



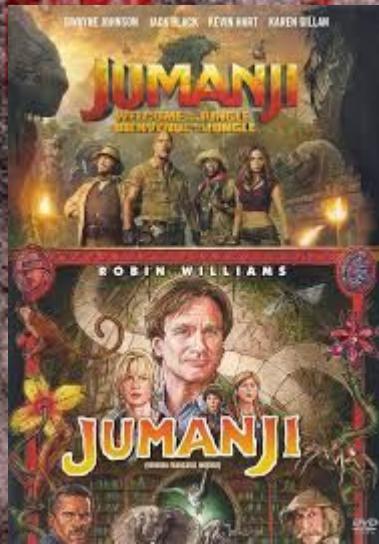
ARTS FUNHOUSE

Brainstorm & Pitch



The 64 Delusionalists





Ideas that didn't make it

- Escape computer Science
- Jumanji
- Haunted Hospital



Theme

Narrative: Eric has been kidnapped by Art The Clown...You find yourself at Art's Funhouse. You must play his games in order to save Eric. Can you complete the madness?



Dummies



Game 1 (Halima)

-Begin with scavenger hunt.
Collect all tools before trying the
alphabetical lock

-First letter of items align with
lock. Riddle given as hint for
order

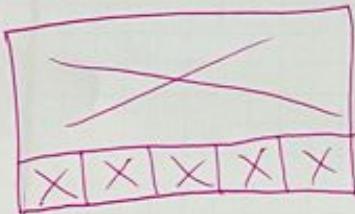


You are met at the gate of Art's funhouse. Art doesn't let just anyone have fun. You must use tools and clues to enter the pin code of padlock.

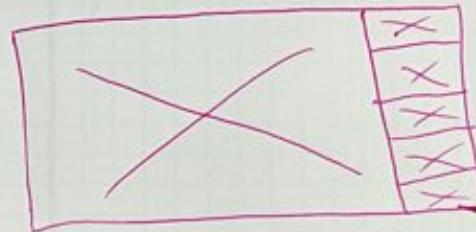


Layout Designs Game 1

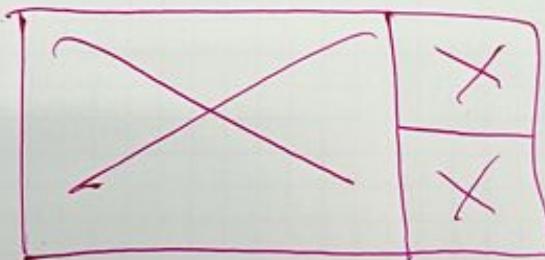
Layout #1:



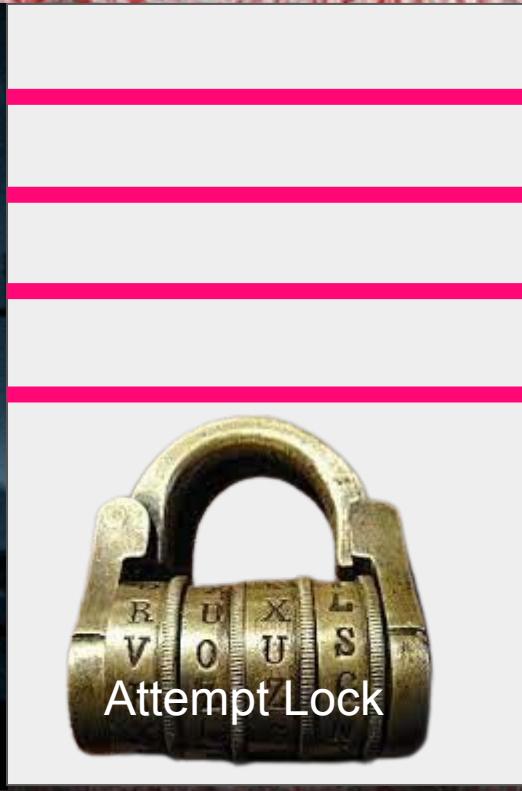
Layout #2:



Layout #3:



Design Mockup Game 1



Design Mockup Game 1

The Multiple Representations of a Responsive Website!

