## Document Info
Tommy, ART385, Project Two, 30 April 2020

I am simulating a bomb that is about to explode. There is a set way to dismantle the bomb, the person will have to play around to figure out the way to dismantle it. Different conditions and status of the bomb will be shown on the screen and circuit board.
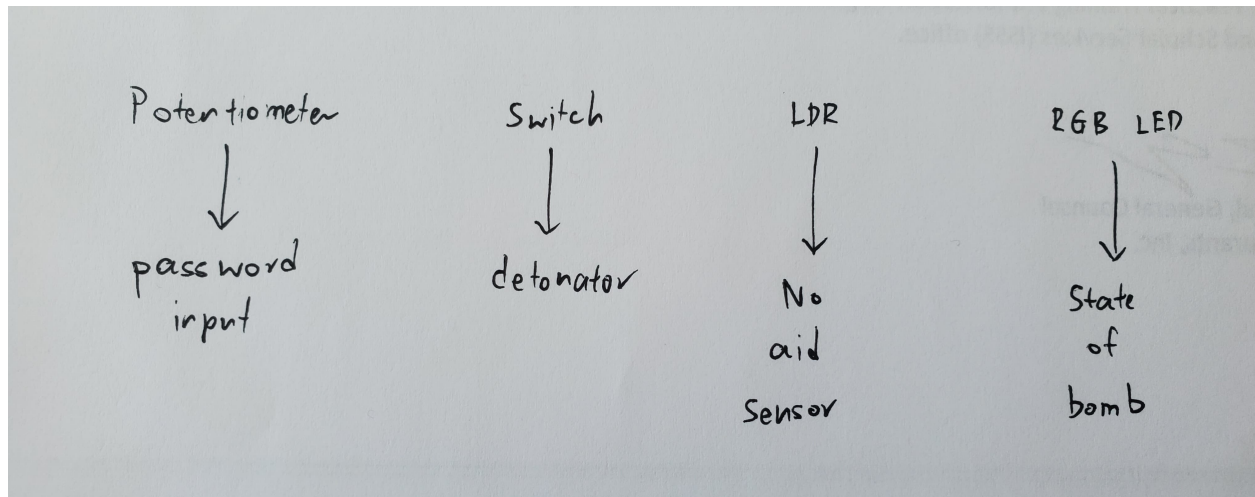
Audience
My audience are people who are into solving a problem in a tense environment. In this situation, I will allow people to feel a simulated feeling of what it is like to diffuse a bomb under time pressure while also being very careful at dismantling it correctly.

Hand Drawn Sketch
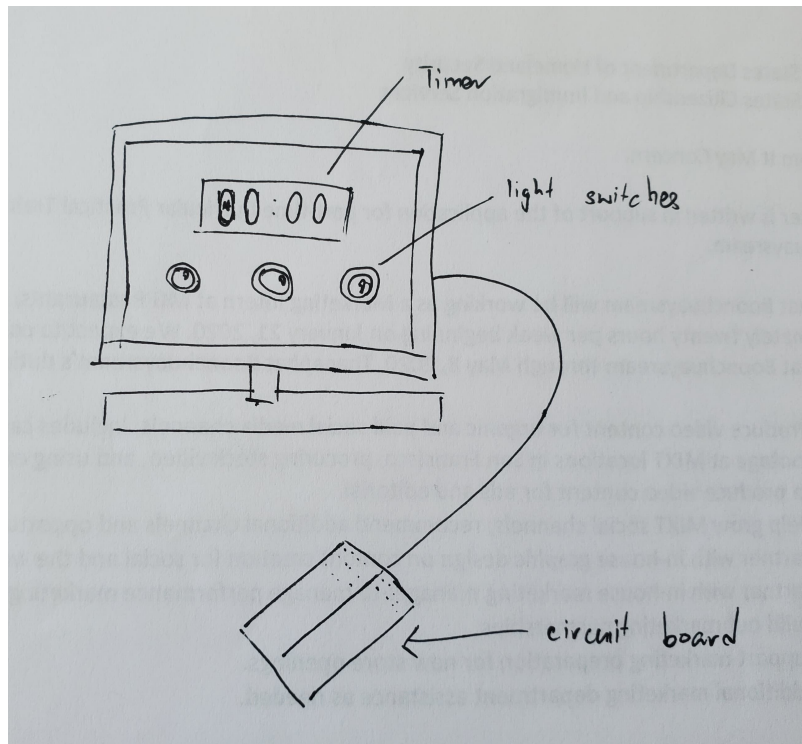
Interaction Map

The potentiometer will act like a knob where you can input the number. The number acts as a password to protect the bomb from being diffused or altered. So to be able to diffuse the bomb, figuring out the password is one of the key elements.

The switch acts as a detonator. If you press it while other conditions are right, such as the password, the bomb will be diffused. In any other case, the bomb will explode and the program will end.

The LDR acts as a sensor. As the villain has said that calling the police is not allowed, the LDR makes sure of that. One hand has to always be over the bomb to show that the person is still there and not off calling the police.

The RGB LED will display the state of the bomb. States will range from a neutral state, a warning state, and an about to explode state.