

An abstract graphic on a light gray background. It features a complex network of thin, dark gray lines that crisscross the upper right portion of the image. Scattered throughout this network are numerous small, solid-colored circles in shades of orange, teal, purple, and black. Some of these circles are larger than others, and they appear to be connected by the network lines, suggesting a web or a circuit. To the left of this network, there are several small, dark gray dots scattered across the background.

# DEFUSE THE BOMB

GIMME A SECOND...

# GOALS & OBJECTIVES

## ➤ **Unique features:**

- Three sounds play randomly after every strike.
- A sound plays once you defuse the bomb along with an image displaying.

## ➤ **Goals:**

- Main priority was making sure it isn't boring.
- We want people to have fun and laugh while they defuse the bomb.
- We wanted this to be a goofy bomb and not something that seems too serious.
- Planned out how we want the bomb to function, before coding.

# FUTURE PLANS

## ➤ Source Code:

- Implement a different way other than using binary for the toggles.
- Create a superclass for wires and toggles to inherit from.
- Add a feature where for you to defuse one phase, you to have to defuse another phase first.
- For example, for you to defuse the toggles phase, you would have to do the button phase first.

## ➤ Bomb assets:

- Add a hint feature.
- Every time you get a strike it deducts time.
- Changes the wires so the color of them does matter.

# LESSONS LEARNED

- Take things step by step and break it down.
- Give yourself time to understand how something works before attempting to use and interact with it.
- When your finished with something, go back and check multiple times.
- Just because something looks and seems easy doesn't mean it is.
- Always approach a situation with caution and don't take it for granted.
- Practice is very important.
- If you want to get good at something, you must constantly attempt and going at whatever, it is.

# REDESIGNING THE BOMB

- One change we would make is adding a touch display screen.
- In addition to the touch screen, we would take out one of the phases and instead create it digitally.
- Instead of one button add multiple buttons.
  - All the buttons display a color in a random order, and you must defuse based on the order.
- Combining the room adventure game with defuse the bomb.
- You would have to escape a building with a bomb ticking and each room is a different phase to defuse.

**DEFUSE THE BOMB!**

**THANK YOU! ANY QUESTIONS?**