NAME: Daniels, Halima

Desktop

body

height: 100%;
width: 100%;
display: flex;
margin: 0;

.right

height: 100%;
width: 30%;
display: block; display: flex;

.left

height: 100%;
width: 70%;

.row

height: calc(100%/3);
width: 100%;
display: flex;

.box

height: 100%;
width: calc(100%/3);
display: flex;

.right-box

height: 50%;
width: 100%;
display: flex;

body

Mobile

DOM

```
graph TD; body --> div1[div]; body --> div2[div]; div1 --> div1_1[div]; div1 --> div1_2[div]; div1 --> div1_3[div]; div1_1 --> leaf1[leaf]; div1_1 --> leaf2[leaf]; div1_1 --> leaf3[leaf]; div1_2 --> leaf4[leaf]; div1_2 --> leaf5[leaf]; div1_2 --> leaf6[leaf]; div2 --> div2_1[div]; div2 --> div2_2[div]; div2_1 --> leaf7[leaf]; div2_1 --> leaf8[leaf];
```

Game 2: Pop The Balloon (Makayla)

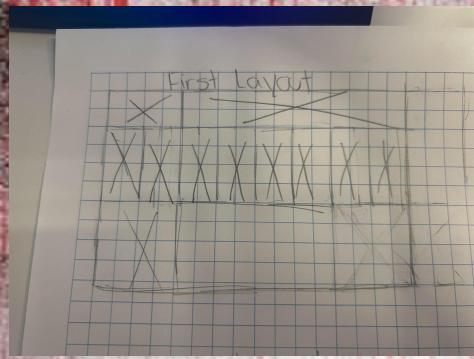
Goal: Pop the balloons within the time limit and reveal a phrase used to unlock the next room

Steps.

- Message will appear stating the goal of the room and the rules
- There will be 1 stage. The balloons pop up quickly (and disappear) each revealing a letter to complete a phrase. With the letter received they will unscramble it and place it in to a lock. Balloons will be different colors you'll know what to pop by the answer u give to Art
- To know which balloon to pop Art will ask a riddle the balloon to pop is the color red. To get out the room they

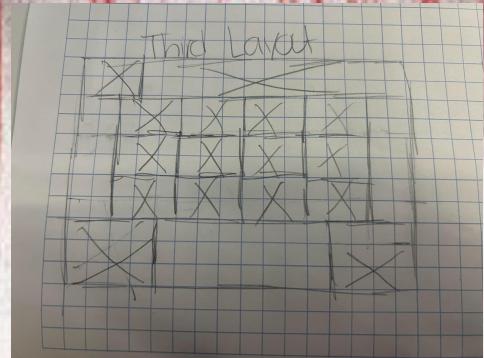


Layout 1

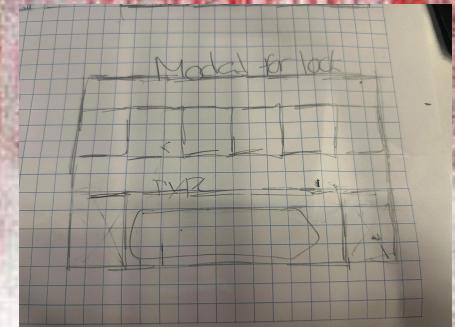


Layout Designs (Makayla)

