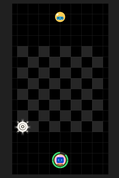
What P1 Sees

Background loops that will be played throughout the game. Loops for both the game modes (Normal and Reverse) are provided.

Sound Link → SOUND-GRP-3



- Player 1's avatar is the one in the bottom.
- Turn timer for all rook's move variants is 20s. Failure to make a move within the time awards a round-win to the opponent.

The target has inward moving animation with a glow + Reveal of Chessboard Animation

Animations Link → ANIM-GRP-10

Two separate sounds for the target appearance (normal and reverse) and one sound for the rook appearing.

Sound Link → SOUND-GRP-12

- During player 1's turn, the timer starts and possible paths are highlighted
- For Last Quarter (Timer), Vibrate (50,200,50,200,50,200,50,200,50,200, 50,200,50,200,50,200,50,200,50,200, 50,200,50,200,50,200,50,200,50,200, 50,200,50,200,50,200,500 ms)

Possible paths are shown using tap-able squares. This will have a breathing animation.

Animations Link → ANIM-GRP-11

Timer Sounds for the game. Contains sounds for passing quarters, last quarter and a "time up" sound.

Sound Link → SOUND-GRP-7

- Possible selection path fades after tapping on a tile
- Selection border fades 0.5 secs after animation starts
- On Press, Vibrate (100ms)
- For wrong touch, Vibrate (300ms)

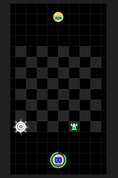
- Rook movement animation plays out after the selection is made

Rook animations here with wheels and smoke

Animations Link → ANIM-GRP-12

Contains Rook active, Rook moving (Loopable), and Rook inactive sounds.

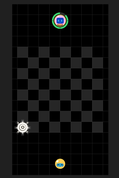
Sound Link → SOUND-GRP-10



- Rook goes back to inactive state after animation ends.

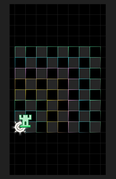
- Next players timer begins

What P2 Sees



- When its not your turn, you cannot see the highlighted paths

P2 Sees the same board as it is being played for P1, except that P2 avatar will be one in the bottom



- Moving animation and gets absorbed into the vortex with vibrations.
- On reaching the target, Vibrate (1000,100,200 ms)

the spiral/vortex gets brighter and bigger and absorbs the rook. Extra sparkles.

Animations Link → ANIM-GRP-13