The Impossible Test is a challenge that involves many levels. The player will have to complete every level in order to advance to the next one. Every level has a specific set of rules and ways to lose. The player must start back from level 1 if they lose within any mini-game. Only after the player has completed the entire game will the level select button come up letting you jump to any level.

Our games include:

Hallway: In the Hallway game a student is charged with the task of navigating through the hallway of his school without touching any of the walls or the teachers who roam the halls looking for students who are in the corridors. The student, who starts at one corner of the school, uses the mouse to maneuver through the teachers. The teachers move very quickly, so a simple strategy is usually necessary to get passed them. This strategy can be devised fairly simply by just examining the motion of the teachers and planning a short bit in advance. The game can be beaten with any strategy but a select few make the game very simple. The student must also steer clear of the walls, which sounds easy at first but can cause some problems when running away from teachers. If the student reaches the opposite corner of the hallway, the player will click the mouse and win the game. This will send the player to the next game.

Whack-A-Grade: Make your Magnet teachers proud by clicking on the A paper as soon as possible! Only one of the three papers will have an A on it – click that paper to advance to the next round! Your score depends on the time it takes for you to select the right paper, so choose wisely and quickly! After three rounds, your score will be averaged, and you need a final score of 450 or lower to move onto the next game!

Myrtle Frogger: Myrtle Frogger begins with a video from the Great Gatsby movie that helps to introduce the scene. In the scene, Myrtle Wilson attempts to escape her husband George to chase a car she believes belongs to the man she is having an affair with, Tom Buchanan. Instead it is Gatsby’s car she runs towards. Then the program jumps straight into the game where three different colors of cars, the blue ones resemble tom’s car and the yellow ones resemble Gatsby’s, placed in such a way as to mirror the early frogger games. The idea is to trick you into believing that the objective of the game is to reach the other side like in frogger games, but the objective really is to get hit by a yellow car. This is the course of events that transpires in the book and movie, and is therefore your objective. Getting hit by a yellow car will win the game while getting hit with any other car will lose the game. If you did win, a small outro scene will play showing the crash in the movie.

Diver: Oh no! Someone stole your backpack and threw it into the deep ocean! Looks like the competition at Magnet is getting really intense. Swim to the bottom of the ocean to retrieve your backpack using wasd. Your backpack will be somewhere at the bottom of the ocean but at a random x location. You must evade all sharks or you will get eaten! Sharks come in at random locations within the water. They move slower than you do, but they are bigger! Don’t forget to be conscious of your oxygen level because after 30 seconds, you’ll die! Your oxygen tank will be displaying time running out with a rectangle that gets smaller. To win, make it back to the surface of the ocean after having collected your backpack.

SAT: The SAT’s are coming up and you haven’t studied! Use the mouse to click all the SAT books to cram the knowledge into your head, but watch out! If you let more than 3 books get past you, you will fail.

The SAT books come out from a location about ¾ of the way up the screen. They come out at a specified interval that decreases as time goes on making it harder and harder. You must click on the books in order for them to go away. Every time they are clicked, the player’s score goes up by 10. Your click has a radius of the red aiming reticle. You can only click every specified interval (when the red circle comes up). You can also only click the bottom half of the screen. If you get a score of 2400, you win the game. You also lose health if the books get past you. If more than 2 books get past you, you will lose.

Raindrops: Gombeii is thirsty! Help him get his water by moving him left and right using the mouse, but watch out! If 3 bombs hit you, Gombeii will faint!

The raindrops come from a random x location on the top of the screen. They are all given random velocities and accelerations within a specified range. The bombs also do this. The catcher, Pokémon, moves left and right according to the mouse, and makes the raindrops go back up to the top and gives it a new velocity and acceleration. It also increases your score by the radius of the drop. The bombs will reduce the HP of the Pokémon by 1. In the beginning, there is 3 HP. If the HP goes down to zero the person loses. If they get over 5500 points the person wins.