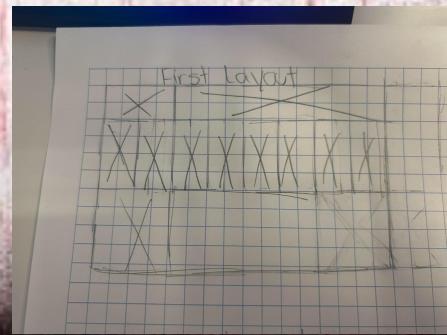
Layout 3



Modal



Layout 2



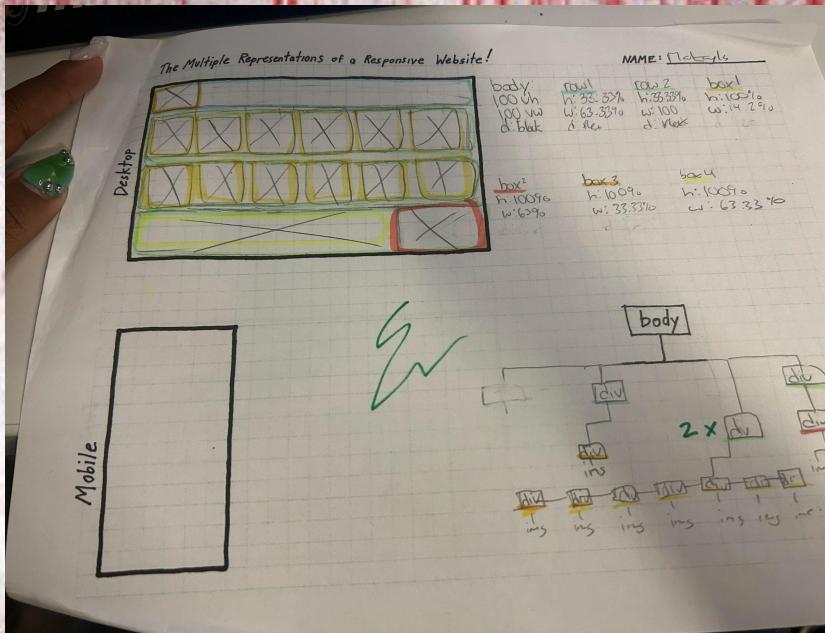
Layout Mockup (Makayla)

12:00

Pop the balloons as quickly as possible (input clever question art asks with the color red as the answer)
Can you save Eric?

TERPIER RIPPER

Annotated Wireframe



Game 3: (Tiana)

Objective:

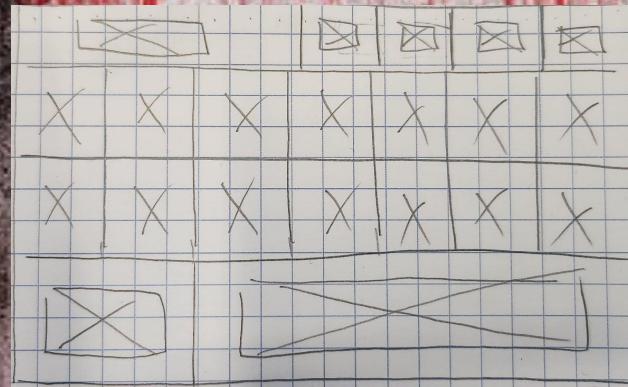
- Win game to unlock phrase to go to the next room
- Match certain cards to get a symbol
- Win game to unlock phrase
- Flipping a joker card decreases or speeds up time.

Game Function:

- Player matches cards and gets a symbol. The symbols are placed in the boxes in the top right corner. Once player matches all cards and symbols, modal opens up with key/lock. Look at the key to figure out what letter matches the symbols and move on to next stage.

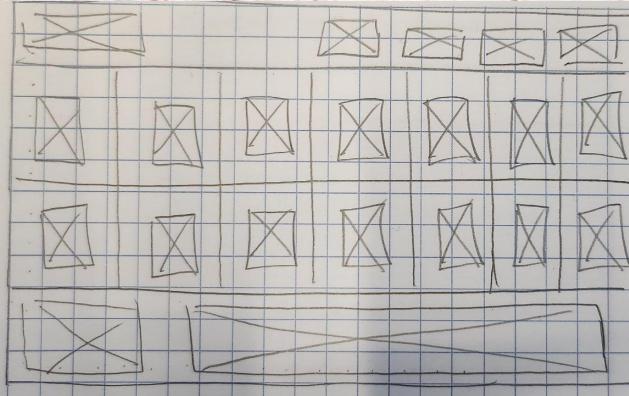


Layout 1

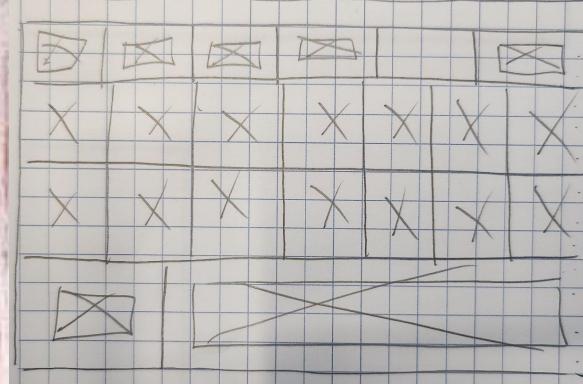


Layout Designs (Tiana)

