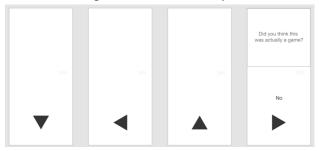
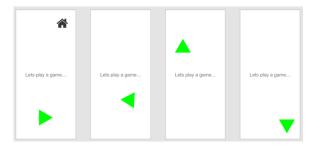
https://xd.adobe.com/view/432c52ec-cbf4-4083-9d70-20cf4e152f2a-167f/

What if the game played **you**?

This nonsense app is essentially a loop, where all the buttons don't do what you think they do. First, we see the big green arrow, which is something that someone will instinctively click to play a game. However, if the user hovers over the arrow, it disappears. If the user insists on clicking, it brings us to the following screen, where the user is presented with a question.

In this screen, if the user clicks the arrow. It will simply spin around. On this screen, there are two options, yes and no. Clicking yes and no would bring us to different loops

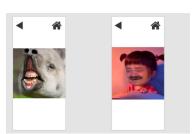




This screen appears if the user clicks yes. The green button will jump around the screen, confusing the user. The home button here will bring the user to the following set of screens, where the user has to continuously click the home button to get to the next screen. Clicking



Clicking yes from the screen with the grey arrow or clicking ok fine from the screen above will bring us to this set of screens. In the first two screens, the back arrow simply magnifies and doesn't do anything, where the home button brings it to the next screen.



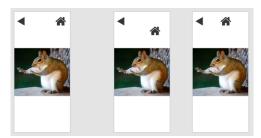
From the home screen, there are also other options. If the user clicks you, it brings them to the screen with the horse, bringing the user back into the loop.



The user can also click on either the top half or bottom half of the screen, where clicking the white half will reveal black text saying hello and clicking the black half will reveal white text saying hello?

Clicking hello. Will again bring the user to the horse screen and clicking hello? Will bring the user to the home button (No -> just no -> ok fine) loop.

Finally, from that loop, if you click the final home button, it brings us to this following screen with a squirrel



Very much like the screen with the horse and little girl, this screen has a back button and a home button. However, the back button does work and brings us to the beginning, where the home button will just jump around and do nothing.

To highlight the loop and confusion aspect of my app. Here is the wireframe.

