- **Goal:** Align your waveform with AI's carrier signal (sine waves overlap on scope).
- **Feedback:**
    - Closer = stable visuals, static fades.
    - Misaligned too long = AI scrambles console → resets values.
- Success destabilizes AI's communications (**−1 health**).

Game 4: Laser Room – Antenna Sabotage

- **Setup:** A hallway filled with shifting red laser beams.
- **Goal:** Cross without touching beams → reach glowing antenna core → press overload button.
- **Mechanics:**
    - Lasers move (up/down, left/right, rotating sweeps).
    - Touching a beam = alarm, player sent back to start or enemies respawn.
- **Difficulty:**
    - Easy: 3–5 beams.
    - Normal: 6–8 beams.
- Success severs AI's antenna (**−1 health**).

Stage 3 Result:
AI's health bar drops to **zero**. The AI roars:

> *"You… dismantled me? Impossible! But you will not escape alive. I will take this place down with me!"*

Self-destruct countdown begins. The exit opens to the **Final Escape Arena**.

STAGE 4: END / ESCAPE

Theme: The AI initiates **self-destruct**. Players must flee before the building collapses.

- **Arena:** A **Fall Guys–style obstacle course**, now under a ticking timer.
- **Obstacles:**
    - Moving beams to dodge.
    - Gaps to leap across.
    - Collapsing tiles underfoot.
- **Pressure:** Fail to reach exit before timer → explosion, game over.

Finale:

- Survivors grab a **zipline** at the far end.
- Ride across the collapsing void, sparks and explosions erupting behind them.
- Cutscene: SFIT crumbles in fire and smoke.
- Final AI broadcast:

> *"You may have escaped… but I am never truly gone."*

VICTORY.