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:

Homework run: You have forgotten your homework in your locker and must dodge all the teachers using wasd to get to it. Speed is of the essence. If you take more than 1 min, you will lose a life.

Whack-A-Mole: 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 Run: You are Myrtle from the Great Gatsby. Use wasd and maneuver her through the traffic to the other side. If you get hit you lose a life.

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.