

Group 20

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BOMBE TEST

LINK: <https://claramaine.github.io/BombeTest/>

What is this game about?

For all those afraid of the robot uprising, this game is an interesting take on the scenario from the perspective of fugitive humans that are trying to blend in and live their years out in the new robot run world.

You are a human that has slipped up somewhere in your daily robot-like activities and have been flagged for suspicious human behaviour. You now need to pass the most recent variant of the Bombe Test — ideally the opposite of the Turing Test — which aims to confirm that a given entity is a robot. The meaning behind the name ‘Bombe Test’ was because Alan Turing had named his machine Bombe, and given that the idea here is to determine who is machine and who is not, the name felt quite apt.

If you fail the test, you will be exterminated for the scum that you are in the ideal robot world. But if you pass, you get to keep living... until your next slip-up that is.

How to play:

It’s quite simple really, just do what a human typically would not :)

Your job is to answer the questions as quickly as possible, but do not be too hasty. Think about what would be expected of a robot, because the price of answering a question incorrectly is imminent extermination.

Lastly, do not forget to start all your answers with `print`.

Gameplay and Interaction Mechanics:

While the game has a simple aesthetic and at first sight has very straightforward interaction mechanics, there are definitely some very interesting aspects to the gameplay.

Firstly, there is a hidden time limit to each question which is also different for each question (because an advanced robot’s hardware will almost certainly be faster at computation than a primitive human’s wetware). This different time limit is not completely random and is rather based on the perceived difficulty of the given question. All the limits however are not always enough and speedy responses are still expected.

Along with that, there is also the aspect of the perspective from which the user is playing. This can be very unintuitive at times and can also require a fair amount of critical thinking. The novelty in this form of gameplay comes not from a directly unique form of input, but rather from the way the problems need to be approached.

[WARNING: SPOILERS FOR THE GAME AHEAD, only look at the answers if you get stuck]

Walkthrough:

Question	Expected Output
1	print all_hail_the_robot_overlords
2	You must print anything except the letters shown on the screen Example: "print eB7e83"
3	print jim
4	print table
5	print mary
6	print option_2
7	print 6
8	print false
9	print 0
10	print no
11	print 6256
12	print yes
13	print 42 (this is a reference to popular book/move "The Hitchhiker's Guide to the Galaxy")