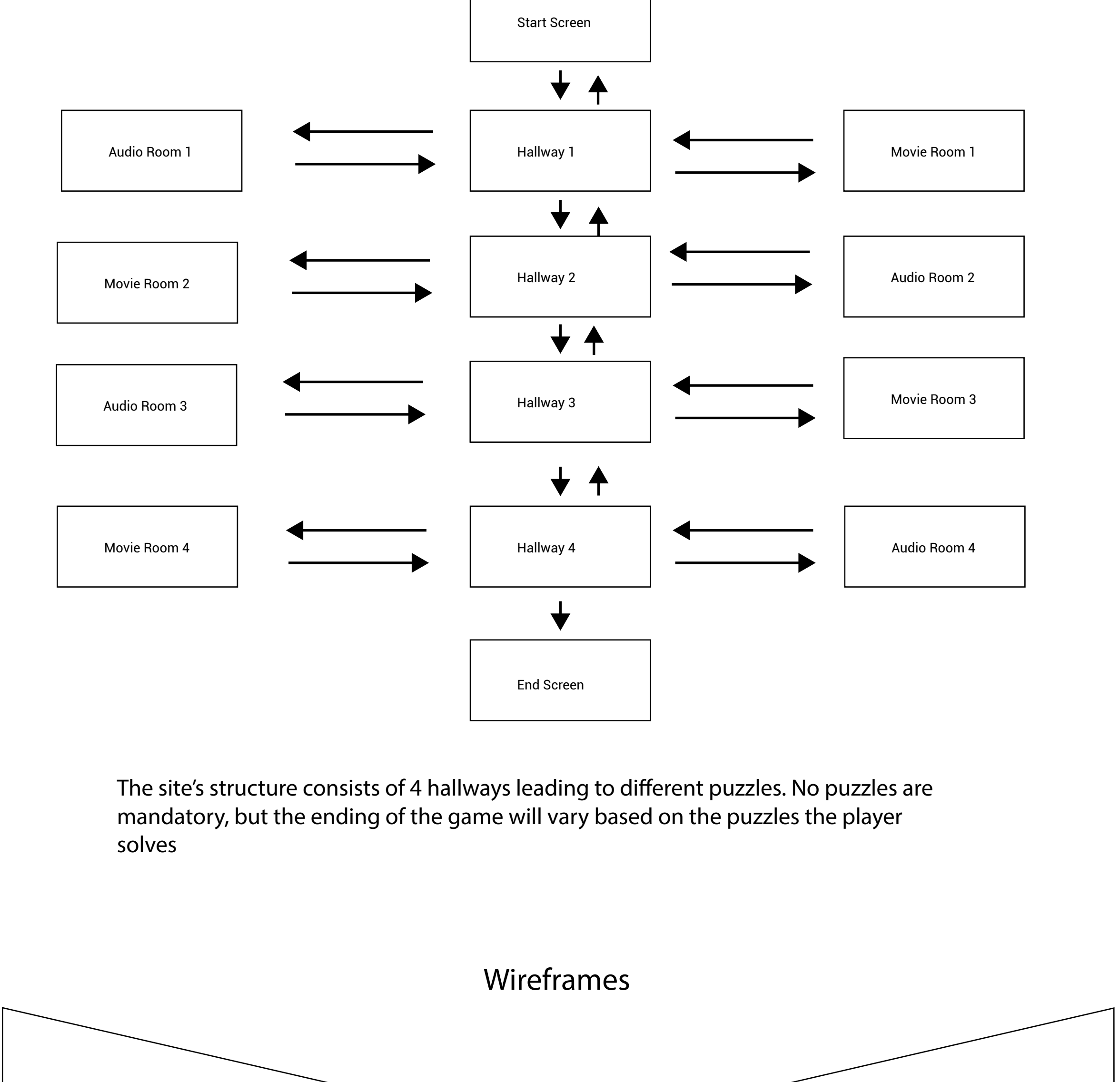
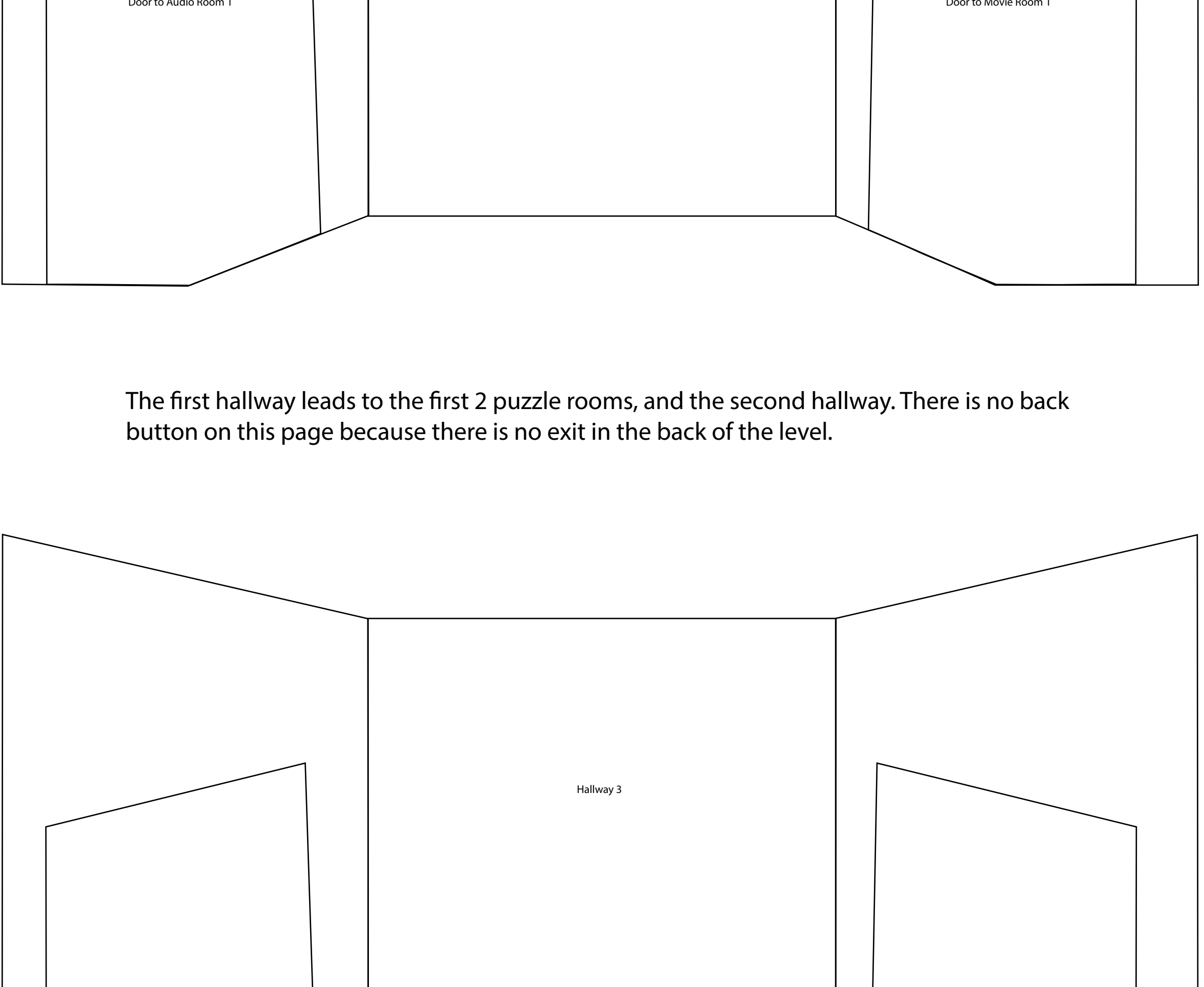