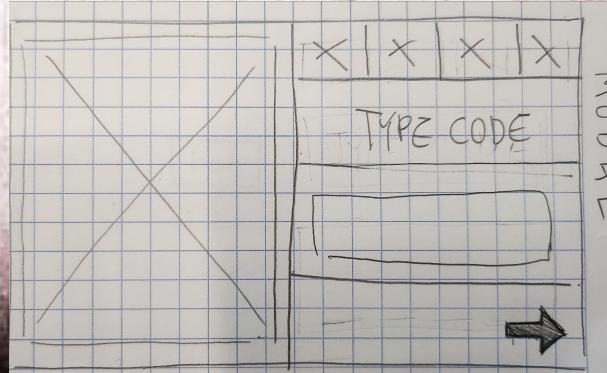
Layout 2



Layout 3



Modal



Design Mock-up: Main (Tiana)

12:00



Art

Silent giggles

(Match the cards to unlock the code~Beware of the Joker card, it decreases your time and your life hehe♡)



Modal

A	♥	B	★	S	♠
B	Heart	C	Star	T	Diamond
D	Star	H	Flower	U	Peace
D	Sun	H	Cloud	U	Peace
E	Cloud	J	●	V	Music note
F	Cloud	N	▣	W	X
F	Snowflake	N	▣	W	Cross mark
G	Cloud	Q	▢	R	×
G	Unreala	Q	▢	R	×
H	Hour	P	▢	X	Scales
I	Q	Z	▢	▢	Candle



TYPE CODE

A	♥	B	★	S	♠
B	Heart	C	Star	T	Diamond
D	Star	H	Flower	U	Peace
D	Sun	H	Cloud	U	Peace
E	Cloud	J	●	V	Music note
F	Cloud	N	▣	W	X
F	Snowflake	N	▣	W	Cross mark
G	Cloud	Q	▢	R	×
G	Unreala	Q	▢	R	×
H	Hour	P	▢	X	Scales
I	Q	Z	▢	▢	Candle

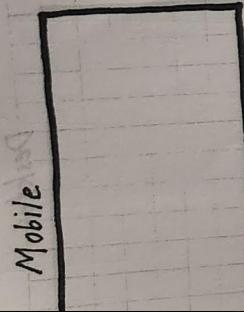
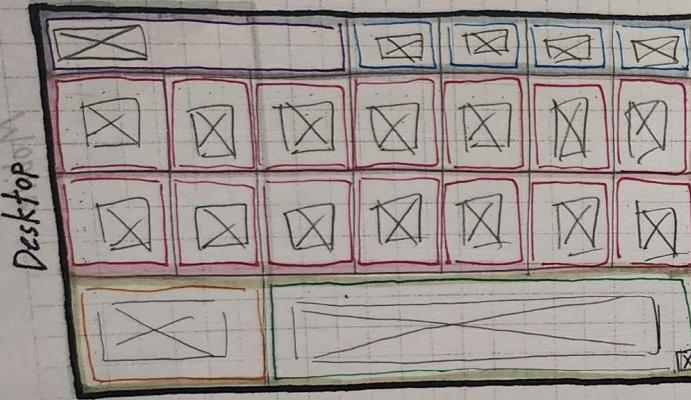
Arts

Congrats! Keep this word in mind and move on to next level!



Annotated Wireframe (Tiana)

The Multiple Representations of a Responsive Website!



