

MAIN SCREEN (CHANGES OVERTIME BASED ON EVOLVING PLOT) 2

GRAPHIC ELEMENTS  
ADDED AS PUZZLES  
ARE SOLVED

MAIN SCREEN: APPEARANCE CHANGES OVER TIME / FUNCTIONALITY REMAINS THE SAME

MAINScreens  
 ①  
 FRI PM  
 ORIENTATION  
 ACTIVITY FAIR  
 0 PUZZLES

LOCATION: HAMMOND CASTLE  
 NO EXTRA PUZZLES  
 THEME: YEARBOOK PICTURES

FRI PM  
 META ①

POP-UP

MAINScreens  
 ②  
 SAT AM  
 COLLEGE/  
 1ST DAY CLASSES  
 5 PUZZLES

LOCATION: NEWBURYPORT  
 NO EXTRA PUZZLES  
 THEME: DESK W/ BOOKS

SAT AM  
 META ②

POP-UP

MAINScreens  
 ③  
 SAT PM  
 INVESTIGATION  
 8 PUZZLES (+)

LOCATION: NORTH SHORE (DRIVING)  
 EXTRA PUZZLES  
 THEME: PARTY FLIER?

SAT PM  
 META ③

POP-UP

MAINScreens  
 ④  
 OVERNIGHT  
 FRAT PARTY/  
 ASYLUM  
 8 PUZZLES (+)

LOCATION: BEDFORD  
 EXTRA PUZZLES  
 THEME: CRIME WALL

OVERNIGHT  
 META ④

POP-UP

MAINScreens  
 ⑤  
 CHOICE  
 RORSCHACH  
 1 PUZZLE

LOCATION: BEDFORD  
 1 PUZZLE / 2 SOLUTIONS  
 THEME: INK BLOT  
 DETERMINES TEAM ALLIANCE

MAINScreens  
 ⑥  
 SUN AM  
 QUEST  
 GOOD  
 SAVE WORLD  
 10 PUZZLES

MAINScreens  
 ⑦  
 SUN AM  
 EVIL  
 DESTROY WORLD  
 10 PUZZLES

LOCATION: BOSTON (WALKING)  
 NO EXTRA PUZZLES - SKIPABLE PUZZLES/ROOMS  
 THEME: TENTACLES?

SUN AM  
 GOOD  
 META ⑥

SUN AM  
 EVIL  
 META ⑦

POP-UPS

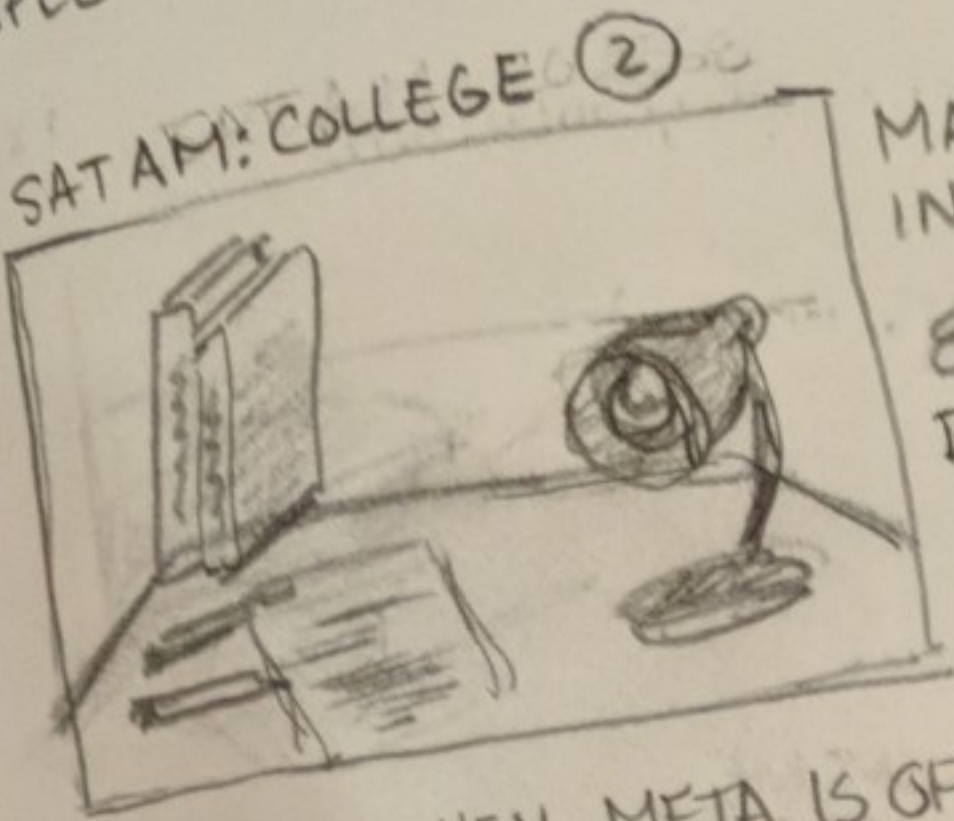
DIFFERENT  
 STORY/INSTRUCTIONS/LOCATIONS/LOOK  
 EVENT STAFF CAN TELL AT A GLANCE WHAT SIDE A TEAM IS ON

