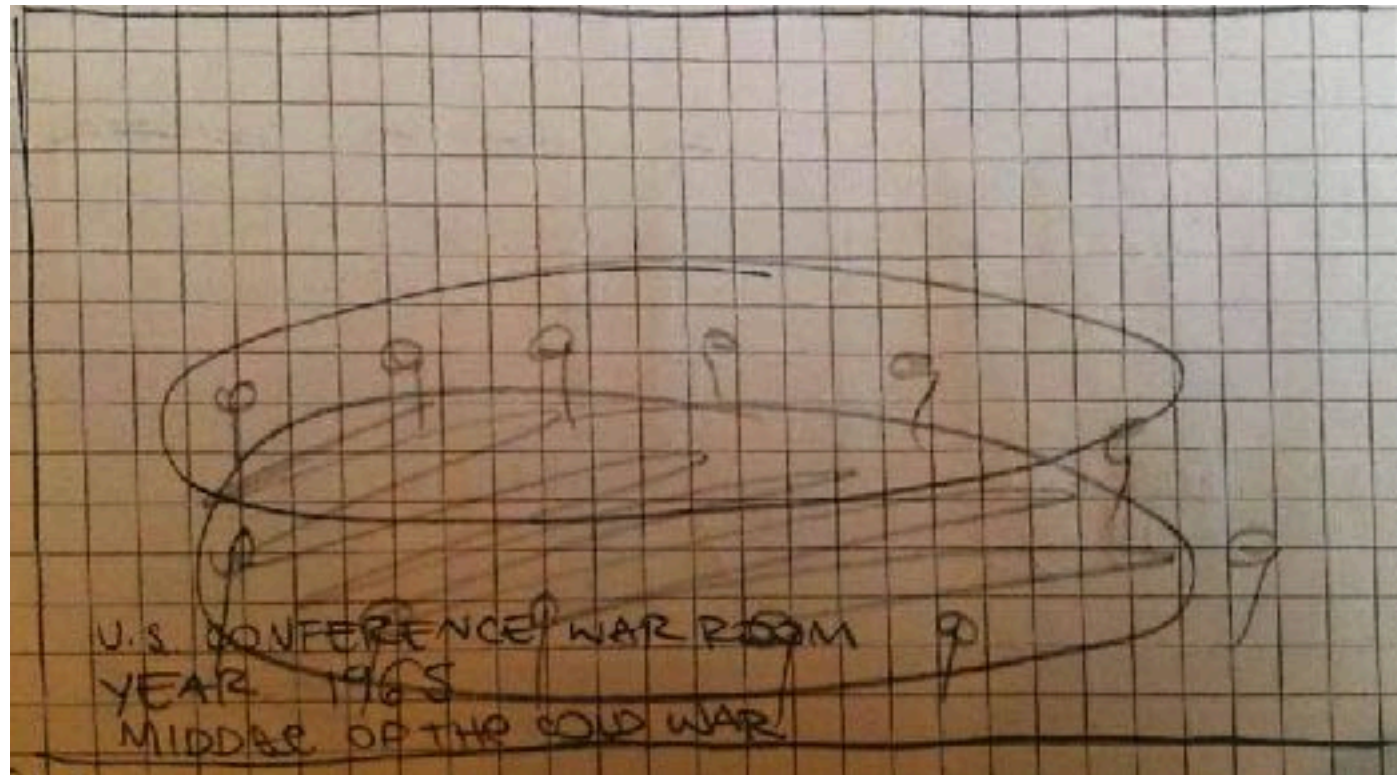


Frame 1

Prelude

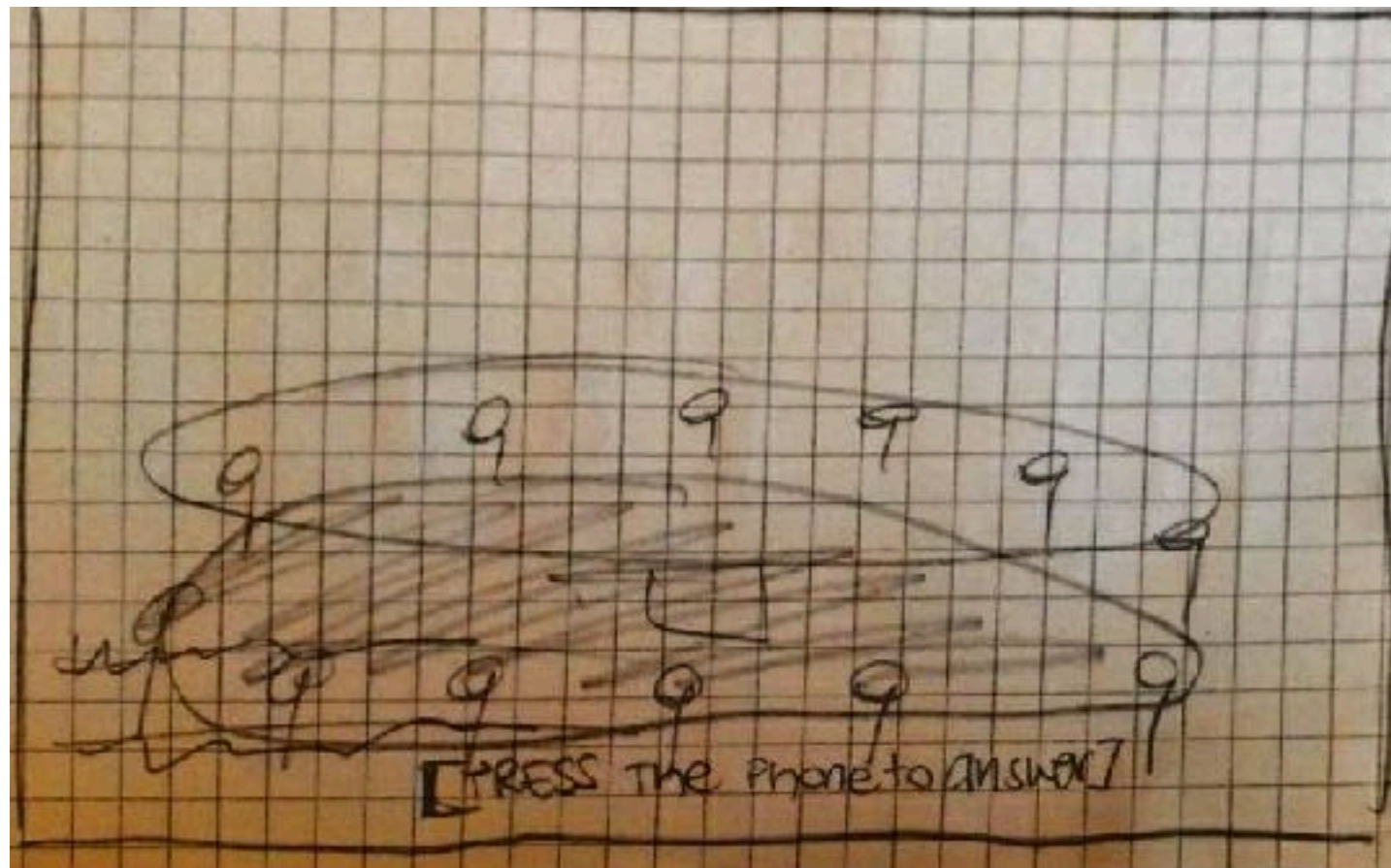
No sound playing,
War Room Image showing



Frame 2

Text popping up, setting time and
place in the scene.