NAME: _____

.body
h: 100%vh
w: 100%vw
d: block

.row1
h: 10%
w: 100%
d: flex

.row2
h: 50%
w: 100%
d: flex

.row3
h: 40%
w: 100%
d: flex

w: 4

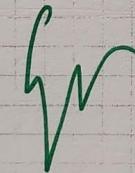
.box1
h: 100%
w: calc(100%/7)

.box2
h: 100%
w: 50%

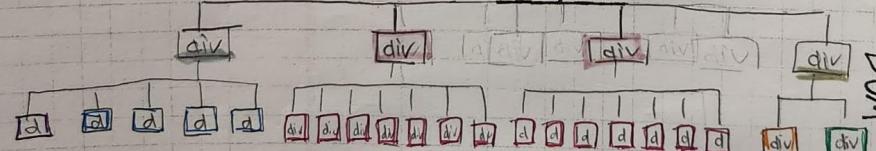
.box3
h: 100%,
w: calc(
50%/4)
box4
h: 100%
w: 75%

box4
h: 100%
w: 15%

.box5
h: 100%
w: 15%



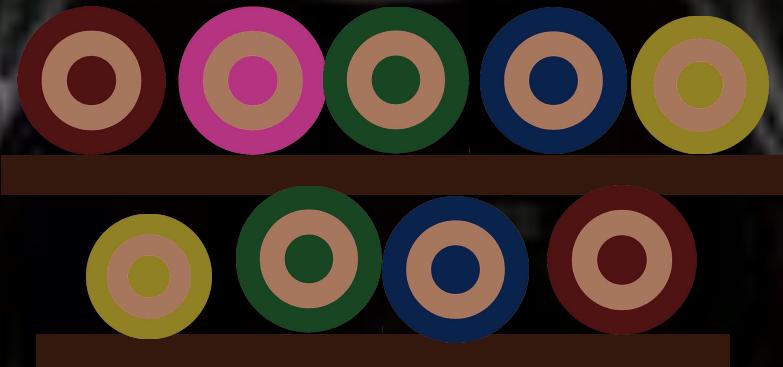
body



DOM

Quick!
What item
does Art
the Clown
have, that
makes
noise?

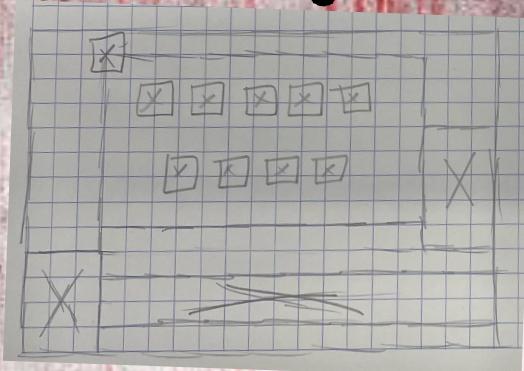
(hurry I don't
have much time)



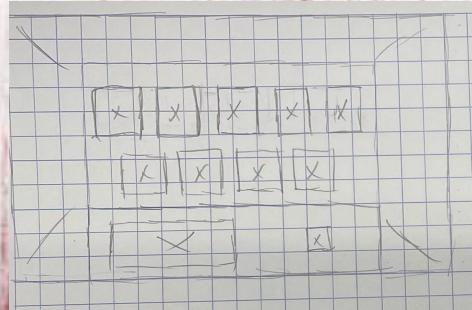
KEY	
	= O
	= R
	= H
	= W
	= L
	= N
	= C

Click on the target to changes the color in
order to correctly guess the phrase! Oh
my! They left a message

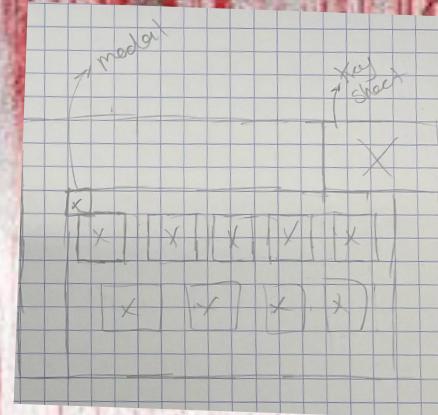
Layout Designs (Olivia)