MAINScreens  
 ⑧  
 FINALE  
 SHOWDOWN  
 2 PUZZLES (+)

LOCATION: BOSTON COMMON  
 EXTRA PUZZLES - HOLDING PATTERN FOR TEAMS THAT FINISH EARLY  
 ALL TEAMS ADVANCE TO FINALE @ SAME TIME  
 THEME: LOCKED BOX W/ TENTACLES



EXAMPLE:

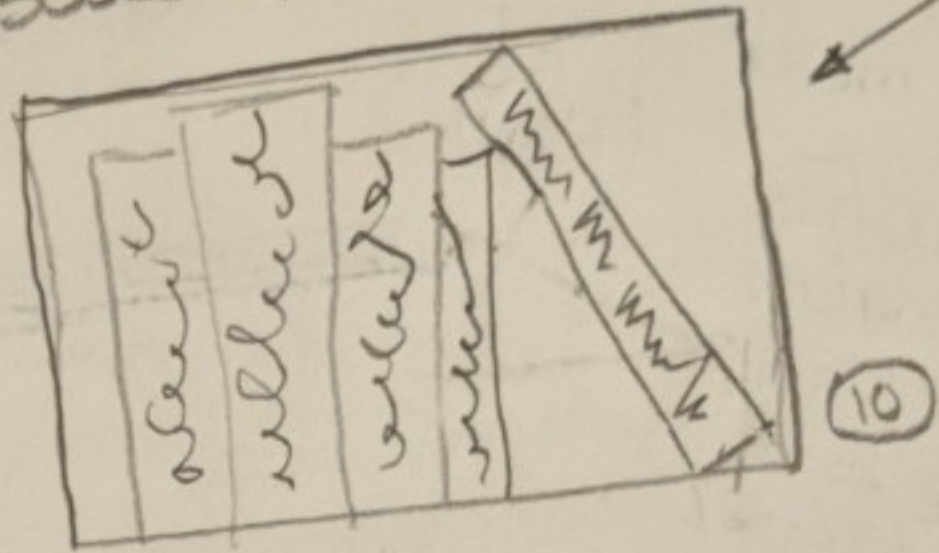


MAIN SCREEN LOOKS LIKE DESK IN COLLEGE DORM.

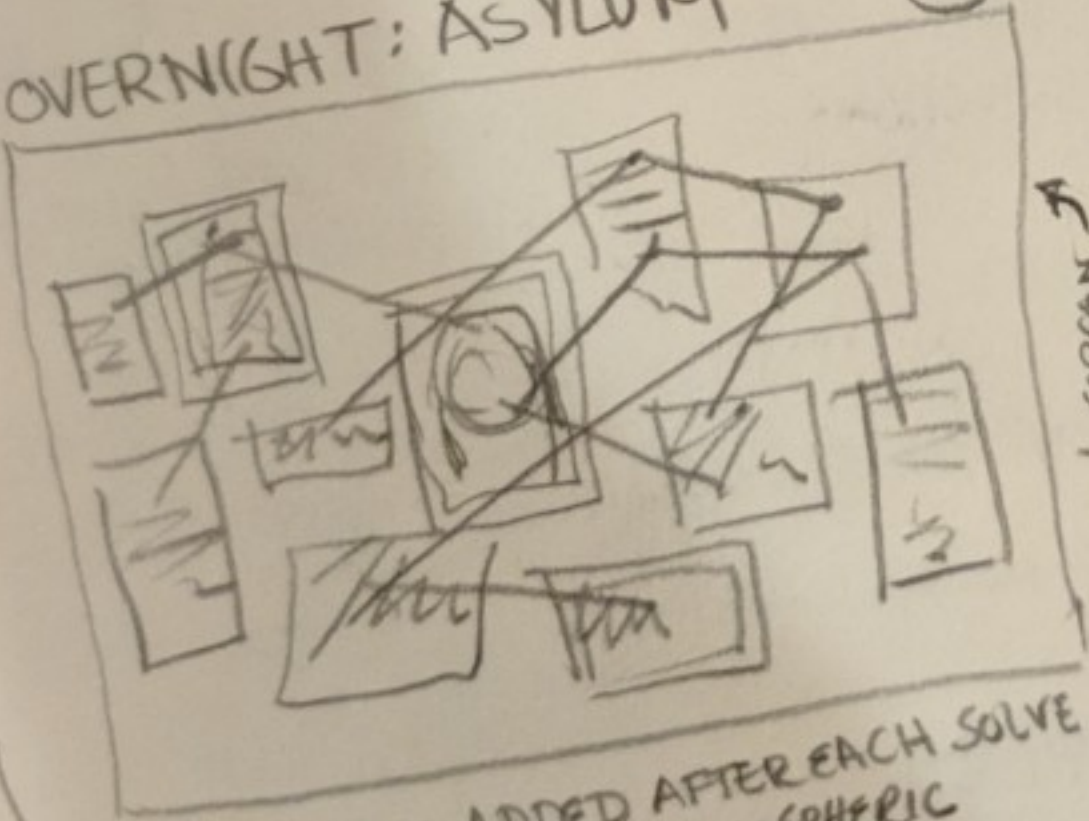
EACH PUZZLE IS TITLE OF A TEXT BOOK BOOK ADDED TO DESK EACH TIME PUZZLE SOLVED TITLES AREN'T READABLE BUT APPEARANCE SHOWS PROGRESS