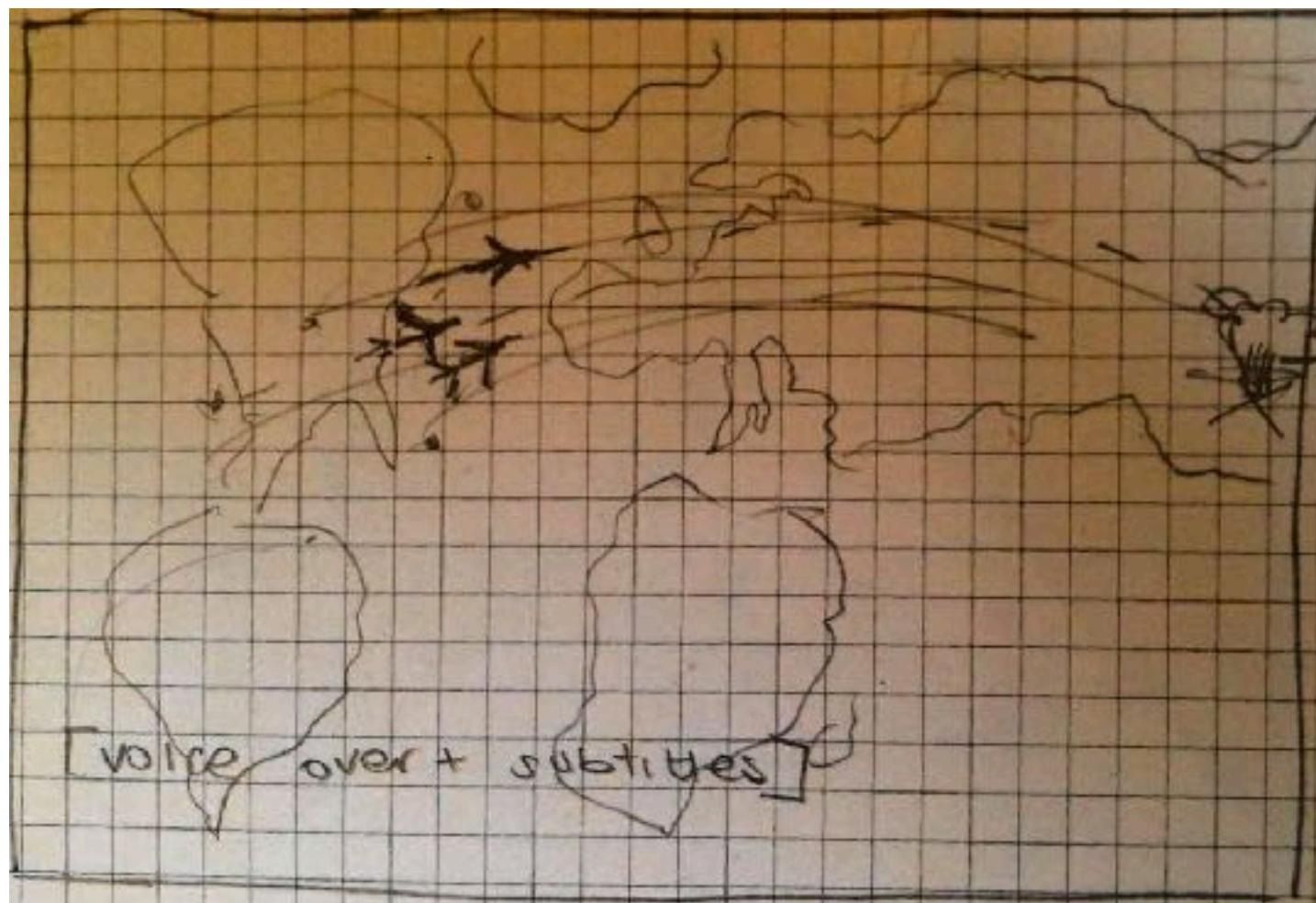
Typewriter font family plus sound
effect playing



Frame 3

Phone ringing sound,
phone gets highlighted and becomes
clickable.

