

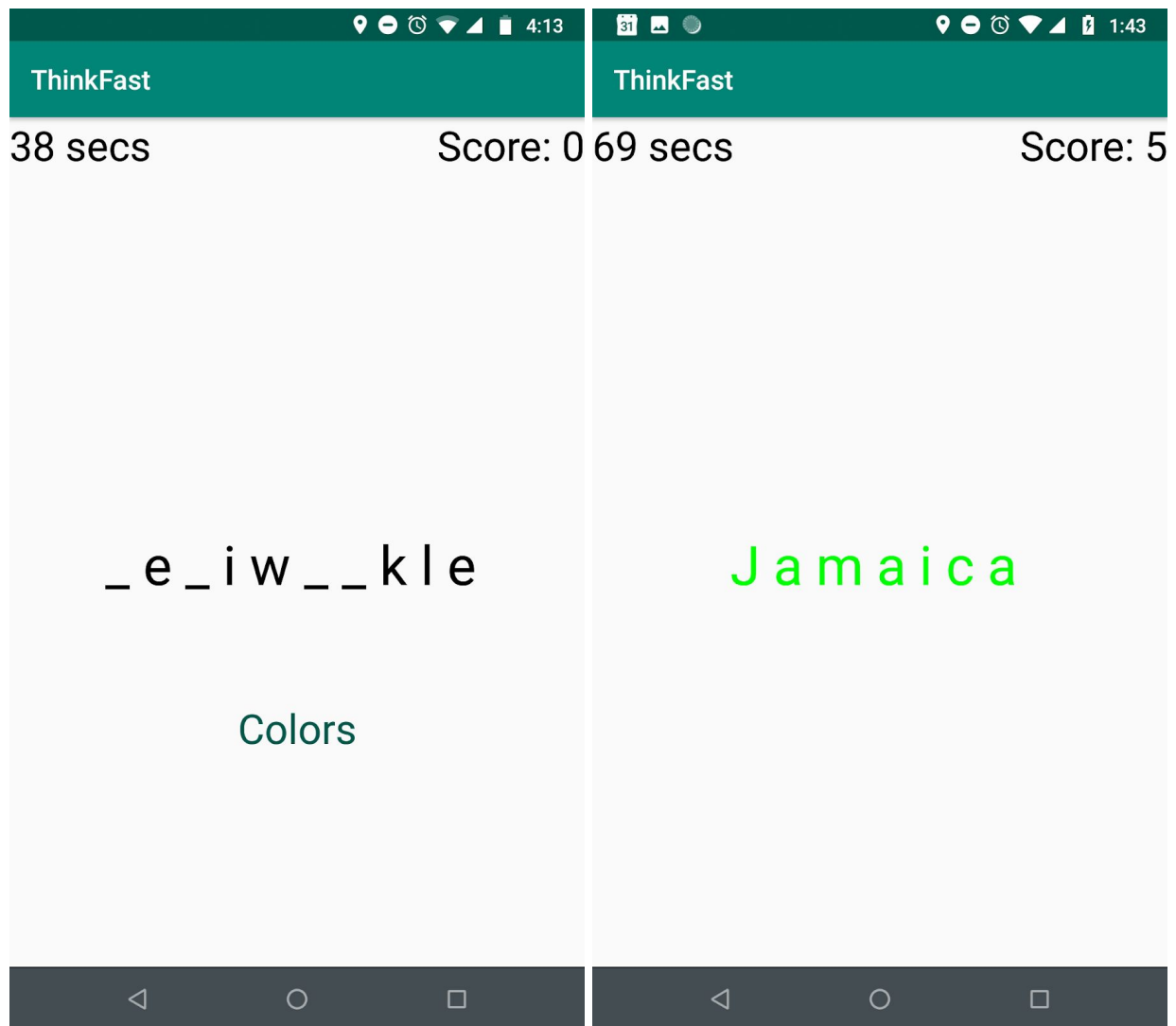
ThinkFast

### **Overview:**

ThinkFast is a collection of brain-games that are thrown at the player at increasing speeds, all while on a timer. As the player completes puzzles, the timer is extended, but the difficulty also increases.

### **CallOut minigame:**

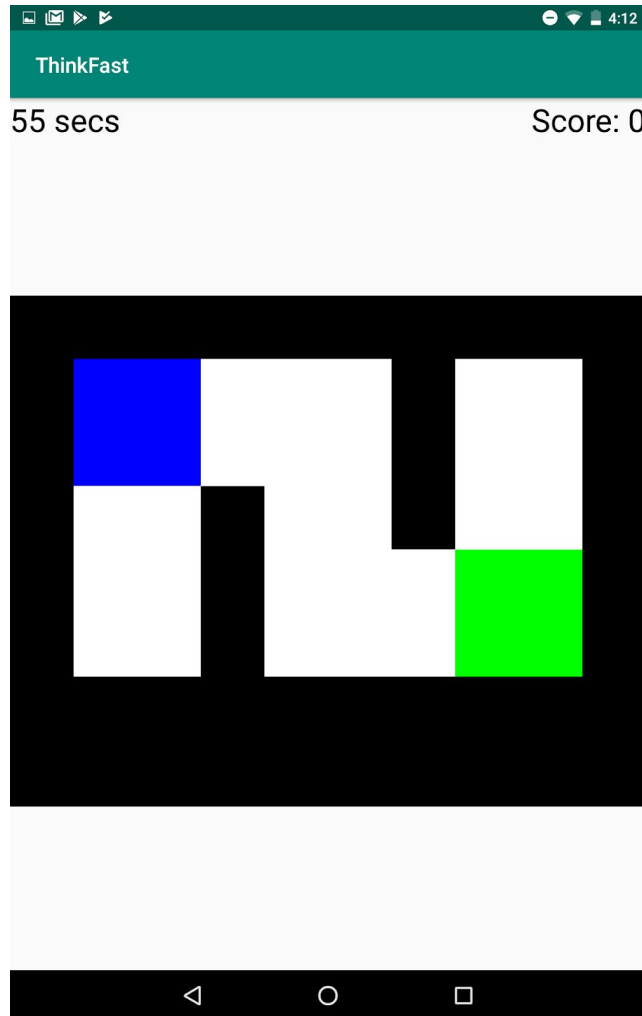
This minigame presents a word with half of the letters blanked out. The player has to call out their guesses for what the word is. The screen will indicate when the player gets it correct. The player is provided a category as a hint.



### **TouchMaze minigame:**

This minigame creates a randomly generated maze. The player has to complete the maze using the phone's touchscreen interface, starting from the blue square and ending at the green square without lifting their finger. If the player attempts an illegal

move, such as touching a wall, using multiple fingers, or starting anywhere other than the blue square, the screen will turn red and the player will have to start over. Once the player completes the maze and reaches the green square, the screen will turn green, and the player moves onto the next minigame.



### **ShakeQ minigame:**

This minigame shuffles through a series of random math expressions in two seconds and requires the user to perform an action when it corresponds to the indicated criteria. For example, the start of the game prompts the criteria of “evens” before the game shuffles through math expressions. On the appearance of a math expression, like “2+2”, that fits in the “evens” category, the user must shake their device to indicate that the expression fits the prompted criteria. The purpose of this game is to test the user’s reflexes and quick judgement in problem solving.