WHEN META IS OPENED - META PAGE IS ZOOM OF THE BOOKS W/ TITLES VISIBLE

VISUALLY DIFFERENT SO TEAMS REALIZE IT IS A META / SHOWS JUST THE ANSWERS NEEDED FOR THE META (NOT EXTRA PUZZLES)

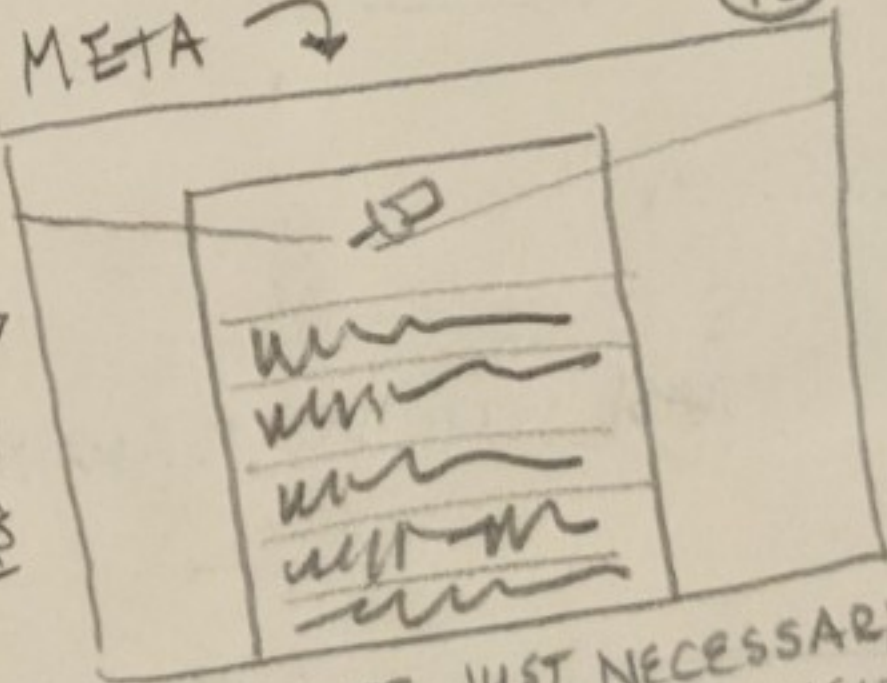


OVERNIGHT: ASYLUM (4)



