**SINS**

**Concept:**

This is an escape room puzzle game themed around the seven deadly sins. There are seven levels (one for each sin) that the player must complete. This game is based on the Rusty Lake series of games.

**Gameplay:**

**Level 1 – Lust:**

**Level 2 – Gluttony:**

**Puzzles:**

* **Goblet Puzzle –** In this puzzle, the player must arrange 9 goblets in the correct order. The player is given a series of hints in the form of a rhyme and rearranges the goblets according to the hints. The rhyme is as follows:

*Two dead men, as far apart as can be,*

*While birds flock together in a group you see.*

*The vines surround the rose, both act as a wall,*

*The shortest one stands in the middle of it all.*

*Silver always has gold directly to the west,*

*And now you know enough to figure out the rest.*

The order and appearance of the goblets are in an image file.

**Level 3 – Greed:**

**Puzzles:**

* **Nim –** The player plays a game of Nim against an AI. There are 3 piles of coins, one with 3 coins, one with 5, and one with 7. Each turn the player or the AI will take at least 1 coin from a pile, but only from one pile. The AI will make random moves until it recognizes one of three opportunities to win. The first is if there are only 2 piles and the number of coins in each is not equal, the AI will take enough coins from one pile to make the two piles equal. The second is if there are 3 piles and 2 of the piles are equal to each other, the AI will take the entire pile that is not equal to the other two. The third is if there is only one pile left, the AI will take the entire pile. There are other winning states for Nim, but these are the only three states the AI will recognize in order to give the player a better chance of winning.

**Level 4 – Sloth:**

**Puzzles:**

* **Snail Racing Puzzle** – In this puzzle, a player must catch a snail before it reaches the end of a grid. There are 3 levels for this puzzle. Each grid is 10x12 squares (height x width), and there is a separate starting point for both the snail and the player. The snail moves forwards horizontally one space each turn, and the player can move unidirectionally 3 spaces horizontally or vertically each turn. The player and snail move during the same turn. There are barriers on the borders of some of the spaces through which the player cannot pass. If the player hits a barrier before they have moved a full 3 spaces, they stop and the turn ends. The player must land on the same space as the snail on or before the 11th turn. See excel doc for grid layouts and solutions to the levels.

**Level 5 – Wrath:**

**Level 6 – Envy:**

**Level 7 – Pride:**