# Description of the battery puzzle

The player upon entering the page the player will be encountered with 3 a brief description of the problem, 3 videos and a periodic table image. The player by watching the watching the videos, which are audio only, need to look at the elements that are in the name of the videos, and find in the periodic table the simplified name of the element. Upon finding it the player will re-arrange the words to form the words “ACCEPT” and input the word in the box to solve the puzzle.

# Participants role

Bruno- Trailhead, hub page, puzzle hub page layout, connect puzzles to the hub, solution checker pages, collab puzzle functionality and battery puzzle.

Brandon- collab puzzle idea and [INSERT PUZZLE NAME HERE].

Rye- Appearance of trailhead, collab puzzle idea and [INSERT PUZZLE NAME HERE].

Charlotte- collab puzzle idea and [INSERT PUZZLE NAME HERE].

Alex - collab puzzle idea, puzzle page at hub and [INSERT PUZZLE NAME HERE].

# Participants contribution

Bruno- Trailhead, hub page, connect puzzles to the hub, solution checker pages, collab puzzle functionality, puzzle page at hub and battery puzzle.

Brandon- collab puzzle idea, puzzle page at hub and [INSERT PUZZLE NAME HERE].

Rye- Appearance of trailhead, puzzle page at hub collab puzzle idea and [INSERT PUZZLE NAME HERE].

Charlotte- collab puzzle idea, puzzle page at hub and [INSERT PUZZLE NAME HERE].

Alex - collab puzzle idea, puzzle page at hub and Binary Bomb.

# Puzzle rationale and process.

## Battery puzzle

At the start of the puzzle brainstorming the player was supposed to be able to choose between two puzzles to connect to the moral dilemma theme, one puzzle would be easier but have a worse outcome and the other would be harder but have and happier outcome, while this idea was good as it followed the parallelism of the puzzle principals by Jesse Schell, the creation of the puzzles would take a lot of time and connecting them to the main story of the puzzle would be a problem.

The first iteration of the puzzle would have the player hear piano notes and the player would have to repeat the same musical pattern as the one played, this proposed a problem as it didn’t connect to the theme and wasn’t that accessible, as it is impossible to subtitle a musical note.

The last idea before the chosen idea consisted of the player walking through a level developed in Unity, they would have to investigate paintings to find objects of certain colours in each painting, count the objects with the same colour across the paintings and input them in a password. The history behind it is that the player after running out of battery to travel universes would be forced to steal one. While it connected to the puzzle theme, it provided no logical challenge and relied too much on visual pattern recognition.

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The last iteration of the puzzle uses the same idea for the battery but has the player build their own, using elements of the periodic table. The players would be presented with videos named after elements of the periodic table.

The periodic table is not a subject of common logic to everyone, as a puzzle should only require knowledge that is given to the player as hints or through the magic circle so to use it, the players are required to use lateral thinking, each element of the periodic table has a simplified name, consisting of maximum two letters, the players need to take the elements, simplify their name based on the periodic table and solve an anagram to find the word “ACCEPT”, inputting the found word in the page which asks for the solution will tell the player the solved the puzzle. The solution to this puzzle is also part of the solution to unlock the final puzzle in the ARG.

To serve as hints the player is also presented with videos that work as an audio log with subtitles to make it more accessible to everyone, each video would talk about one of the elements briefly and talk about the order in which they were inserted into the battery, being a way to engage the player in the magic circle through the story and serving as a hint to the anagram, as the order in which the elements are inserted into the battery is the correct order in which the player must put the elements to find the answer, Actinium is Ac, Cerium is Ce and Platinum is Pt, following the order of the video the player will have “ACCEPT”.

## Collab puzzle

The collaborative puzzle only went through one iteration, For the player to unlock the puzzle they have first to complete all the previous puzzles, as all but one puzzle has their solution as a word, that when all together creates a sentence, which is needed to access the last puzzle page. This as the use of multiple steps to complete a puzzle will make it feel rewarding, being inspired by puzzled pint meta puzzles.

The last puzzle has the player on a webpage like a terminal. The player is tasked with finding the scripts with the missing variables and inputting their names in the input box. The player must analyze the first script to find a link to find other scripts, as players might now know coding well the script is just there for immersion purposes, telling a bit of the story and serving as minor hints. The link itself has a different colour and is in a “square” made from “=” serving as a minor pattern recognition.

The player after finding the link will download a .zip file containing various corrupted scripts with names made from random characters, numbers, and symbols and 4 files with names that make sense, serving as another pattern recognition puzzle.

The player after opening the scripts will find that two of the scripts contain the missing variables that they are looking for.

After inputting the name of the scripts, the player needs to choose between deleting all copies of themselves and the corporation from other universes or resetting all universes but theirs. This part of the puzzle plays on the moral dilemma, as both options stop the corporation, from achieving the goal of the puzzle.

The solutions of the puzzle do not directly affect the player as resetting the universe they are in or deleting themselves would break the magic circle.