Hippo

1. Graphics
   1. Left hand side – icons of polygons (triangle, square, circle)
   2. Middle – hippo graphic
2. Actions
   1. Hippo begs by opening and closing mouth
   2. When user hovers over polygon, it lights up
   3. User can click and drag polygon
   4. When user clicks and drags polygon, arrow lights up over hippo
   5. When polygon is over hippo, polygon falls into its mouth
   6. Hippo chews
   7. Hippo poops out little polygons