After pondering ideas for my final project, I have decided to create a trivia game called “I’m not a robot”. I was inspired by the “reCAPTCHA” system that enables web hosts to distinguish between human and robotic input. In a whimsical way, I imagine the verification process including a series of puzzle games that the system tests against the user to ensure they are real. The puzzles will include a series of objectives that the user must successfully answer within the depicted time limit. Therefore, at this stage, the game is to be described as follows…

As the user starts the simulation a small input field, that looks like a “reCAPTCHA” window will appear in the middle of the screen. The user will instinctively click on I’m not a robot, and an “ERROR” will appear, with patterned virus bugs appearing all over the x and y-axis. After a few seconds the state will automatically change to the title / instructions and provide the user with further explanation as to what they just experienced, and what they must do to prove that they are not a robot. Once the user reviews the instructions, the simulation will officially start, and the user will then be guided to the first of 4 states where they must usefully pass each objective. A single failure will lock the simulation and put the user back to the start… it’s a security measure.

States with various puzzles

1. Answer the complex text question with keyboard input
2. Provide a since of reaction time by clicking on all the circles as they appear
3. Collect all the tokens before the balls disappear
4. Scan face with webcam to prove identity