



## Proposal for a Story with Puzzle Elements – Agent 82

*By Nick Manning*

### **A short summary of your project**

*Tagline:* You are Brisbane’s last hope against alien invasion. Hidden under the park is a secret missile facility. Help decipher the launch codes and save Brisbane!

My proposed story will be a treasure hunt adventure with puzzle elements that place the participant as a hero who has been tasked with saving Brisbane from disaster. The story will take place in 7th brigade Park revolves around helping a secret agent find the launch codes for a missile that can stop an imminent alien invasion.



*Audience:* Children, families and young adults

Trail is wheelchair and pram friendly (concrete paths)

### *Key theme / story*

Participants will be enlisted by a secret agent to decipher the clues he has left to a nuclear launch code which is Brisbane’s last hope against alien invasion. To stop the aliens discovering the code, he has hidden them in a series of puzzles around 7th Brigade park. At the final location, users can type the code word they have obtained into the App to ‘launch the missile’ and stop the invasion. (Note: this final feature relies on some interactivity within the app itself, TBC).

### **Note potential locations that could be included**

#### *Park features*

The activity will see participants explore the 7th Brigade park, including unique attractions such as playgrounds and waterways, to look for clues and solve puzzles. They will be directed to specific

locations within the park via 'treasure map' style instructions (e.g. 'take the path marked by the white X'). Specific park elements that will feature in the 7th Brigade story include (see map):

1. Fort (Start and end location of adventure)
2. Crossroads (storyline)
3. Bridge (secret vehicle entry to underground base)
4. Crossroads (sight of missile cooling ponds)
5. Ring of 18 posts in ground (launch site of the underground missile)
6. Sewer grate (emergency escape hatch for missile silo)

Between sites, the 'secret agent' will leave hints and objects for participants to spot to ensure they are going in the right direction – these items will serve to keep participants engaged between locations and to highlight some of the more interesting features of the park.

Current adventure assumes same start and end location, and 2.4km trail. Adventure can be shortened or lengthened and start/end points changed as required

### **What is the Connection to your City?**

Brisbane is where I currently reside. I feel the project presents a unique opportunity to contribute to Brisbane's creative and cultural mix with something that will inspire both tourists and locals alike. I hope to encourage people to explore new places, to find new meaning in familiar objects, to discover Brisbane's parks and surrounds, and to add to our fast-growing reputation as a cultural, vibrant, fun destination.