Sitemap

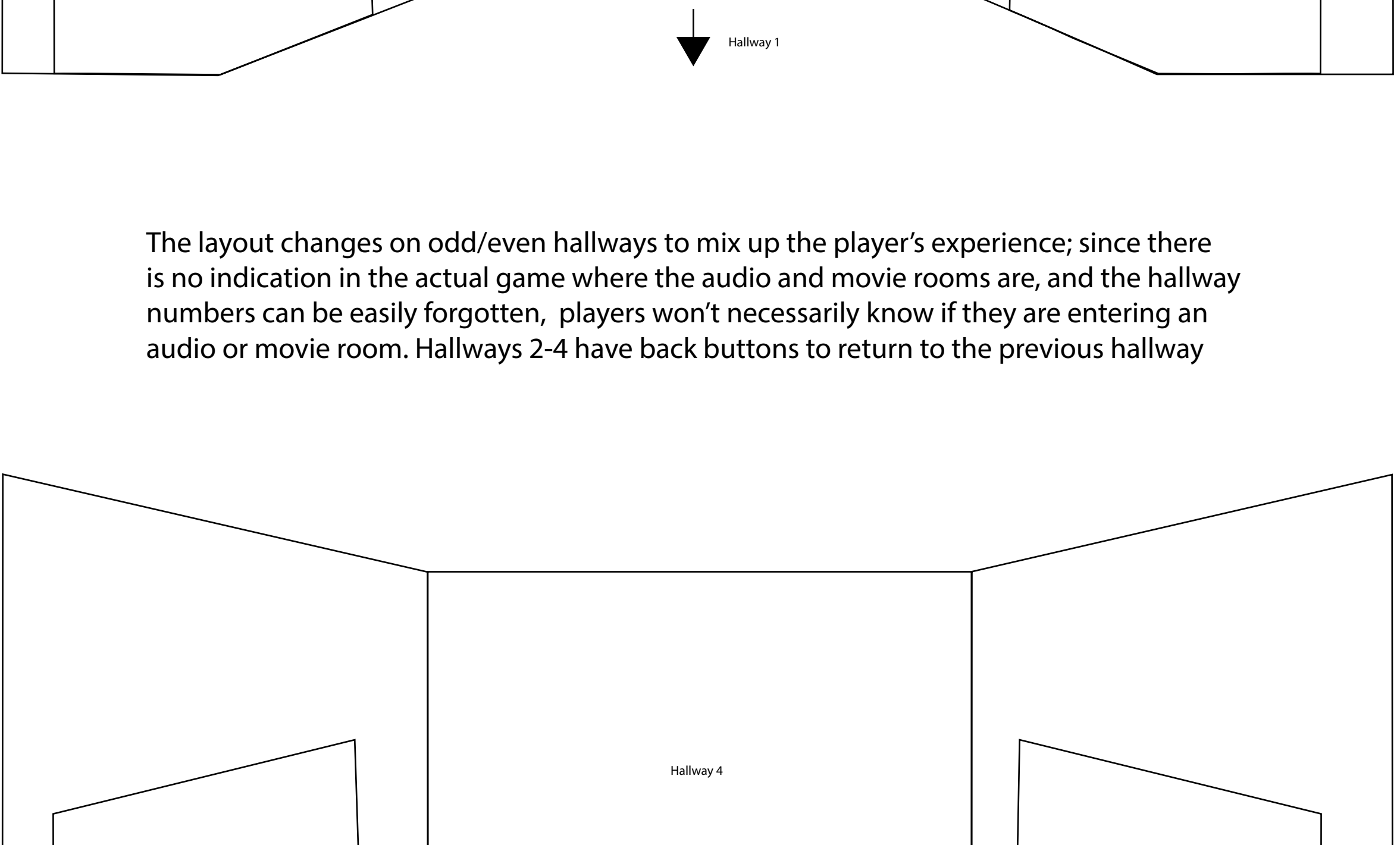


The site's structure consists of 4 hallways leading to different puzzles. No puzzles are mandatory, but the ending of the game will vary based on the puzzles the player solves