Design 1

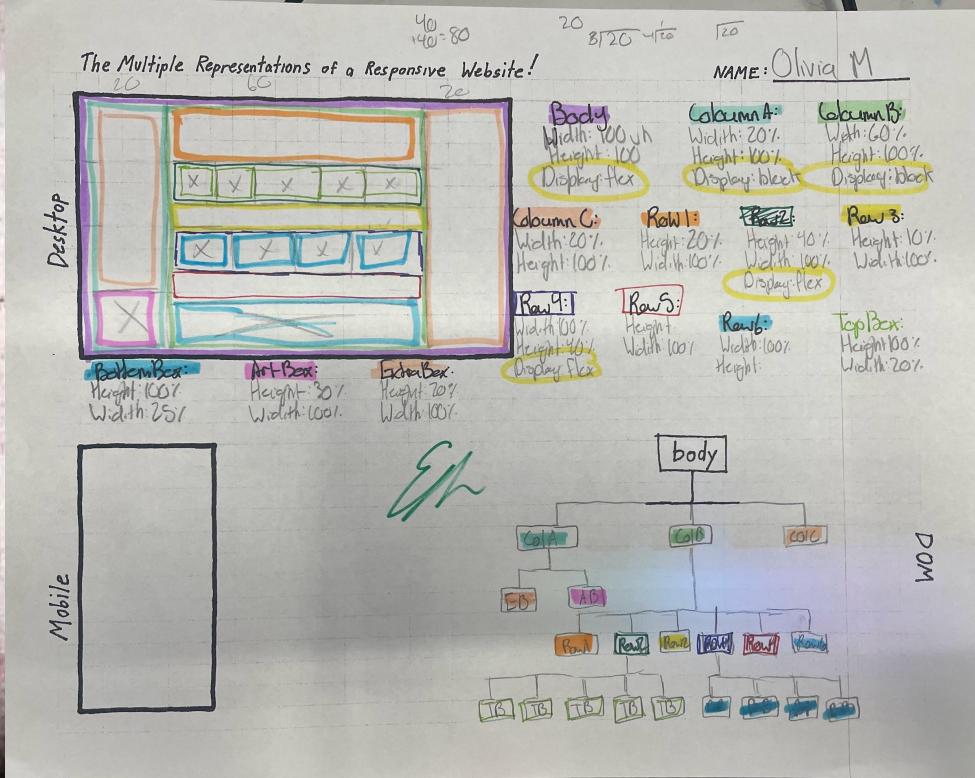


Design 3



Design 2

Annotated Wire frame(Olivia)



Game 5: (Jocelyn)

Mirrors Puzzle:

In previous game players are given words after completing the games. Each mirror will hold those words, there will be false words. When a player clicks on a mirror a word and symbol will appear.

Goal:

- Players have to find and click on the mirrors and arrange the words in the correct order to find the code
 - (“Trap In Art’s Funhouse”)
- Timed Event - if player clicks on the wrong mirror then timer decreases
- Each word will be color coded as a hint to the correct order and hovering above the correct mirror will shine brighter

When solved players will then be given 2 options:

- Save Eric
- Save themselves

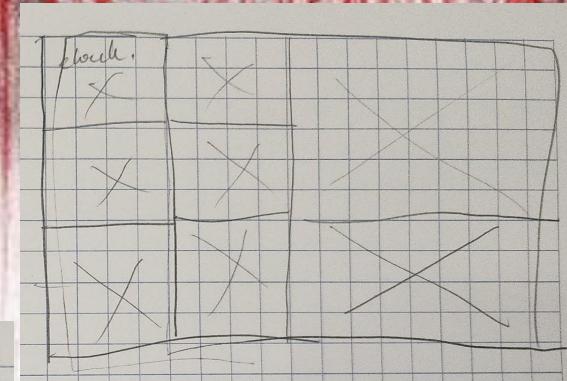
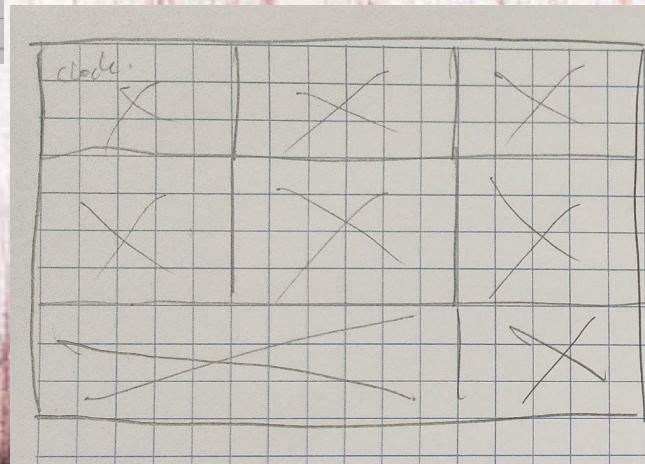
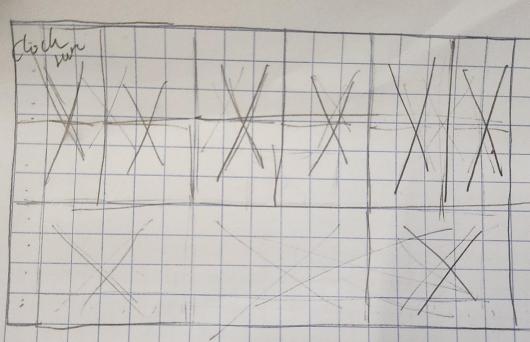


