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User Instructions

Game Play

Defusal is a pretty simplistic game mode. There is only one scene and one way to win. The game is designed to test a user's ability to solve an encrypted message using a legend given to them at the start of the game. The object of the game is to click the corresponding buttons/wires to the encrypted message. If you finish the sequence before the timer runs out, you win the game! If not, well, you lose.

Installation Notes

Defusal is based inside the Browser. It uses Three.js, HTML, and JavaScript to function. We found that browsers like Internet Explorer will not run the code properly. We were able to work with Chrome and Firefox.

*Note: something we noticed while programming this game was that the timer seems to work differently across different specs. For instance, on a laptop it runs normally, but on a desktop the timer might decrease at a much higher speed.