Hint showing on screen, stating :
Click the phone to answer it



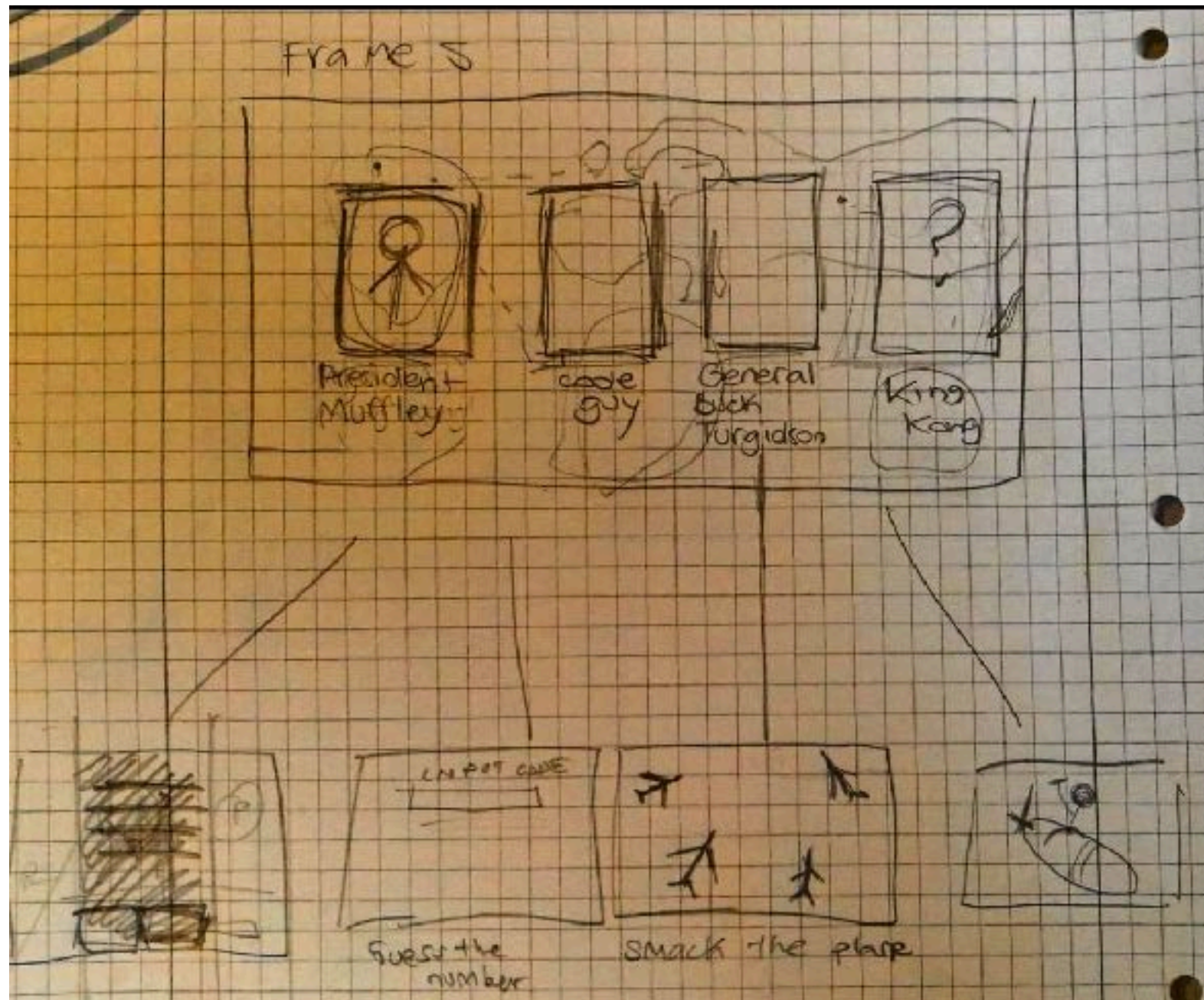
Frame 4

Presentation

Voice over explain the bombing
situation and instructs the user of the
need of someone who will save the
world.

Background map showing planes are
shown, as well as subtitles in order
to make it more accessible for the
user to understand.

Voice over sets a time limit for the
user to solve the problem.