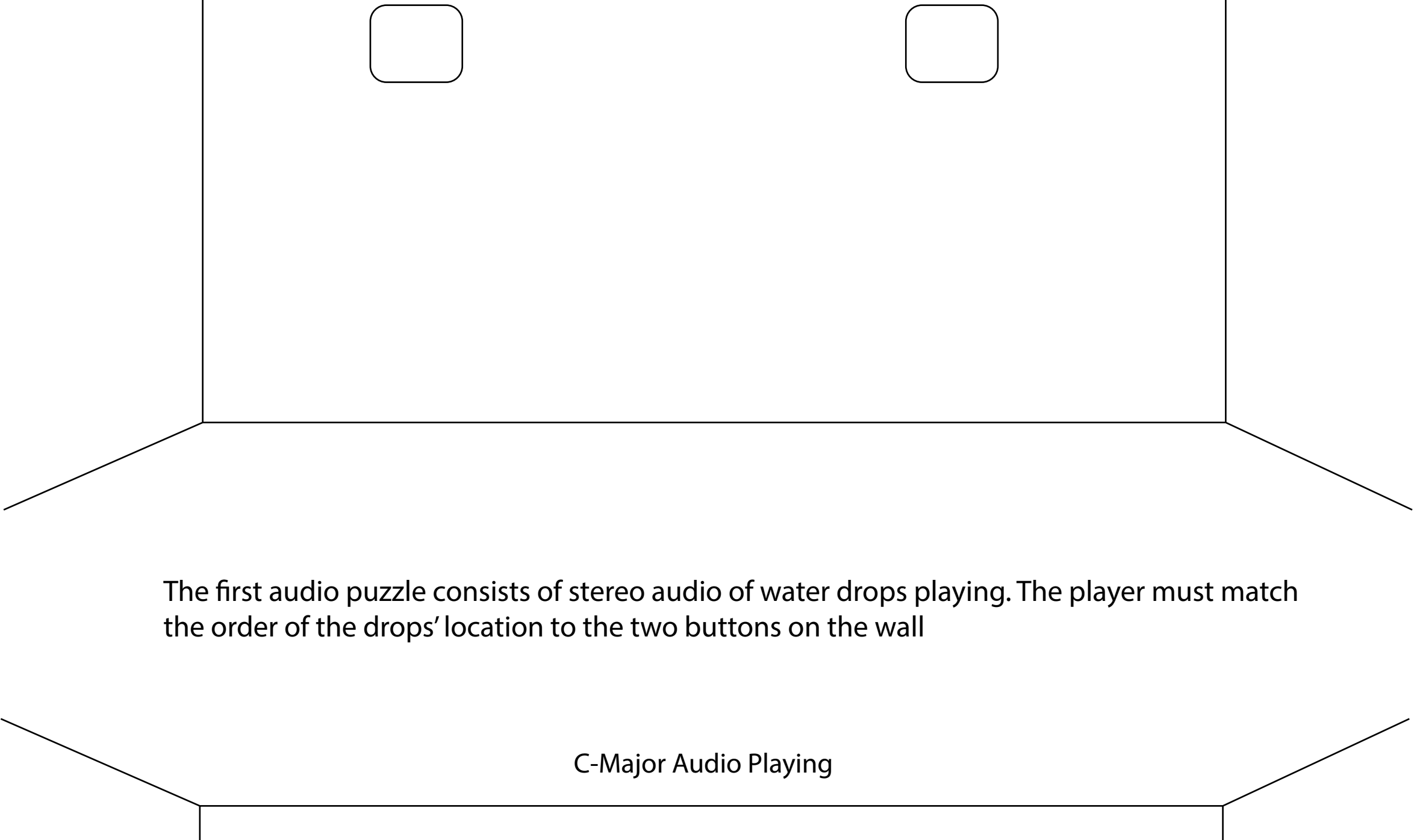
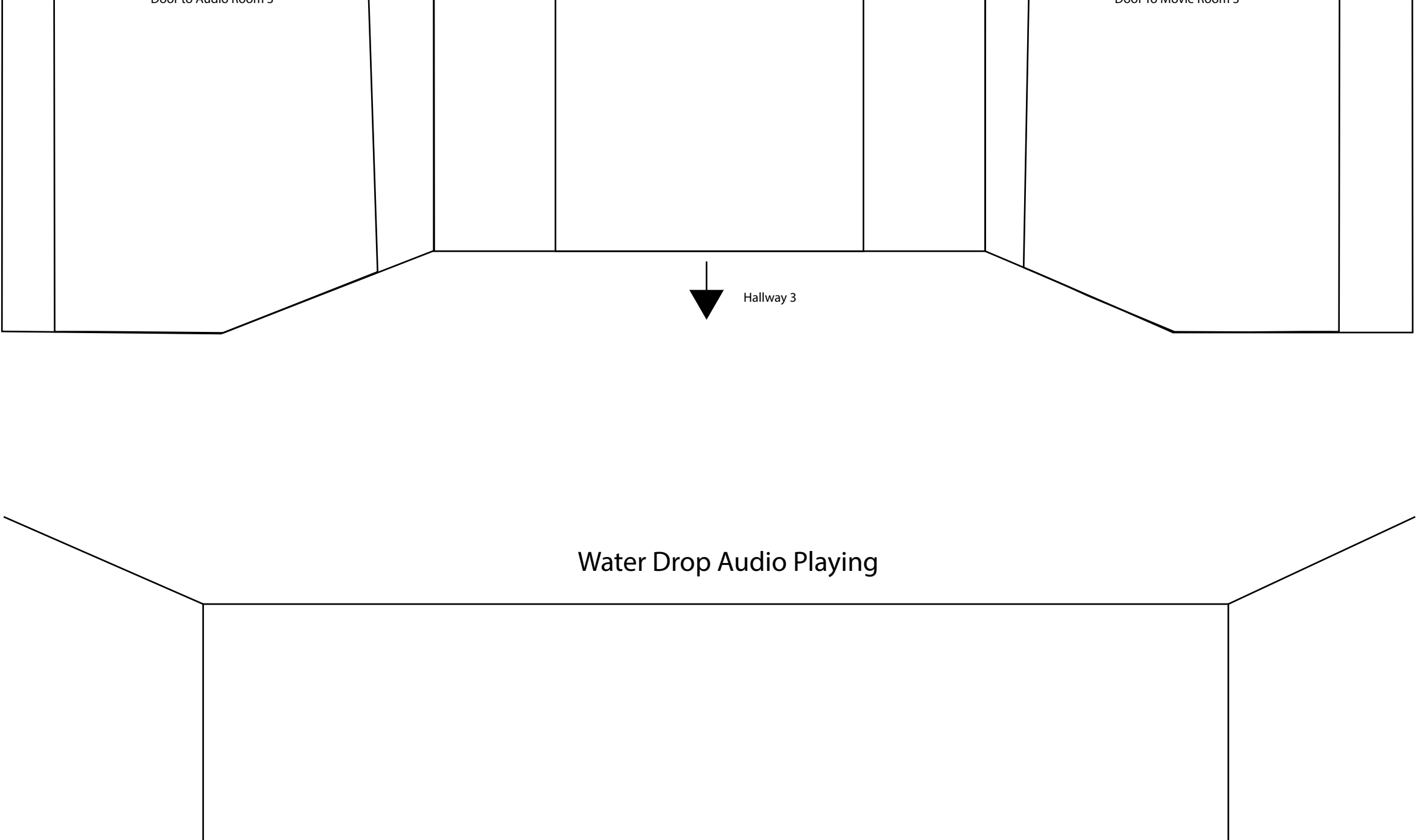
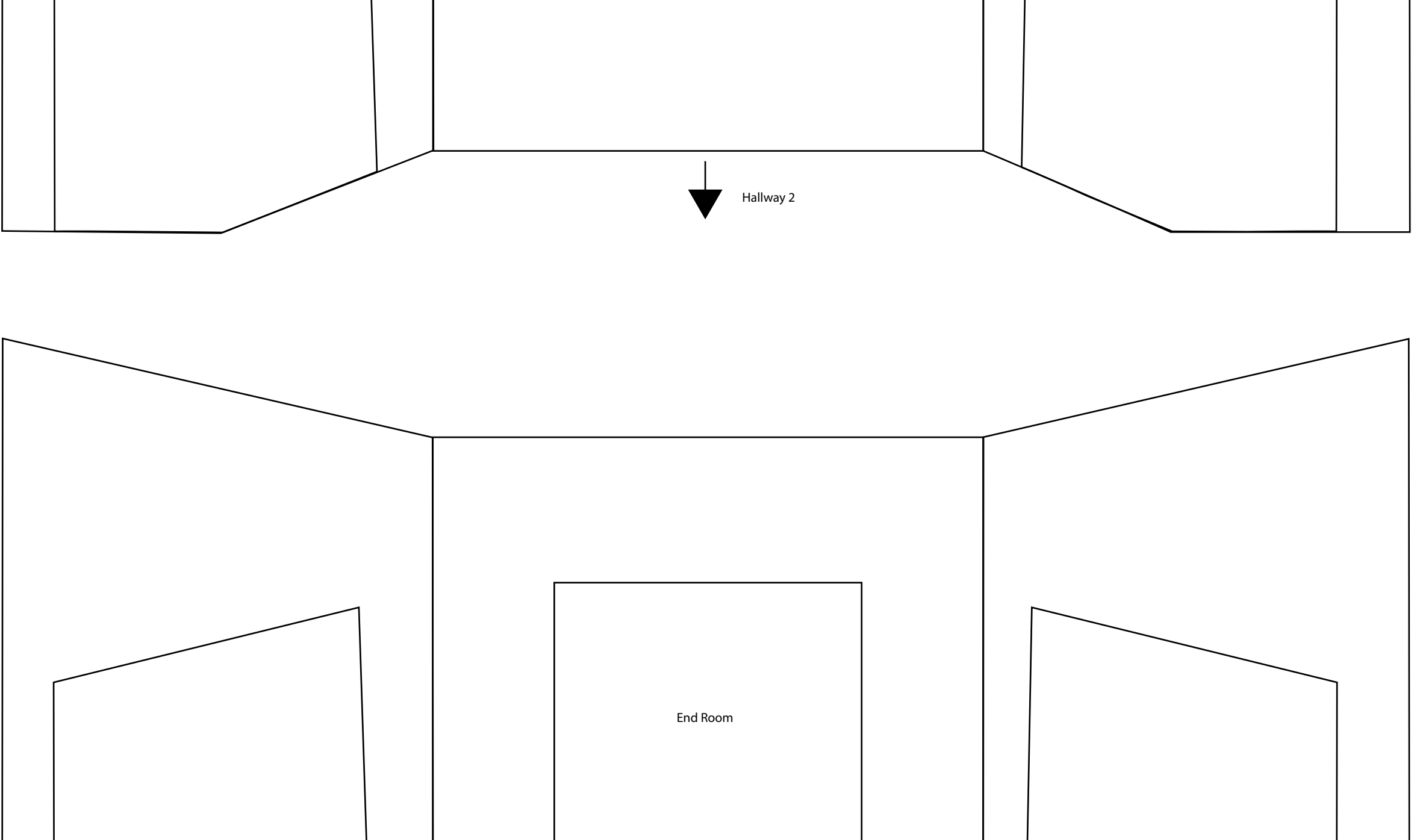
Wireframes



