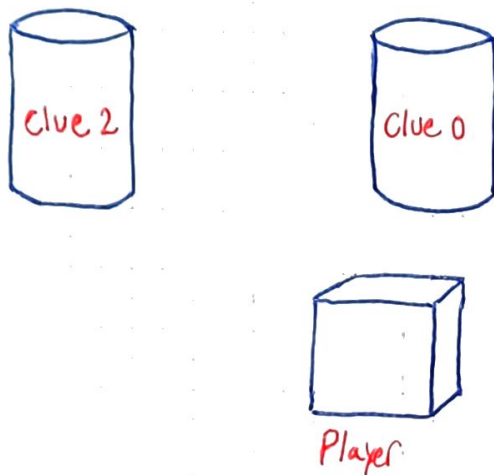
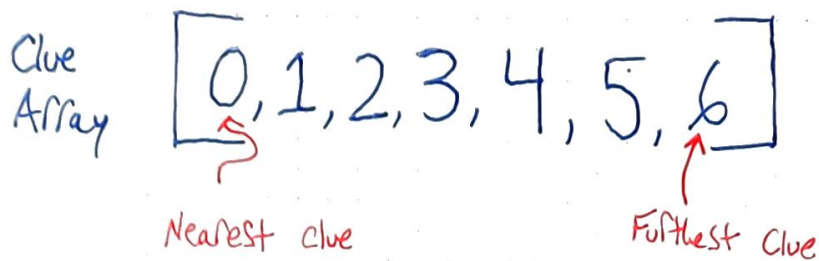


# Clue interaction System Sketch

9/17/25



In this drawing, the Player is closer in proximity to Clue 0, so it gets sorted earlier in the array. If, however, Clue 2 is closest, it would look like this:

[2, 0, ...] ← Clue 2 is now placed with a higher priority than Clue 0

Interaction availability:  
Priority of what clue to choose  
is impacted by the Player's proximity  
to that clue.

Greater Proximity = Greater Priority.