EVERBODY FITS IN
GAME FLOW

```
Level starts → Storybook cutscene about the student on the spectrum → Player is given student pieces, a board, and a child with Autism already placed
                                                                                    ↓
Player finds spot to place piece ← Player picks up a piece and drags it toward the board
        ↓
Does the piece fit here?  —No→ (back to Player finds spot to place piece)
        ↓ Yes
Does it trigger the kid with Autism?  —Yes→ (back to Player finds spot to place piece)
        —No→ Is the full board filled?  —No→ (back to Player picks up a piece and drags it toward the board)
                        ↓ Yes
Piece lines fade, board turns into a rainbow gradient → Level ends
```

Level starts

Storybook cutscene about the student on the spectrum

Player is given student pieces, a board, and a child with Autism already placed

Player finds spot to place piece

Player picks up a piece and drags it toward the board

Does the piece fit here?

No

Yes

Does it trigger the kid with Autism?

Yes

No

Is the full board filled?

No

Yes

Piece lines fade, board turns into a rainbow gradient

Level ends