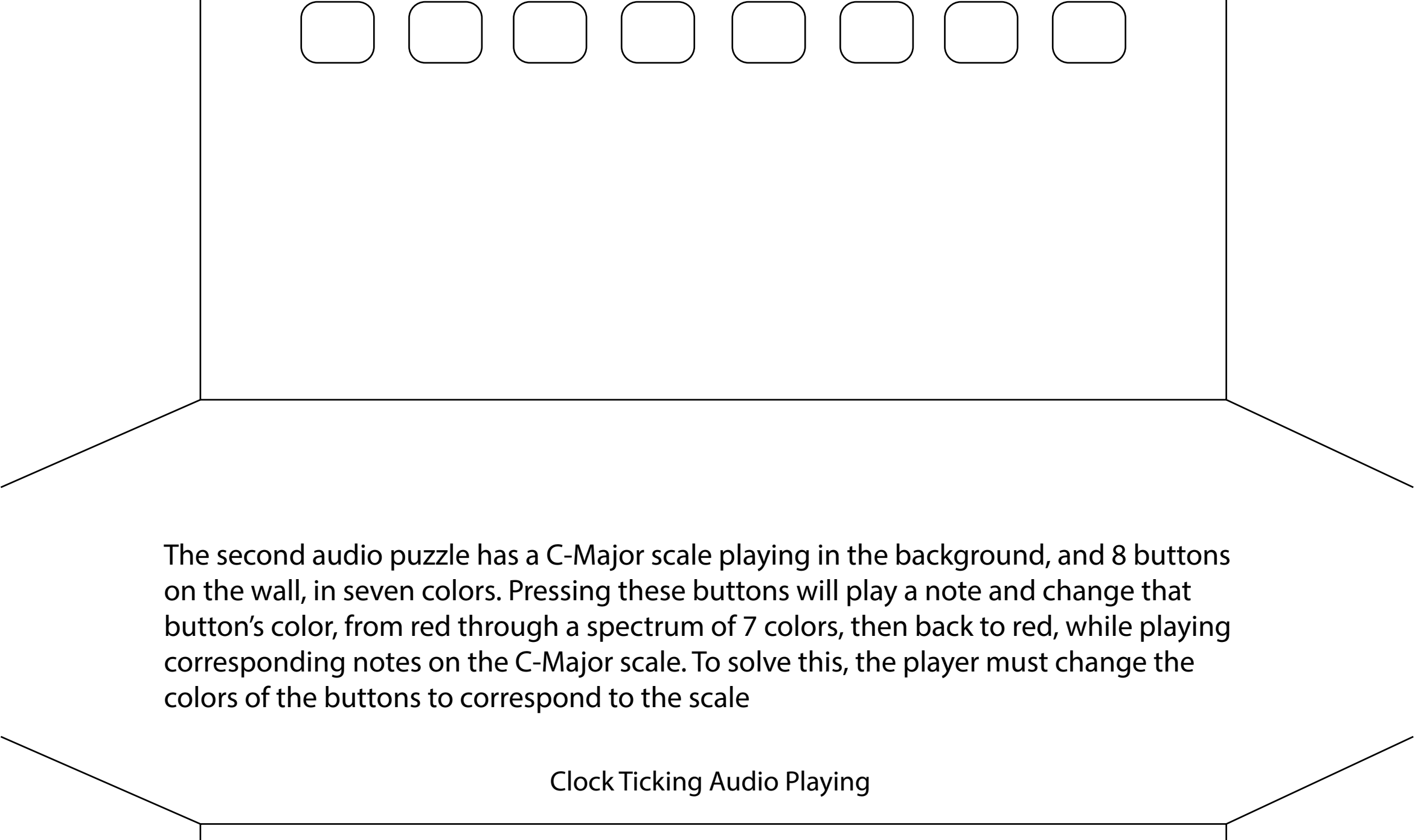
The first hallway leads to the first 2 puzzle rooms, and the second hallway. There is no back button on this page because there is no exit in the back of the level.