If player chooses to save Eric Art kills the player.

If player chooses to save themselves Eric will be left with Art.

*This will also be timed

Layout Designs (Jocelyn)



Digital Mockup (Jocelyn)

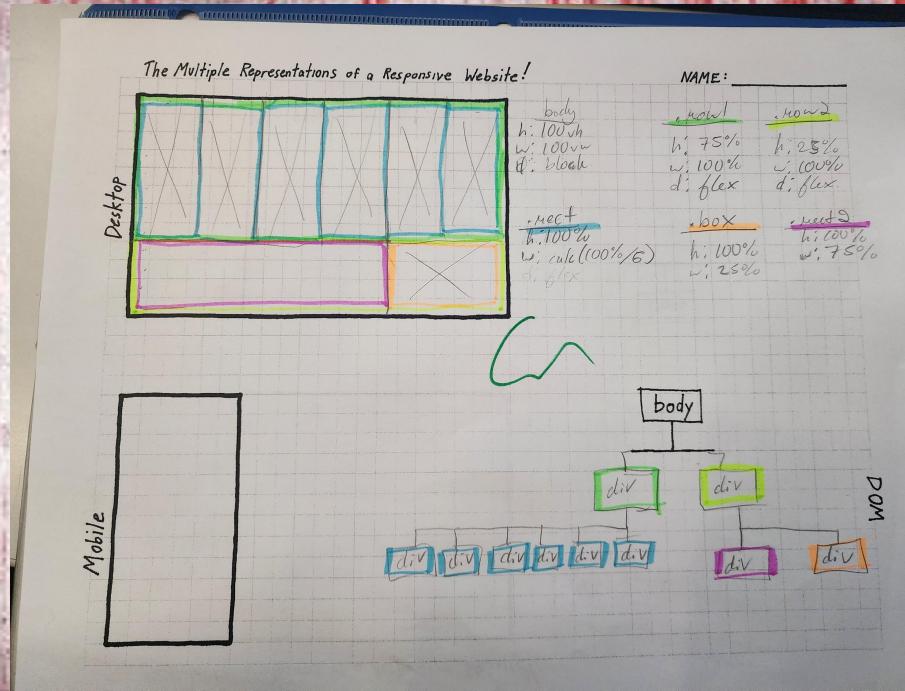


Art

*Loud giggles (Click on the correct mirrors and use those symbols to unlock your final chance to escape...)



Annotated Wireframe (Jocelyn)



Code links here!!

Tiana's NEW
CODE

CODE (Jocelyn)

