

CSC 102 Final Project

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About Our Bomb

Our bomb is a classic ticking time bomb, with a few twists.

As you all know, it consists of the 4 main puzzles, with a few extra challenges built in to them to make it a bit more difficult.



The Button

- We all know the classic trope: the DO NOT PRESS button. That is exactly what we added to our bomb, a button that will blow the bomb up unless pressed after all other phases are defused.



The Keypad

- The keypad is a rotation cypher, which is already difficult enough, however we added another layer of difficulty by making the answer to the keypad cipher only give the riddle that you must then answer to find out what the keypad's target actually is.





The Wires

- For the wires, we hope you were paying attention during the different number base classes. We give you the value of the wires in hexadecimal, for you to then convert it into binary to discover the input value.

The Toggles

- The toggles value is not given to you, however it is directly connected to the wires value, just divided by 2 and rounded down. So, logically you need to do the wires first, but you could skip them by just doing the hex conversion then doing the division.



Additional Improvements

- In addition to the changes to each phase, we also made some changes to the bomb itself.
- Instead of 5 minutes, we give you 10 minutes, and instead of 3 strikes, we give you 5. Yes, we are being nice but some of the above puzzles are more difficult than you might think.
- Whenever you get a strike, the timer will lose a minute of time. Gives incentive for you to be certain you are correct.
- Finally, we also a victory and failure screen, as well as some sound effects to enhance the game (and maybe annoy the player).



Thank You