MAKE SURE THIS IS NOT RED HEERING

NEW ITEM ADDED AFTER EACH SOLVE NOT READABLE JUST ATMOSPHERIC



ZOOM OF JUST NECESSARY ANSWERS READABLE, NO EXTRA VISUAL STUFF SCROLL DOWN FOR USUAL PUZZLE PAGE

VISUAL LOOK: NOT SCARY

FUN/HAPPY MONSTERS FILM NOIR/STEAMPUNK

APPEARANCE OF APP CHANGES REINFORCE PLOT/ENHANCE THEME

NEW CHAPTERS HAVE DIFFERENT BACKGROUND

EACH SOLVE DISPLAYS NEW STUFF ON SCREEN. EX: MEMORY SPHERES @ MYSTERY HUNT

DIRECTIONS/HINTS SUBMISSION HISTORY ONLY FOR CURRENT PUZZLE ONCE SOLVED INFO IS REMOVED

LOCATION OF ITEMS IN INTERFACE NEVER CHANGES

70/30 MOBILE/LAPTOP

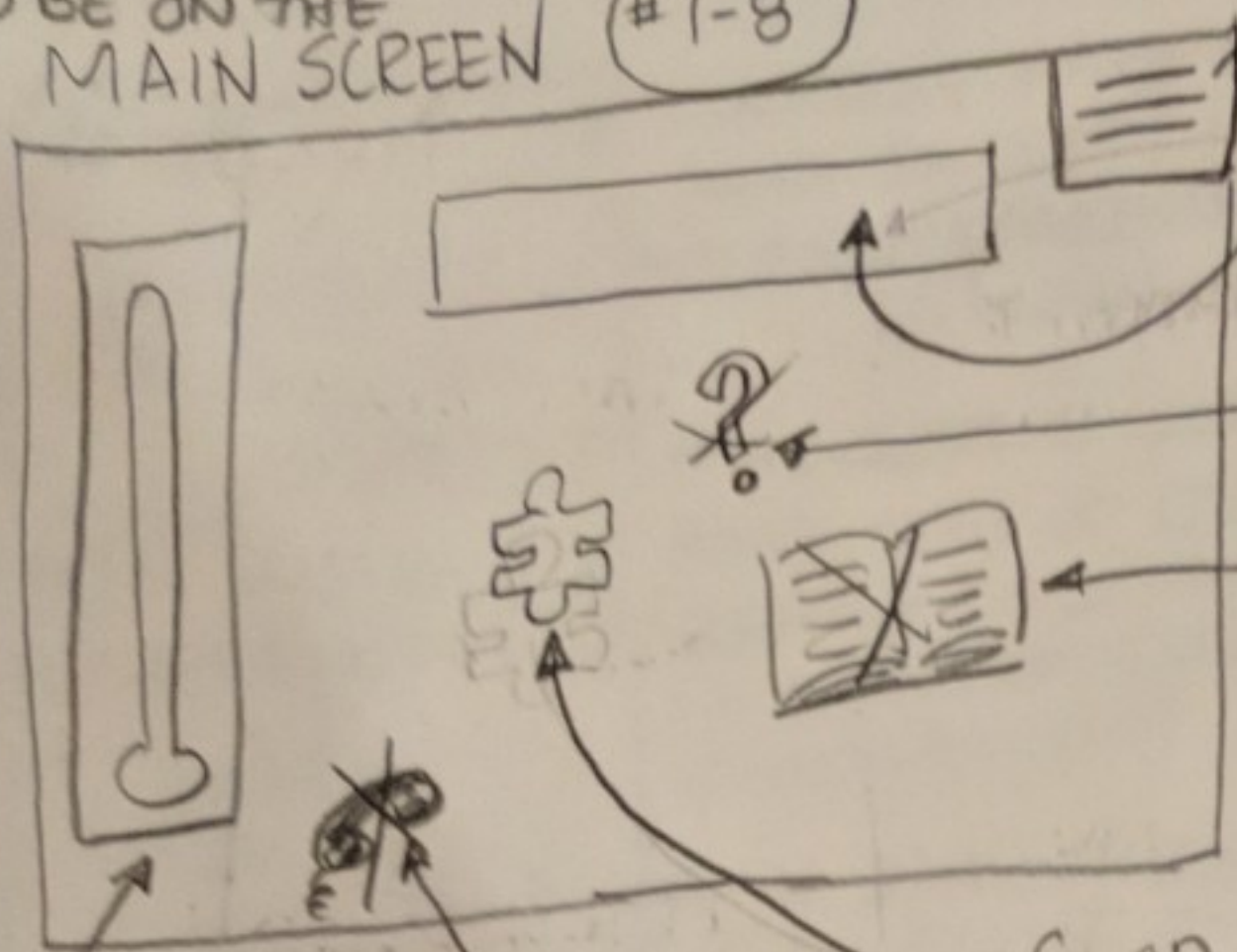
Focus on answer submission & directions

Focus on plot.



STUFF THAT NEEDS TO BE ON THE MAIN SCREEN

#1-8



MENU

START CODES/SOLUTIONS

HINTS (PUZZLE PAGE)

ALL ITEMS IN MENU

SOME W/ QUICK ICON/ LINK ON SCREEN TOO

STORY SO FAR (MENU)

Info on current puzzle click anywhere on graphic?

LOCATION OF ITEMS NEVER CHANGES EVEN THOUGH VISUAL LOOK DOES

sanity meter

CONTACT GC (MENU)

sanity crash to zero @ asylum meta for schach?

NO VISIBLE # THIS IS NOT A SCORE!

sanity hints? eat food, sleep? stay away from monsters?