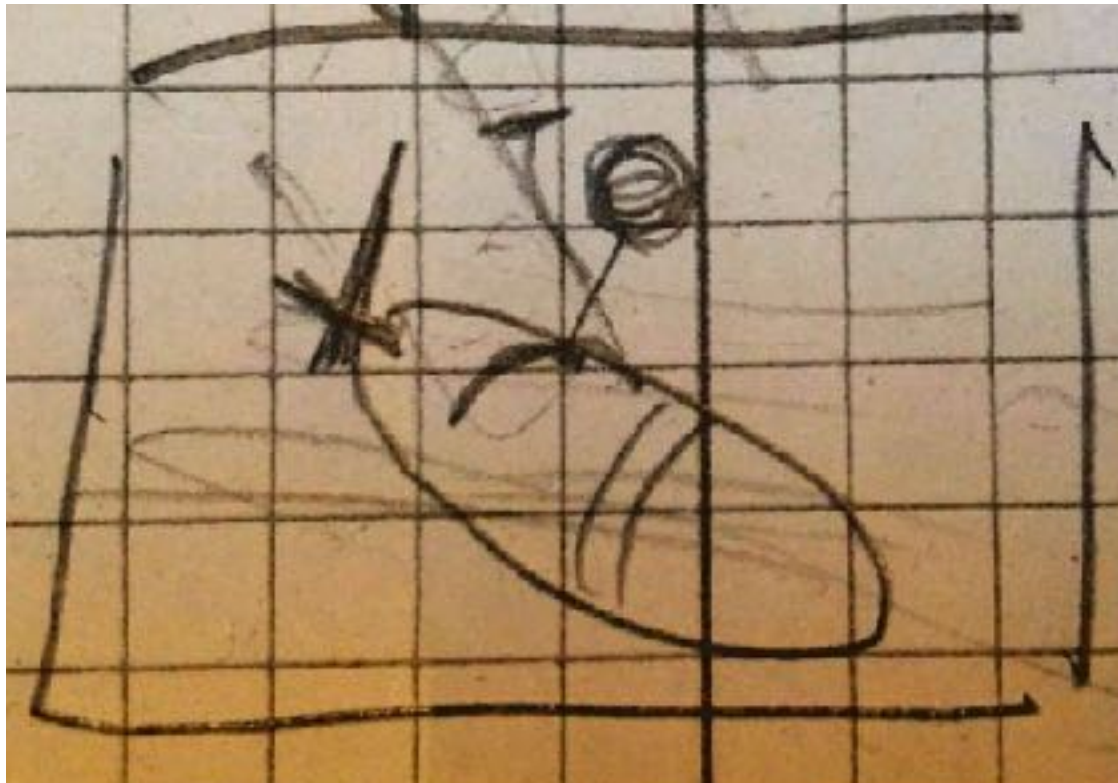


Frame 5

Point of No return

Timer shows on the corner of the page,

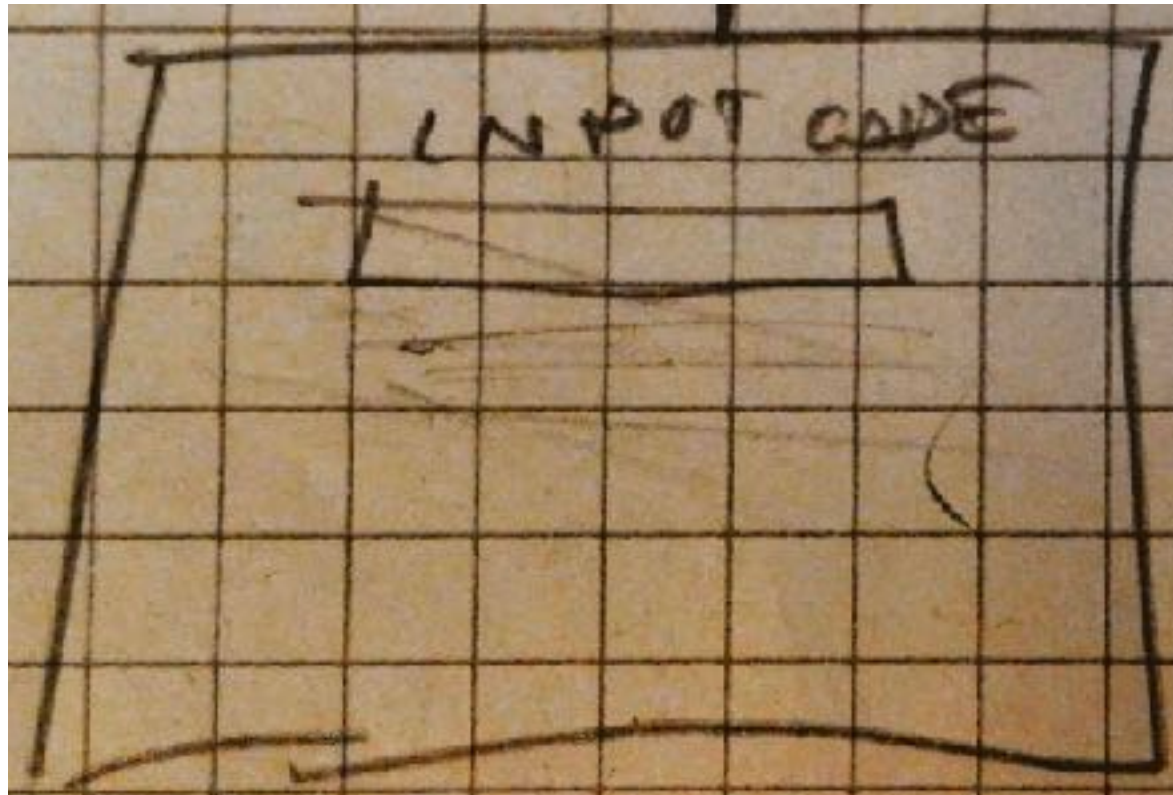
User must decide which character he s gonna play with to save the world: President, Military General, The guy that figures out the right code, or the pilot King Kon. Each character leads to a different challenge, or mini game that need to be won before the timer runs out



