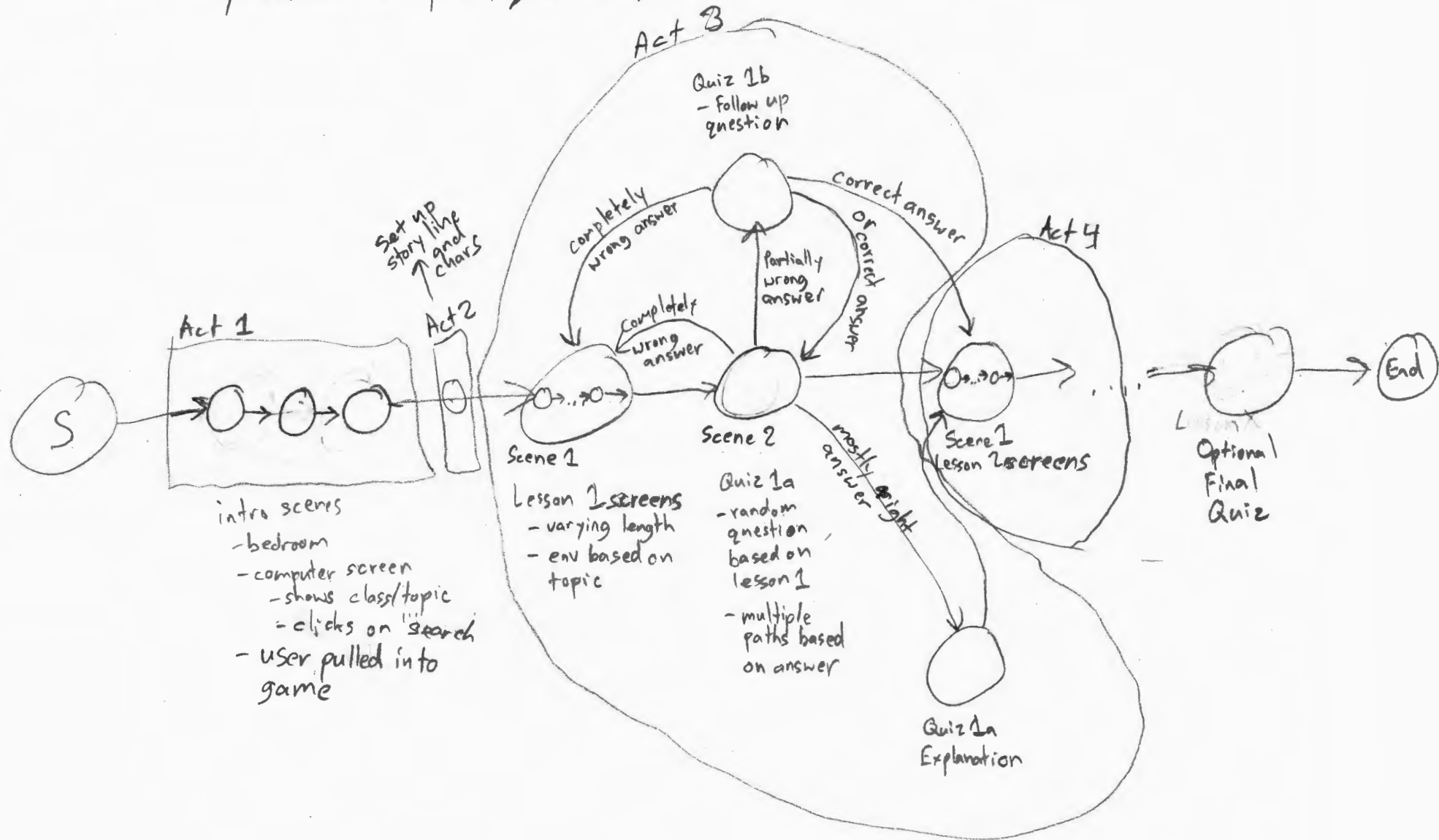


Generic flow showing all possible options. Transitions and number of states will vary based on topic/questions.



Act 1: Enter the Web.

// Solvalot helps you solve things possibly

→ Scene 1: Enter bedroom.

↳ Screen 1: User Enters Bedroom & Walks to Computer.

→ Scene 2: User perspective of PC.

↳ Screen 1: User on Google! Site. - Shows search text for what user is about to learn.
- Link shows up for the lesson. Link gets clicked.
Algebra adventure

↳ Scene 3: User sucked into Game Algebra Adventure. (Spiral effects maybe).

Act 2: Algebra Adventure ~~to be~~ Story Intro

↳ Scene 1: Welcome to the MainFrame

↳ Screen 1: Wake up ^{in a strange electronic world.} Meet a stranger ^{who was running by, who realizes you are not from this world.} He introduces himself as Sir McSolve. He tells you ^{He tells you of this world.} that he is chasing ~~down~~ a villain named Calcutron who is currently unsolving equations throughout the MainFrame. You tell him that you need to find a way back home. He tells you that there are a series of tubes in the lair of Calcutron that lead to other worlds & that there may be one to yours. He says that if you help him re-solve all the unsolved equations throughout the MainFrame & stop the evil Calcutron, he will get you to ~~the~~ tubes in Calcutron's lair.