MENU

- CONTACT GC
- STORY/SO FAR
- HINTS
- CURRENT PUZZLE
- INSTRUCTIONS

SCREEN ICON

- SANITY METER
- CURRENT PUZZLE / INSTRUCTIONS
- START CODE / SOLUTION BOX
- HINT NOTIFICATION

SOLUTION HINTS

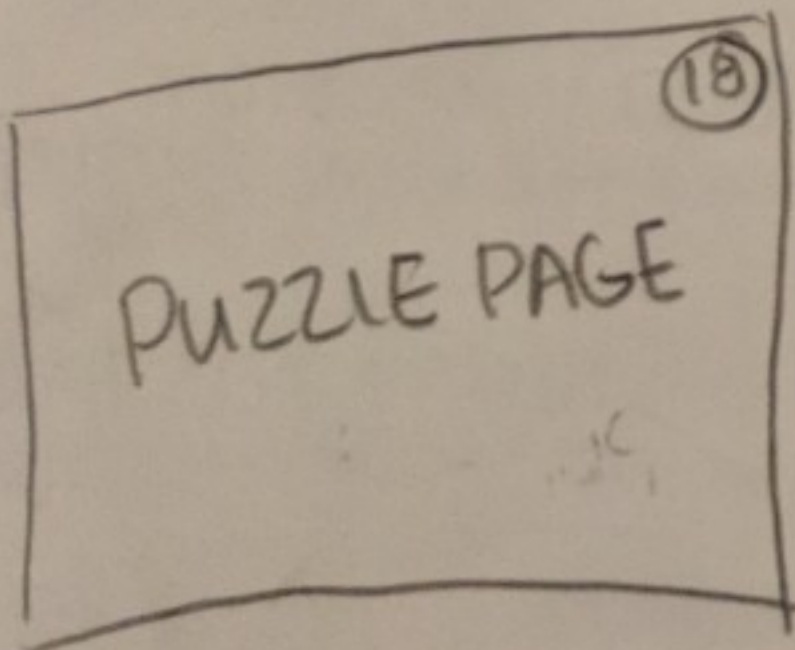
QUESTIONS:

PUZZLE PAGE SEPERATE FROM DIRECTIONS/INSTRUCTIONS?

CHANGE FROM ONE TO ANOTHER DEPENDING IF PUZZLE IS STARTED?

LINK BACK & FORTH BETWEEN MOST RECENT

POP-UP



INDIVIDUAL PUZZLE PAGES

1 LAYOUT / CONTENT SPECIFIC TO PUZZLE

- PUZZLE NAME
- FLAVOR TEXT
- LINK TO MOST RECENT DIRECTIONS PAGE
- TEXT BOX SOLUTION
- HINTS ← added as they become available
- PARTIAL ANSWERS SUBMITTED
- INCORRECT ANSWERS SUBMITTED