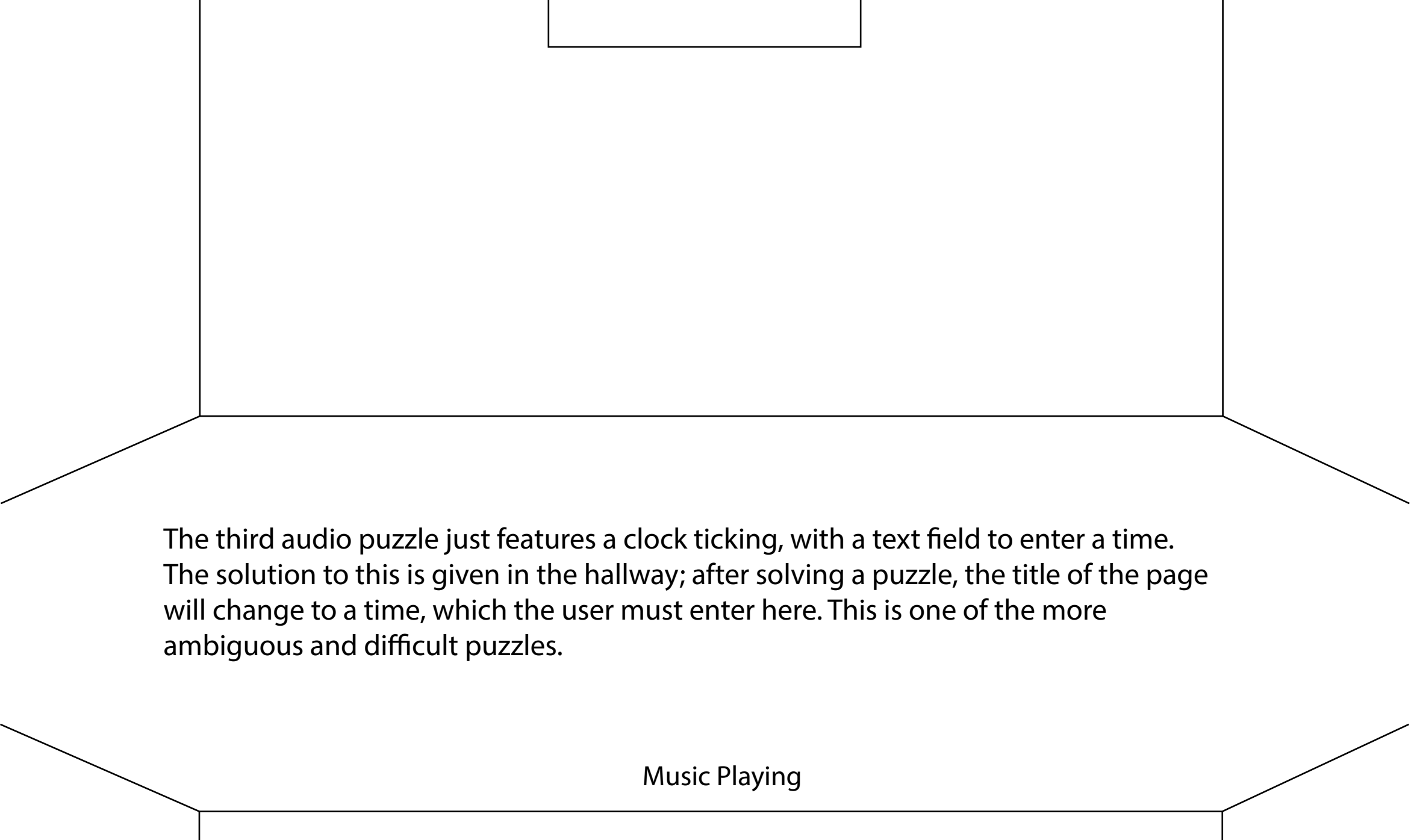
The layout changes on odd/even hallways to mix up the player's experience; since there is no indication in the actual game where the audio and movie rooms are, and the hallway numbers can be easily forgotten, players won't necessarily know if they are entering an audio or movie room. Hallways 2-4 have back buttons to return to the previous hallway



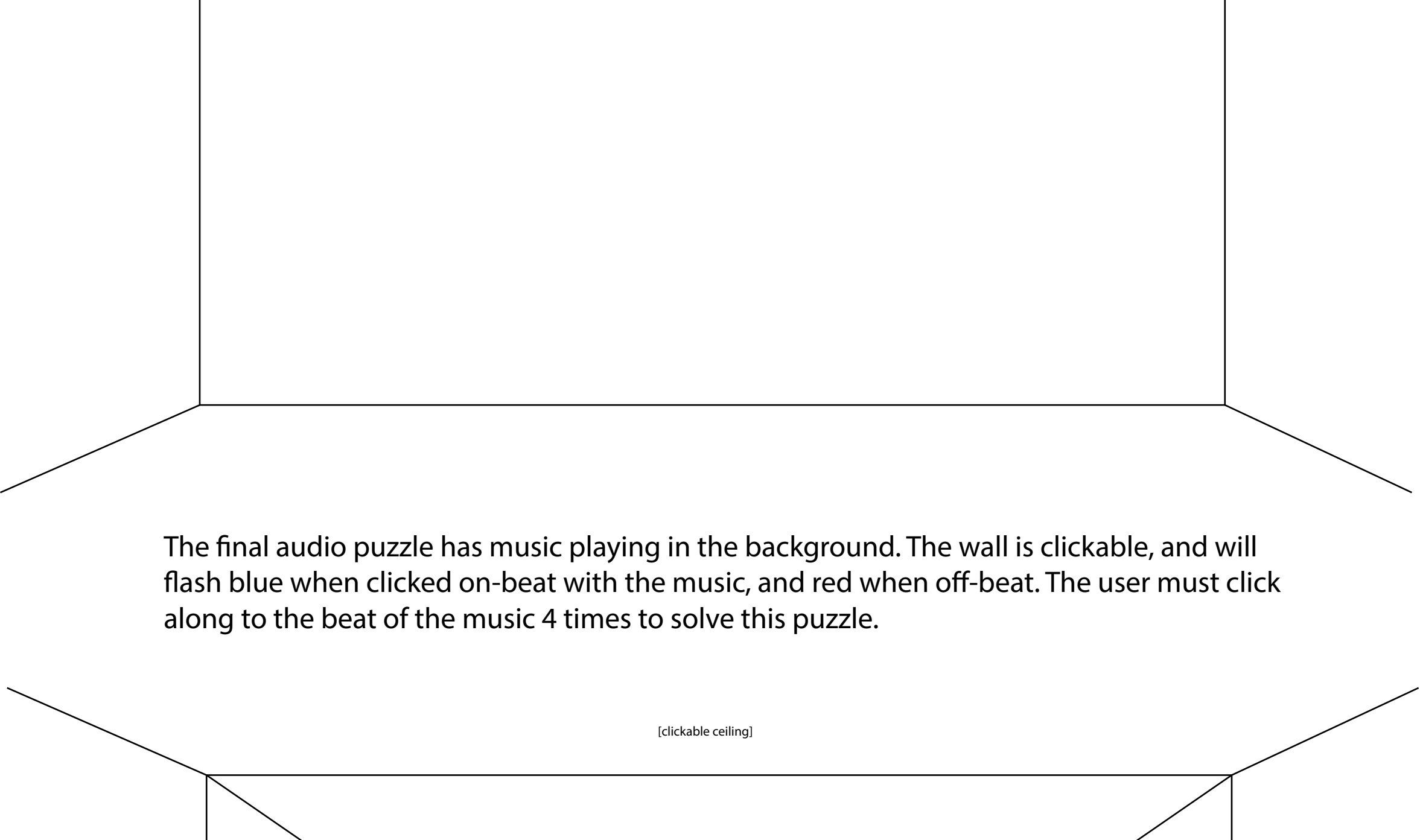
The first audio puzzle consists of stereo audio of water drops playing. The player must match the order of the drops' location to the two buttons on the wall



