

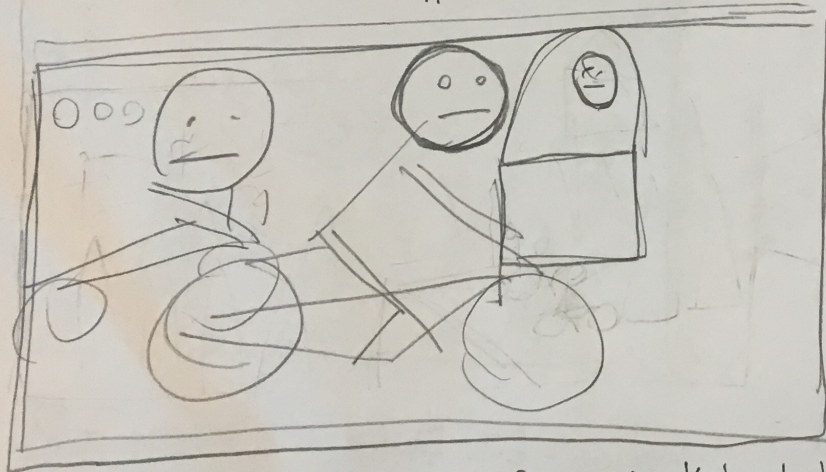
title frame:

Action/Plot: Title appears

Sound (Ain't no cure for love
Background noises) = D

Interaction: Click the
title and it will disappear

Time: depends on user

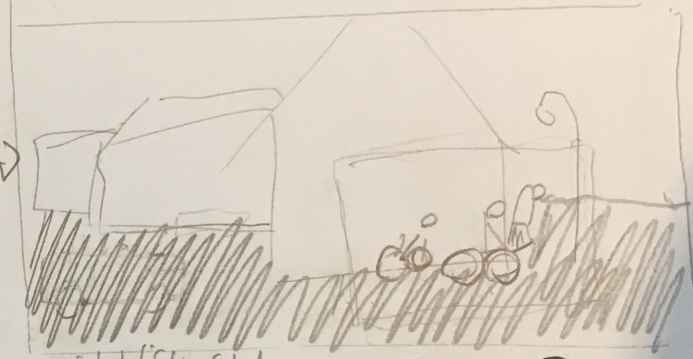


Action - Close up, kids
talking

Sound Kids talking
increasing sirens
+D

Interaction - ~~none~~
click the arrow to move on

Time - 6s + (depends on user)



establishing shot

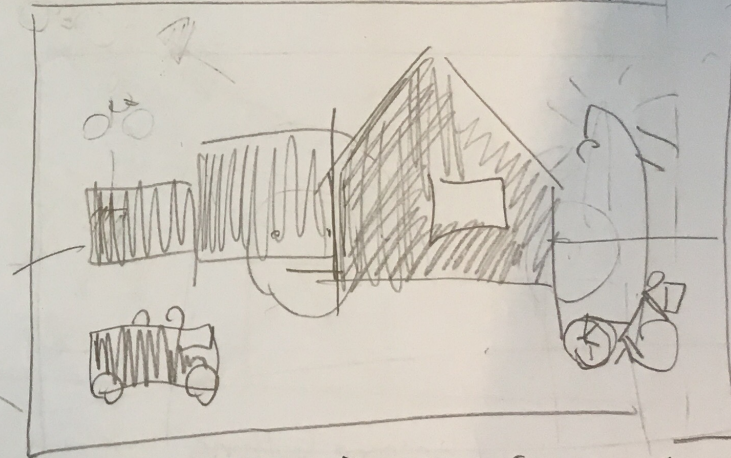
Action: Kids will show
up on bikes

Sound - D +

Interaction: ~~none~~

click the arrow to move on

Time - 5s + (depends
on the user)

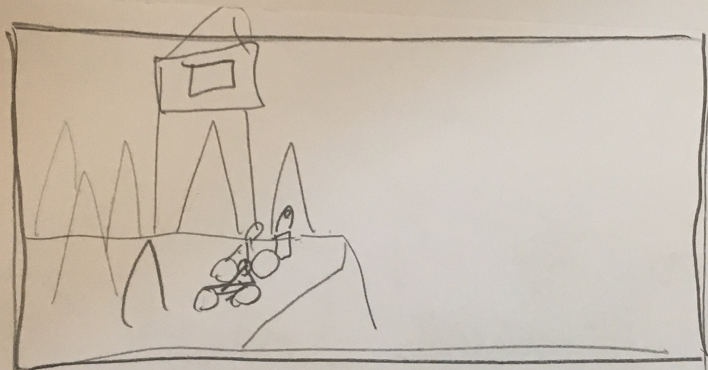


Action - Kids cycle off and
Police is coming

Sound Sirens
D

Interaction - click the arrow
to move on

Time - 8s +
(depends on
user)

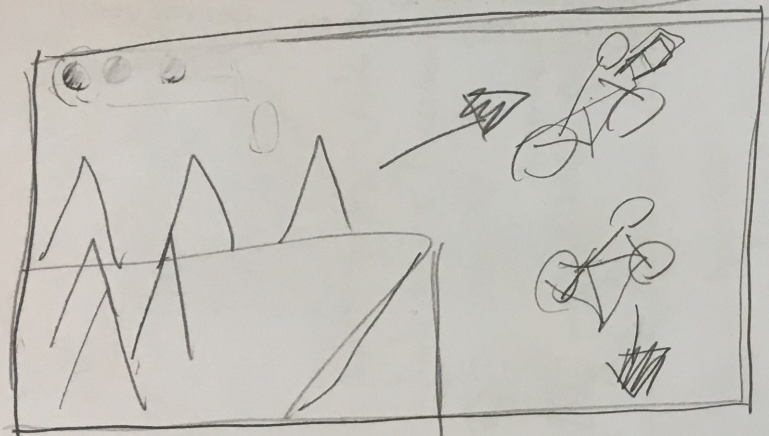


Action - Kids coming to the cliff

Sound - light sirens

Interaction - click the arrow to move on

Time - 5 s + (depends on the user)



Action - Kids become buttons (Easter egg)

Sound - Flying sound
Falling sound

Interaction - Click the E.T. and he will fly

The others - click and they will fall

Time - depends on user

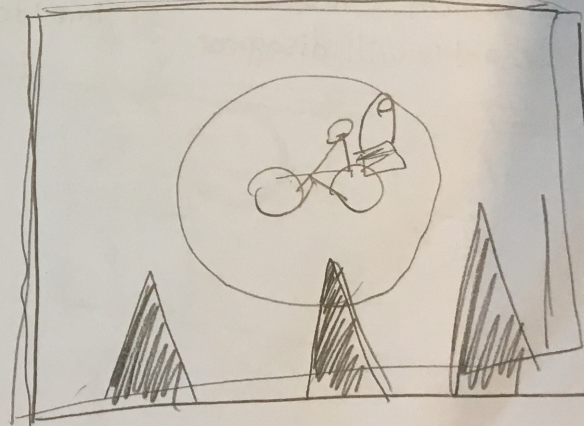


Action - Close up of E.T. phones home

Sound - glowing sound

Interaction - Click the arrow to move on

Time - 5 s + depends on user



Action - E.T. Flying

Sound - D

Interaction - None

Time - 6 s