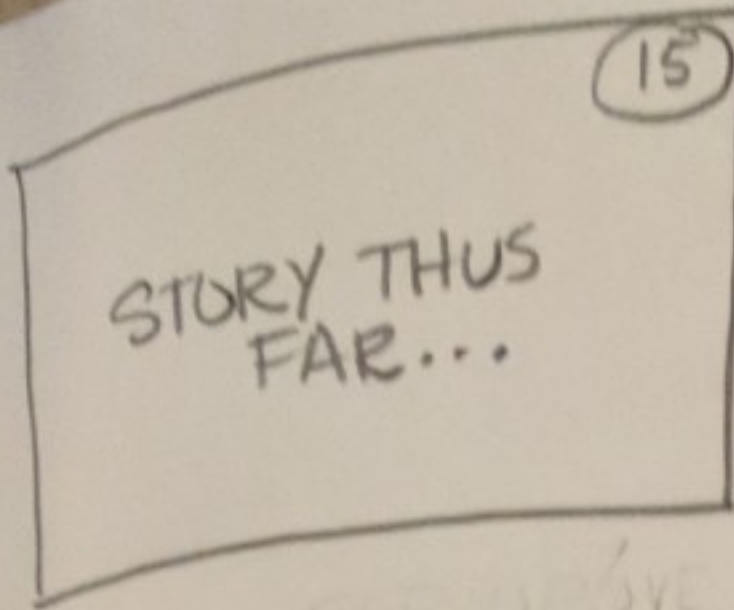
ONLY FOR CURRENT PUZZLE

PUZZLE HISTORY

CLICK TO VIEW increases sanity



OTHER PAGES

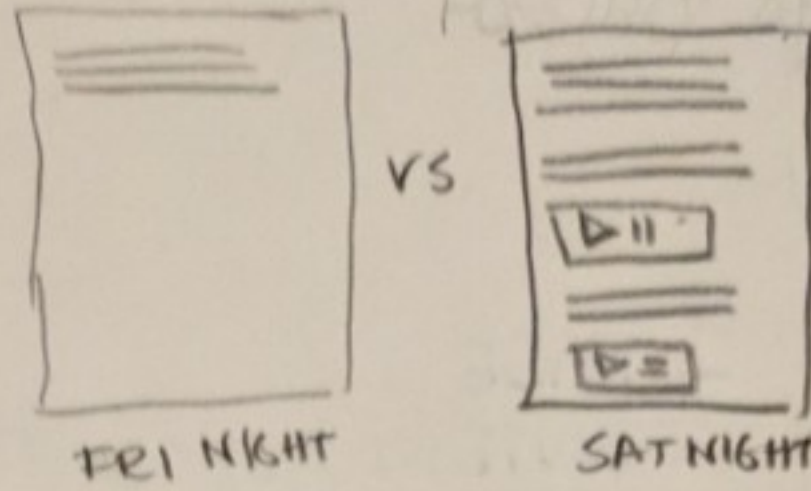


15 PLOT SYNOPSIS

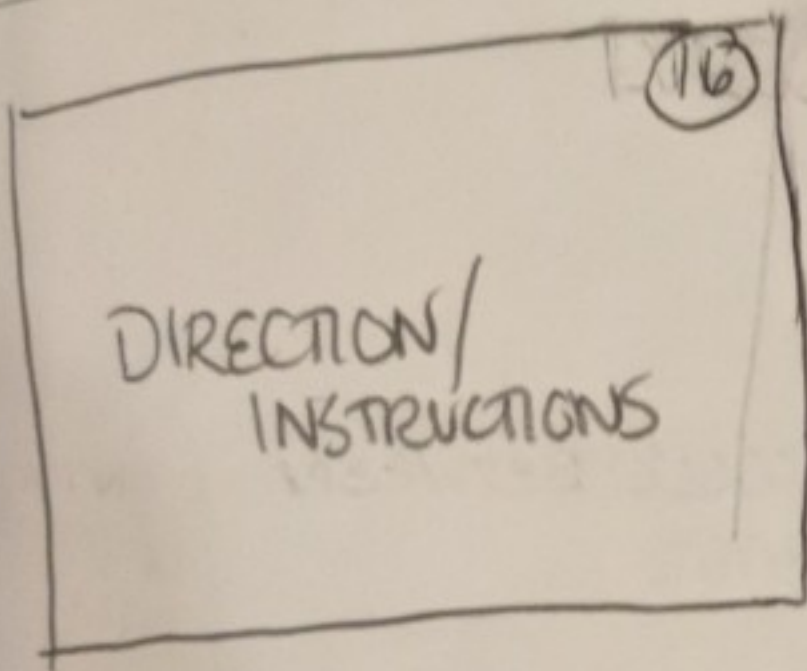
AS PUZZLES ARE SOLVED & DETAILS REVEALED THIS PAGE GETS MORE CONTENT.

PLOT EXPOSITION BETWEEN PUZZLES & RADIO BROADCASTS ARE ARCHIVED HERE.

POP-UP



NEW PLOT IS ADDED AS UNCOVERED  
TEAMS CAN READ IT AS IF IT IS A STORY & RELISTEN TO RADIO BROADCASTS TO REMIND THEMSELVES OF PLOT.