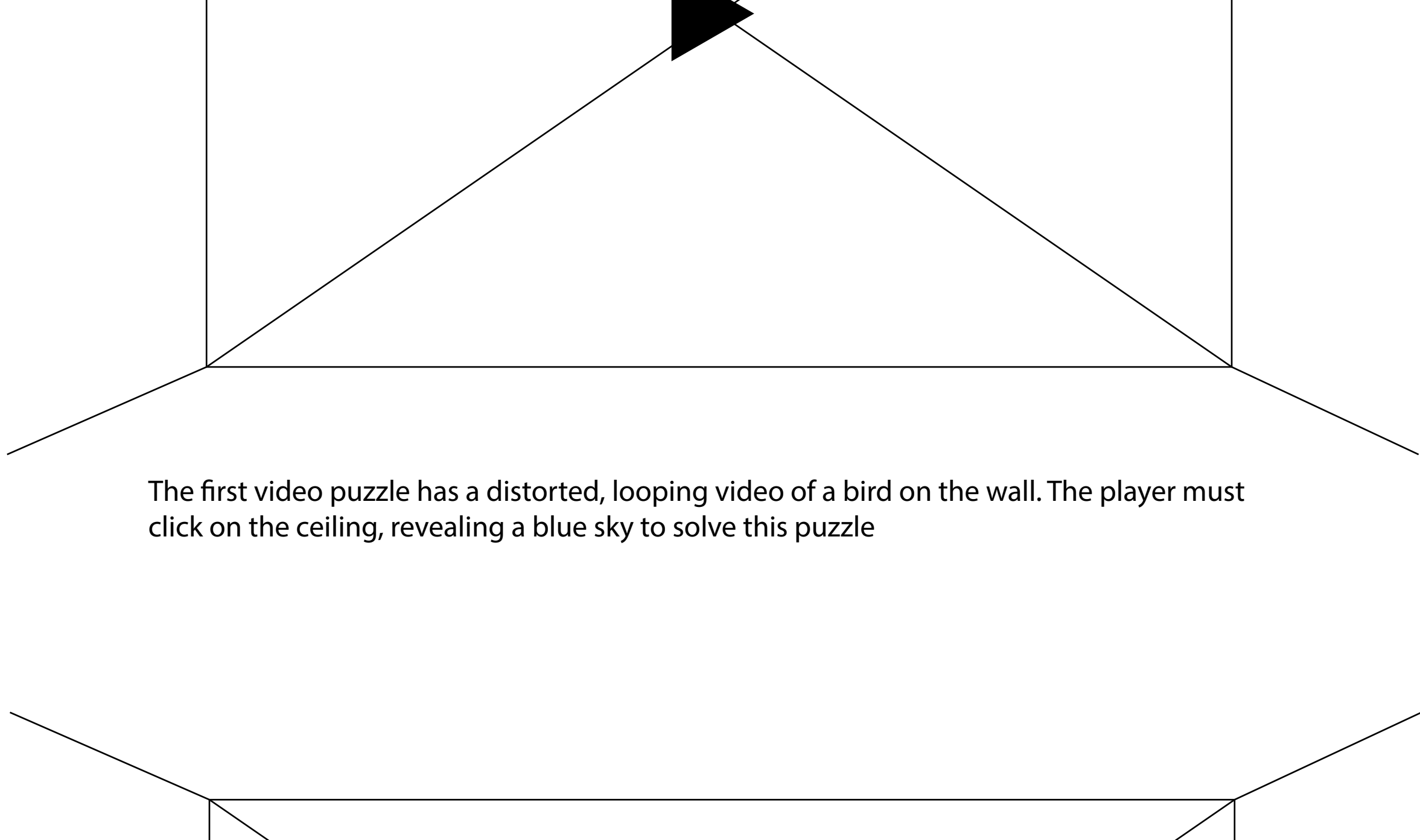
The second audio puzzle has a C-Major scale playing in the background, and 8 buttons on the wall, in seven colors. Pressing these buttons will play a note and change that button's color, from red through a spectrum of 7 colors, then back to red, while playing corresponding notes on the C-Major scale. To solve this, the player must change the colors of the buttons to correspond to the scale



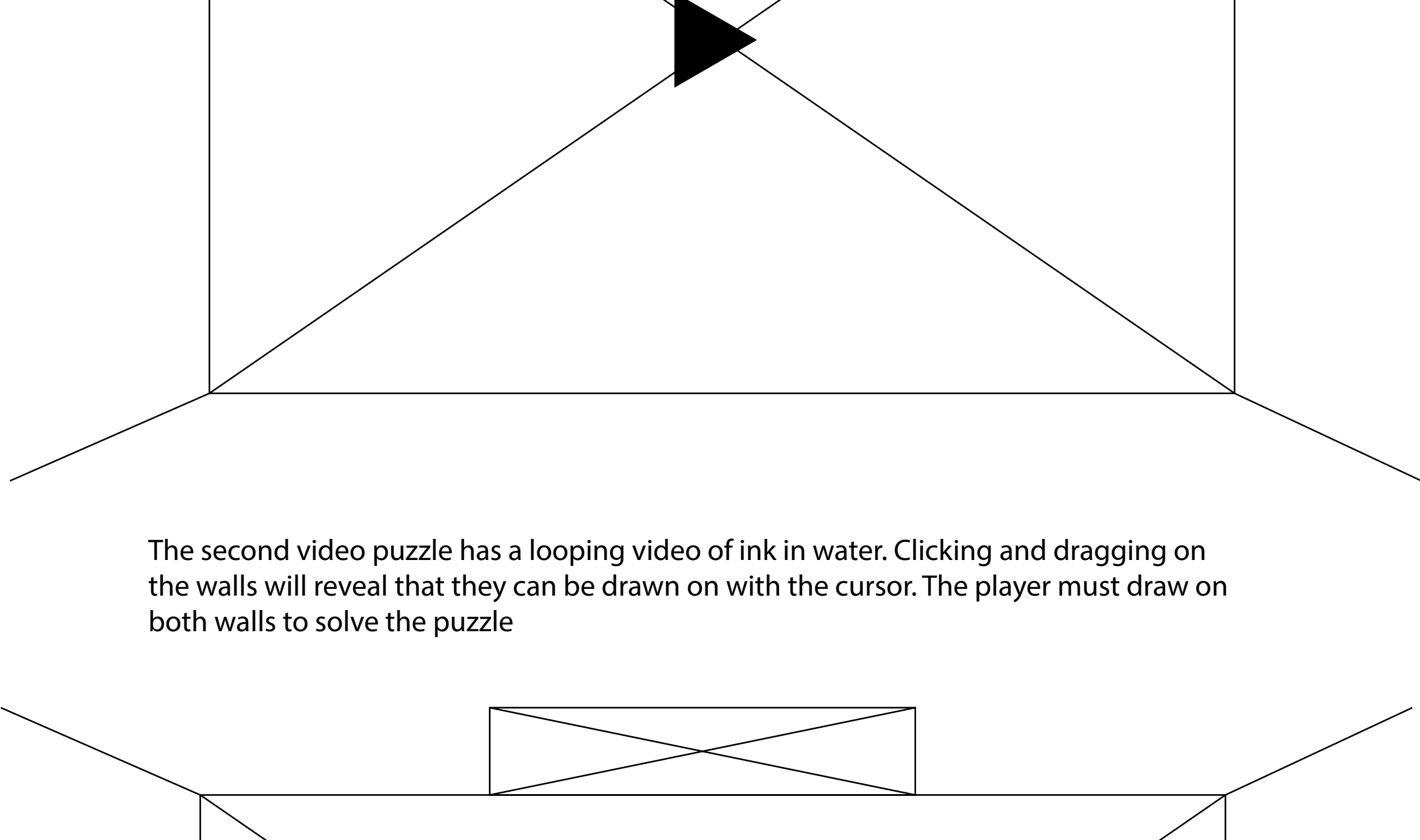
The third audio puzzle just features a clock ticking, with a text field to enter a time. The solution to this is given in the hallway; after solving a puzzle, the title of the page will change to a time, which the user must enter here. This is one of the more ambiguous and difficult puzzles.



