

Lock Nightmares

After having experienced frustration regarding the lock challenge on Wednesday. Our aim of this Interactive Fiction is to make the users think, and make the users become addicted to finish the game.

Storyline

The user has been captured by a mysterious captor, who has locked him/her inside a room, where the door has an electronic passcode. The captor has been generous enough to give him/her a chance to unlock themselves to freedom, but the user will only be allowed one attempt to unlock the door, otherwise the door will lock itself for ever and the user will most likely starve to death or die in an alternative way. However, the hints themselves may not have the correct answers to them, and so the users will eventually die one way or another.

Method

From each hint, the user will be able to click on a link which will enable to them to click on the numbers they want to enter. From that on, if they put in the correct code, they will accomplish the game but if they enter the incorrect code then they will be forced to die, and resurrect again.