16 INSTRUCTIONS TO TEAMS

AVAILABLE INBETWEEN PUZZLES

- INCLUDES DRIVING DIRECTIONS
- INFO ON FOOD/BATHROOMS
- PARKING INFO, ETC.
- GOOGLE MAPS
- LINK TO CURRENT PUZZLE

POP-UP

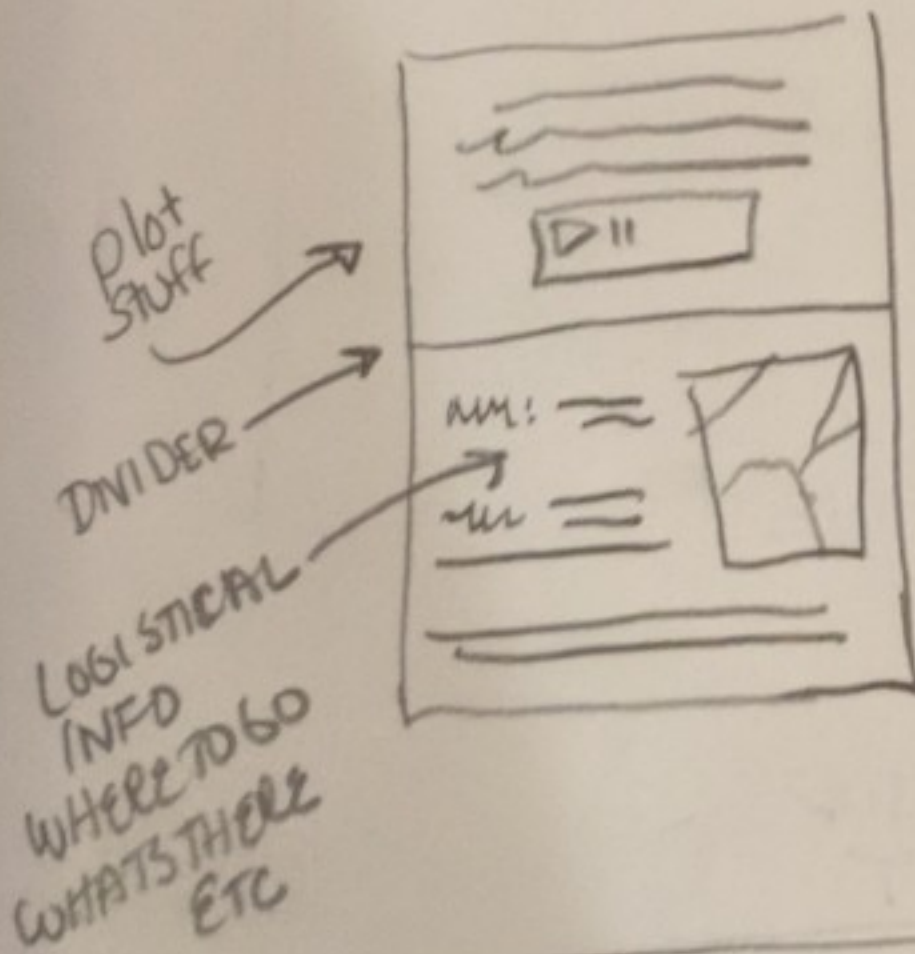
STUFF TEAMS NEED TO KNOW TO GET TO THE NEXT PUZZLE LOCATION  
ONCE NEW ONE IS UNLOCKED STARTS W/ NEW PLOT INFO

PLOT EXPOSITION

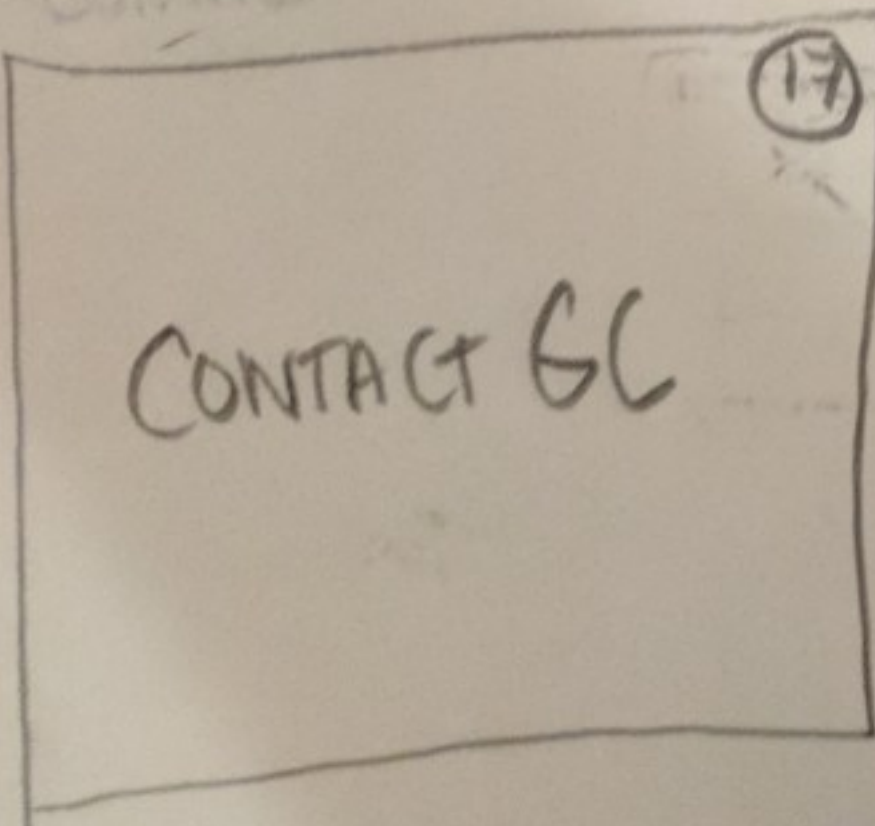
"CONGRATS YOU MANAGED TO DO \_\_\_\_\_ NOW GO DO \_\_\_\_\_ SO THAT \_\_\_\_\_"

START CODE BOX?