Frame 6 - King Kong chosen

Rising action/Climax

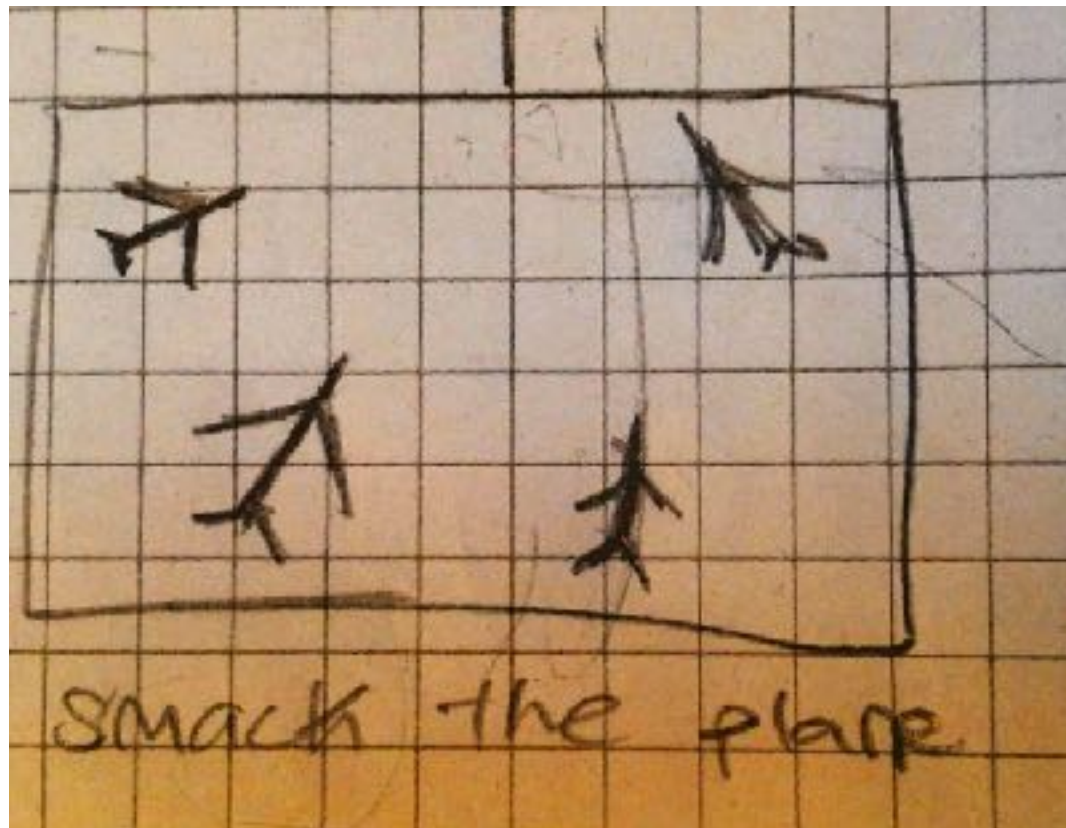
Modified scene of King Kong riding the bomb on Russia is shown. The user automatically lose if King Kong is chosen.