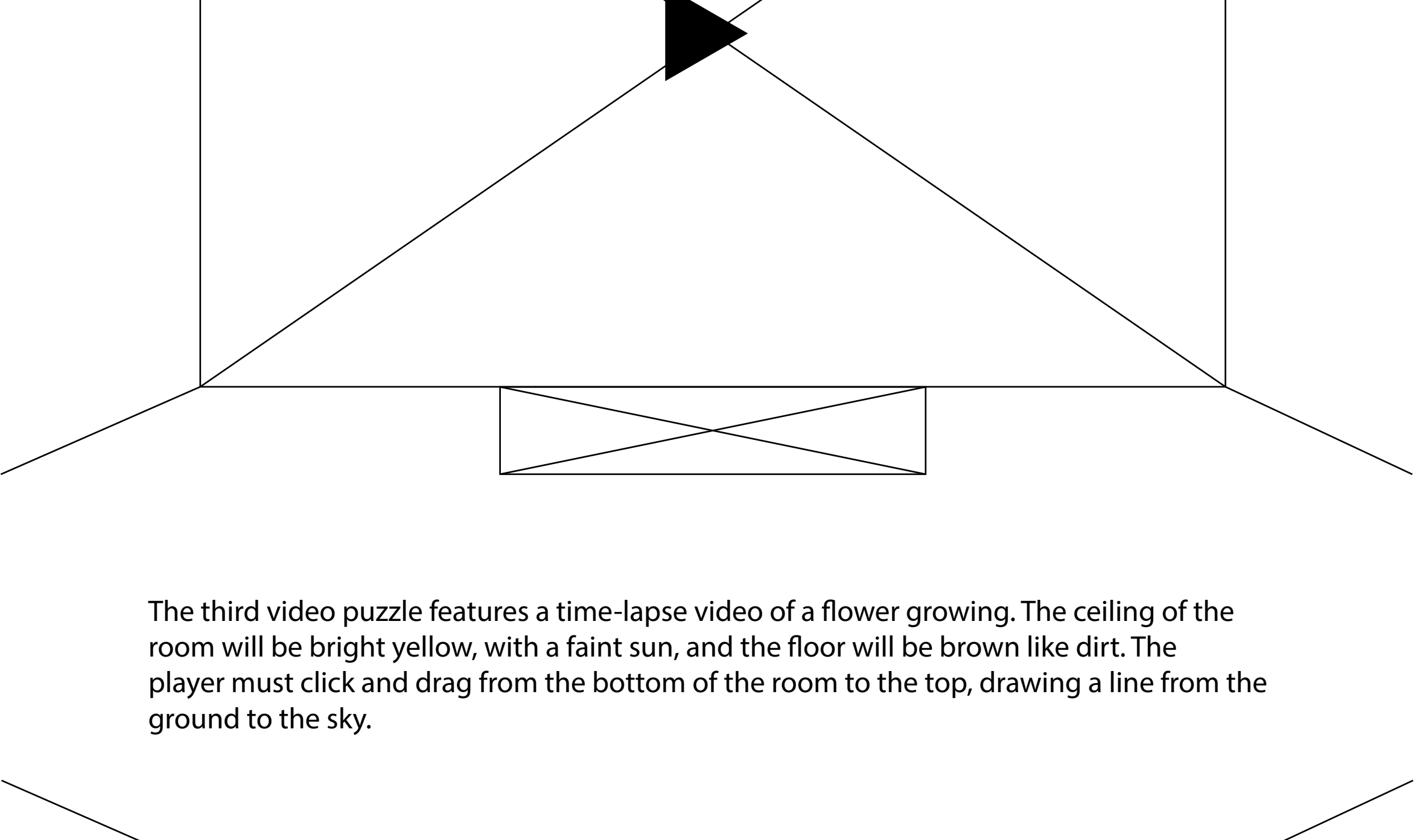
The final audio puzzle has music playing in the background. The wall is clickable, and will flash blue when clicked on-beat with the music, and red when off-beat. The user must click along to the beat of the music 4 times to solve this puzzle.