LINK TO SOLVE SCREEN WHEN PUZZLE NOT OPEN



CONTACT GC



17 EMERGENCY INFO CONTACT GC.

EMERGENCY CONTACT INFO FOR EVENT ORGANIZERS

REMINDER TO CONTACT US

IF THEY THINK THEY'RE BEING ASKED TO DO SOMETHING DANGEROUS, STRANGE  
IF NOT HAVING FUN  
NEED HELP  
IN EMERGENCY

POP-UP



# TEMPLATES (6)

A  
 MAIN PAGE  
 SAME LAYOUT  
 MULTIPLE VISUAL LOOKS  
 (#1-8)

1 INTERFACE  
 8 VISUAL SKINS

B  
 STORY THUS FAR  
 CONTENT ADDED  
 AS EVENT  
 PROGRESSES  
 (15)

1 PAGE  
 CONTENT ADDED TO BOTTOM  
 OVERTIME

C  
 DIRECTIONS/  
 INSTRUCTIONS  
 (16)

ONLY CURRENT ONE AVAILABLE  
 COMPLETED STUFF REMOVED  
 1 PAGE  
 WHEN PUZZLE OPEN LINK TO TOGGLE BETWEEN  
 INSTRUCTION PAGE & PUZZLE PAGE

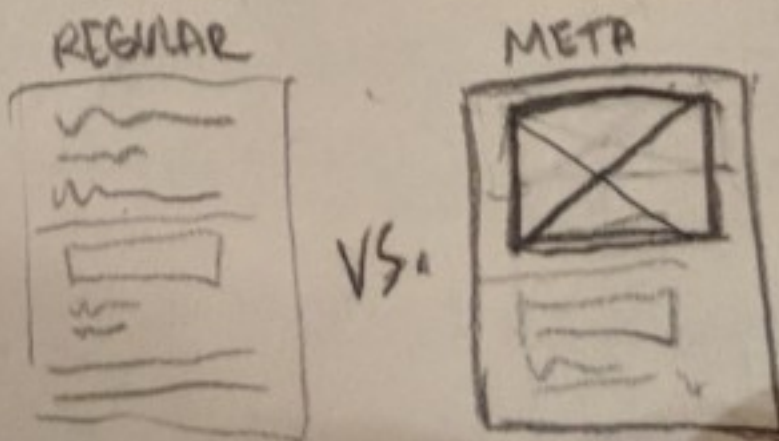
D  
 CONTACT GC  
 (17)

1 PAGE  
 STATIC

E  
 PUZZLE PAGES  
 (18)

ONLY CURRENT PUZZLE AVAILABLE  
 COMPLETED STUFF REMOVED  
 1 PAGES  
 META VERSION HAS IMAGE @ TOP  
 REGULAR PAGES DON'T

E1 REGULAR PUZZLES  
 E2 META PUZZLES (9-14)

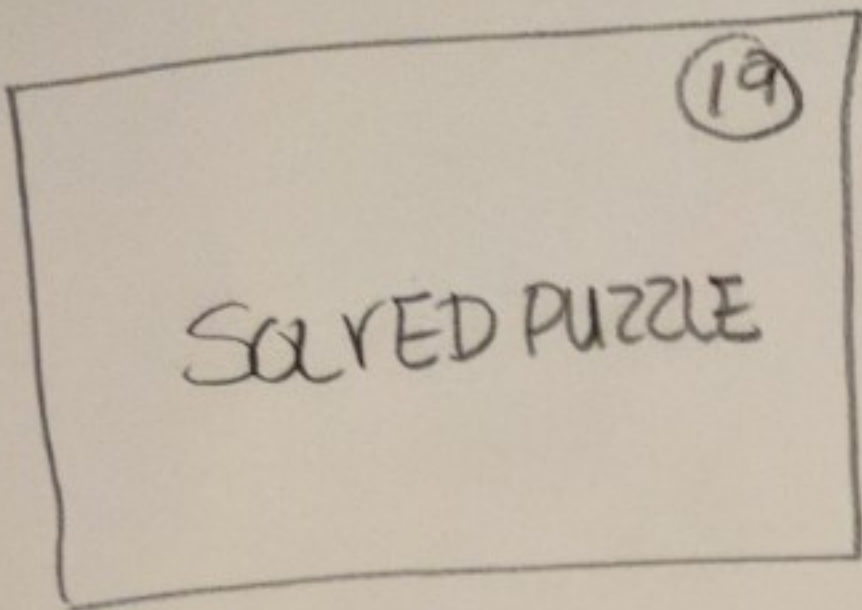


F  
 SUCCESSFUL  
 SOLVE



POP-UPS  
 ON TOP  
 OF MAIN  
 PAGE





REWARD SCREEN

- CONGRATS / CONFIRM SOLVE
- NEW PLOT INFO  
TEXT & RADIO BROADCAST
- LINK TO INSTRUCTIONS PAGE

ONLY AVAILABLE  
WHEN A PUZZLE  
HAS BEEN SOLVED  
(GOES AWAY AFTER  
TEAMS CLICK IT  
CAN GET BACK TO  
IT IF NO OTHER  
PUZZLES ARE OPEN  
PLOT CONTENT ADDED  
TO STORY PAGE.