Frame 6 - Code Guy is chosen

Rising Action/Climax

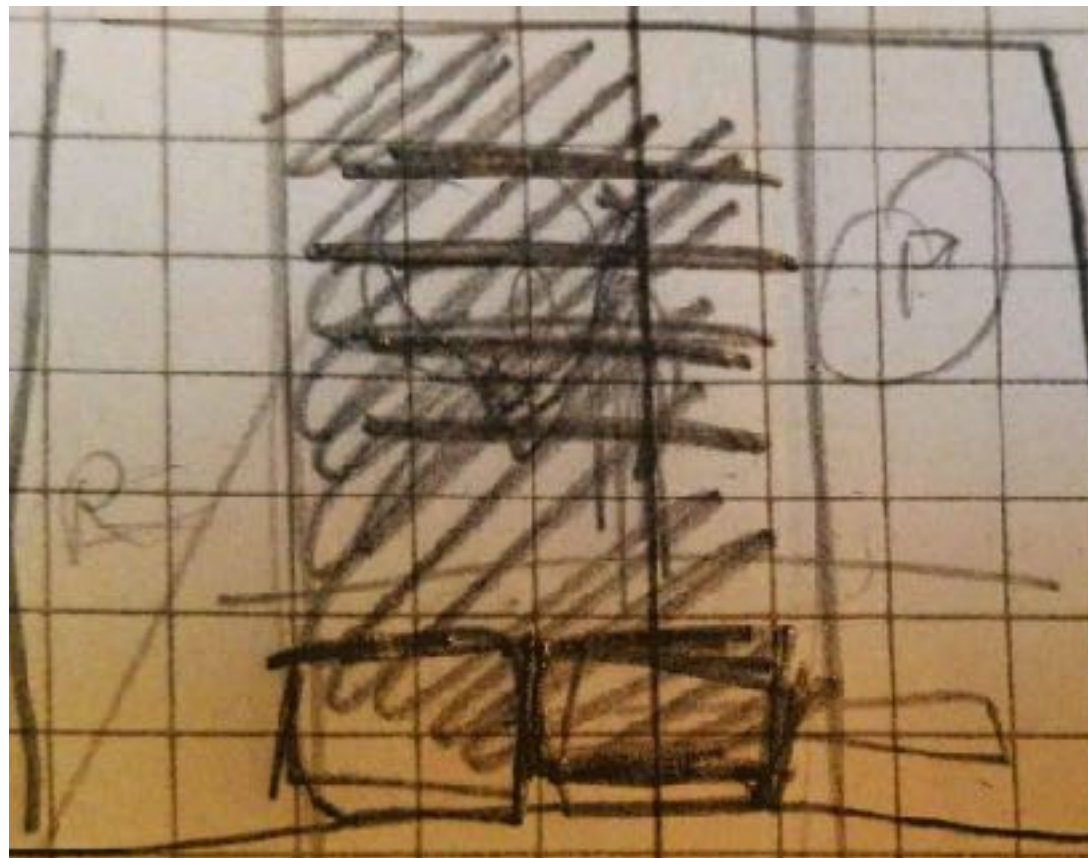
Mini game appears. The user needs to find the right three letter code in order to stop the bomb. The game will give hints to help the user.



Frame 6 - Military General is chosen

Rising Action/Climax

Mini game appears, 4 planes randomly move throughout the screen, user needs to smack all of them before the timer runs out in order to stop the attack



Frame 6 - President is chosen

Rising Action/Climax

Mini game appears. User is given the choice of how to phrase his conversation with Russia. If the user matches the lines from the movie, and doesn't upset him, then he will win the game and peacefully arrange an agreement with Russia. If he chooses wrong and angers Russia, then he loses and the Doomsday device kicks in.

Frame 7

Fade Out.

In case of winning, the screen gets staticky and white noise background appear.

Writing rolls on screen inviting the user to watch the movie to know how their mission really ends. This will leave a sense of missing closure and curiosity, teasing the user to watch the movie. Credits with our name appear.

In case of lost game footage of the bomb exploding is shown before the credit scene.