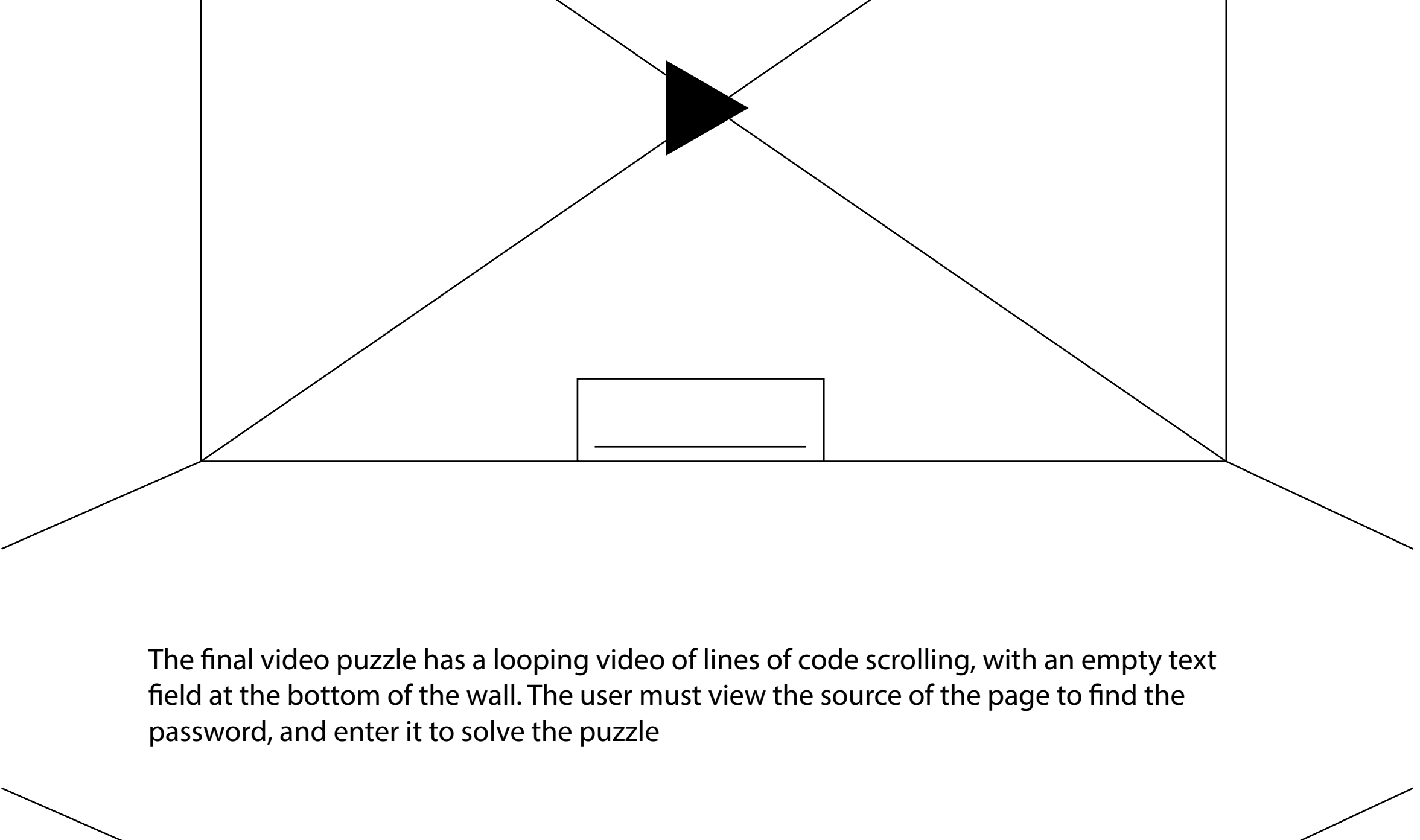
The first video puzzle has a distorted, looping video of a bird on the wall. The player must click on the ceiling, revealing a blue sky to solve this puzzle



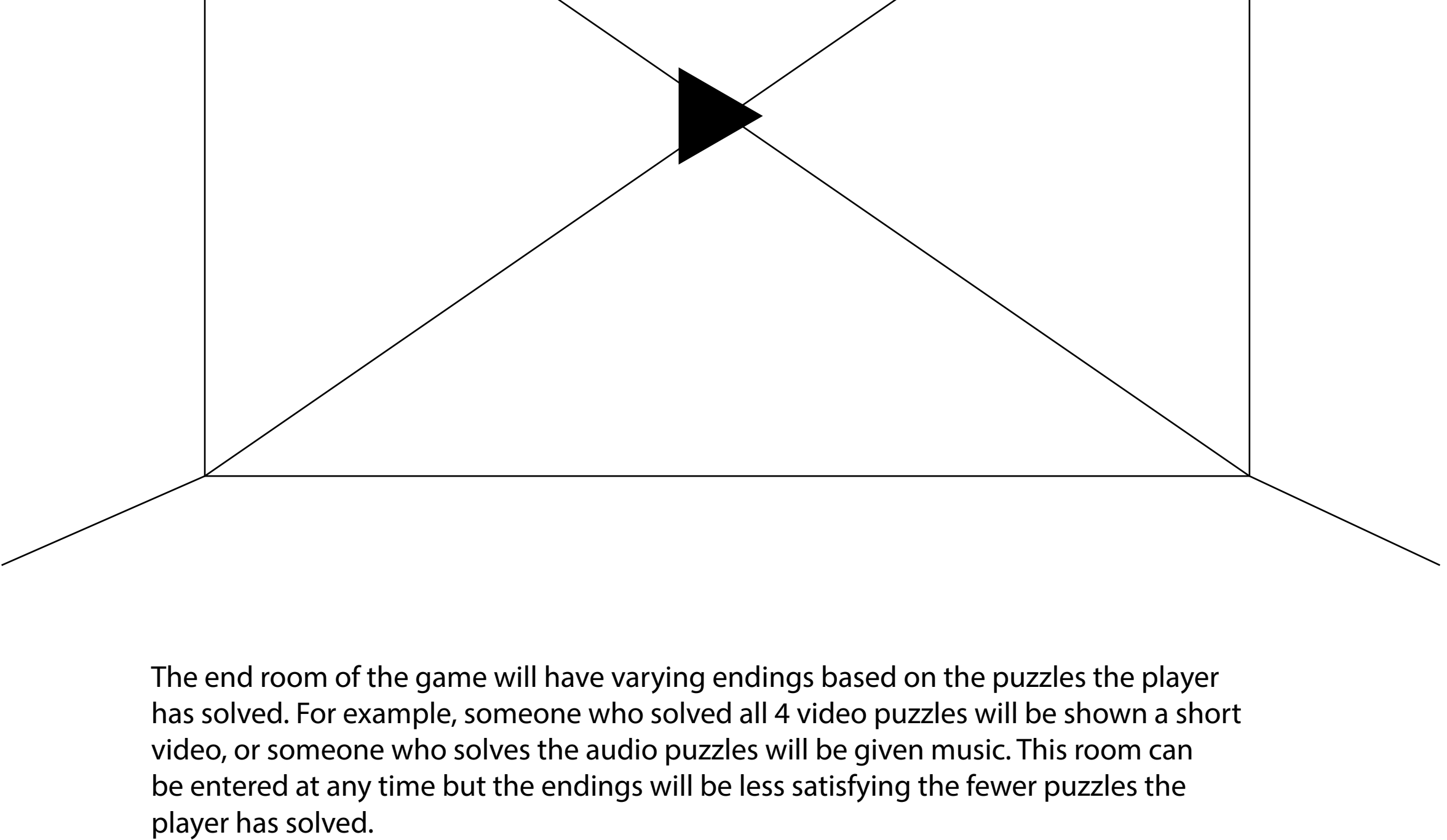
The second video puzzle has a looping video of ink in water. Clicking and dragging on the walls will reveal that they can be drawn on with the cursor. The player must draw on both walls to solve the puzzle



The third video puzzle features a time-lapse video of a flower growing. The ceiling of the room will be bright yellow, with a faint sun, and the floor will be brown like dirt. The player must click and drag from the bottom of the room to the top, drawing a line from the ground to the sky.



The final video puzzle has a looping video of lines of code scrolling, with an empty text field at the bottom of the wall. The user must view the source of the page to find the password, and enter it to solve the puzzle



The end room of the game will have varying endings based on the puzzles the player has solved. For example, someone who solved all 4 video puzzles will be shown a short video, or someone who solves the audio puzzles will be given music. This room can be entered at any time but the endings will be less satisfying the fewer puzzles the player has solved.