Act 3: Algebra Adventure Lesson 1 - Simple Equations Area

→ Scene 1: Arrive at the simple equations area

↳ Screen 1: ~~McSolve~~ McSolve tells you about this area

~~Screen 2:~~

↳ Screen 2:

⋮

↳ Screen X:

} Teaches user how to solve equations w/ just one variable

→ Scene 2: Encounter unsolved simple equations - Quiz

↳ Screen 1: Visual of Calcutron finishing up unsolving some simple equations & getting away.

↳ Screen 2:

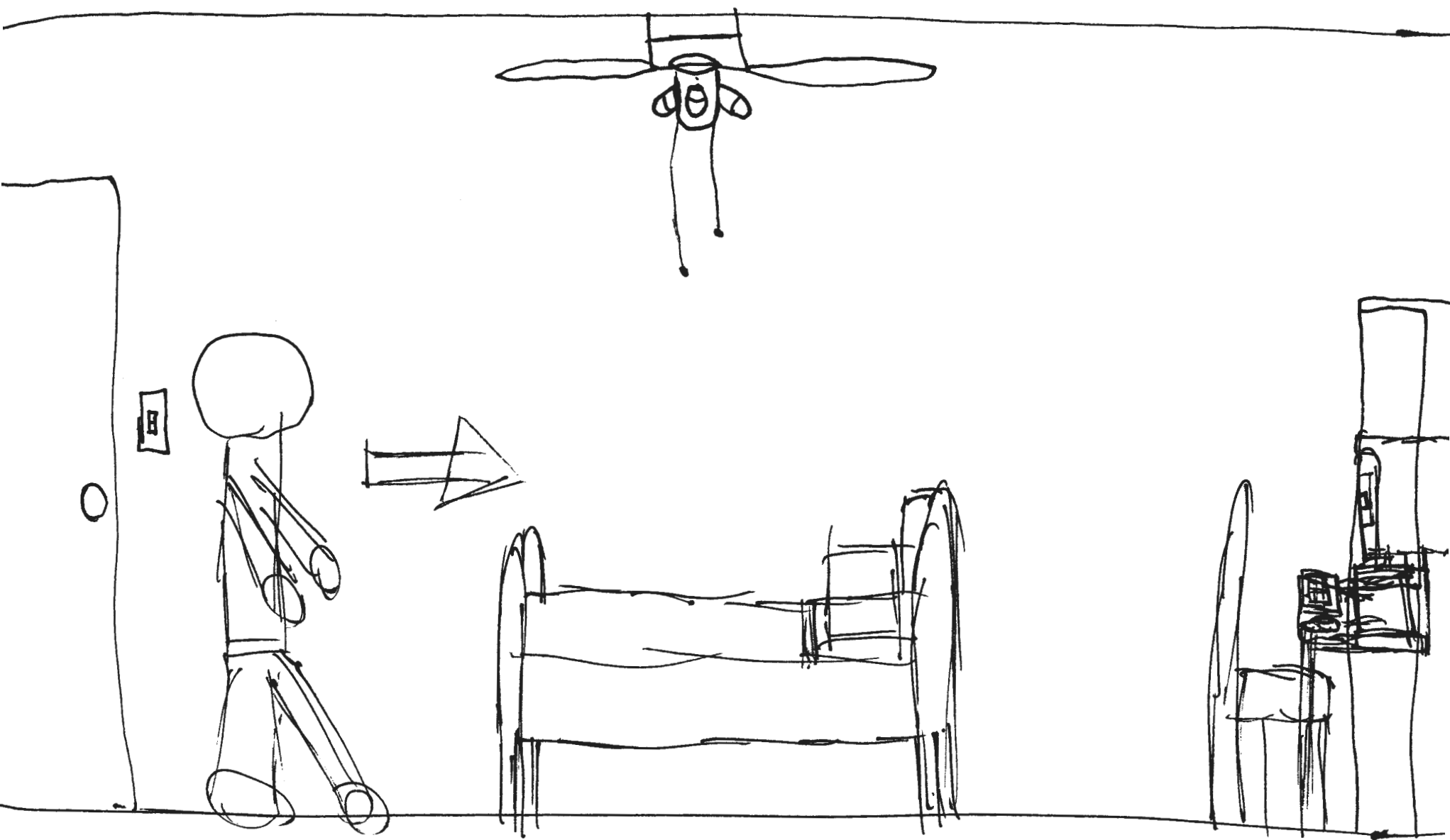
⋮

↳ Screen X:

} Solve a series of simple equations

Act 1, Scene 1, Screen 1: Enter room

Notes: - Glide to Computer Chair



Act 1, Scene 2, Screen 1: First person view of sitting in front of PC.