Makayla

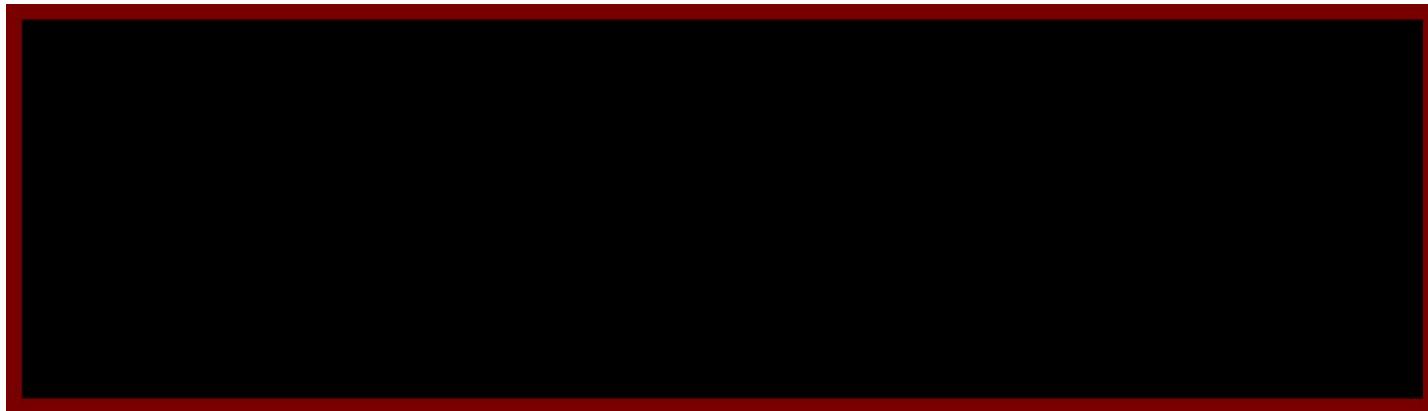
Halima Olivia

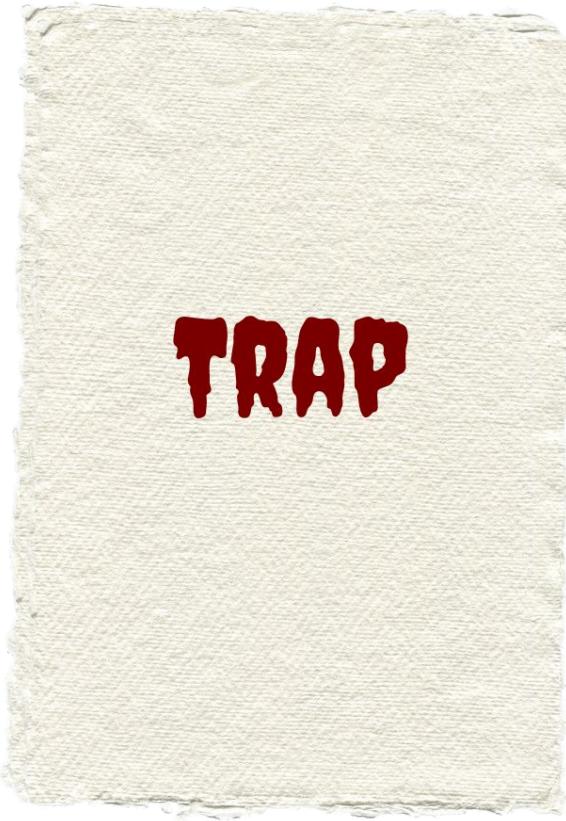
FONT CODE:

```
@import url('https://fonts.googleapis.com/css2?family=Nosifer&display=swap');
```

New Inventory Icon!!!!







TRAP



ARTS'

WITHIN



FUNHOUSE

**CLICK ON THE MIRRORS TO SEE THE WORDS AND
SYMBOLS**

**USE THE WORDS YOU COLLECTED IN YOUR
INVENTORY TO HELP YOU MATCH THE SYMBOLS
WITH THE COLORS**

UNLOCK THE KEY AND YOU MAY SAVE ERIC...

**I SEE YOU'VE READ THE NEWS...ERIC IS SAFE
FOR NOW. COLLECT THE HIDDEN OBJECTS
SCATTERED AROUND. PAY CLOSE ATTENTION
TO THE FIRST LETTER OF EACH OBJECT, AND
UNSCRAMBLE IT IF YOU DARE.**

**POP QUICKLY! POP THE BALLOONS AND A
SPECIAL ONE MAY REVEAL LETTERS .
UNSCRAMBLE THE LETTERS AND THEY MAY
REVEAL A WORD TO GO INTO THE LOCK.**

**GUESS THE CORRECT WORD IN ORDER TO
MOVE ON BY CLICKING ON THE TARGETS IN
ORDER TO CHANGE THE COLOR.
MATCH THE COLOR OF THE TARGET TO THE
LETTER TO SPELL OUT THE WORD
(USE THE KEY)**

INSTRUCTIONS

MATCH THE CARDS TO UNLOCK THE CODE...

**BEWARE, THE JOKER CARD DECREASES YOUR
TIME...**