# Puzzle Team #4

Story integration & BOM

Recap

- Players see a sequence of picture cutouts and computations on the terminal
- one player needs to stay at the terminal
- other(s) have to find these pictures in the room
- players are separated ⟹ have to work together to solve the puzzle
- pictures have a number underneath them
- by inserting these numbers into the sequence players receive a PIN
- buttons to activate LED-numbers and terminal

- Puzzle is very adjustable in length and difficulty
  - whole picture vs. cutouts and time (10s vs 2min)
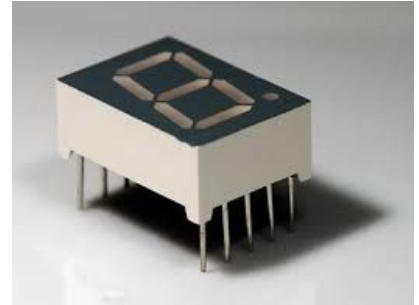
Story adjustment

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- **Plot twist** in the end: It was all a just a test for the new employees!
- this would explain all kinds of puzzles in the room
- all previous ideas can also work in this story (e.g. radio calls, etc.)
- instead of saving the world you just get a new job!

Story integration

- Conditions: the server room is already opened
- therefore the puzzle takes place at the end of the escape room
- players have to use both rooms
- safety measures: at least two people needed to activate the server
- solve the puzzle to get access to/restart the server
    - after that you can use the device (USB/floppy disc/futuristic device) to upload control-software back on server ⇒ device was found earlier
- after successfully uploading the software the escape room is done

BOM

- Raspberry PI + Display (Touchscreen or number pad)
- 8x Seven Digit Display
- 8x Buttons to activate Seven-Segment-Displays
- 8x LEDs to indicate that the buttons are active
- 8x ESP32 for each picture
- 8x Pictures (just print and laminate them?)
- maybe casings for each ESP and Seven-Segment-Display (3D-print)