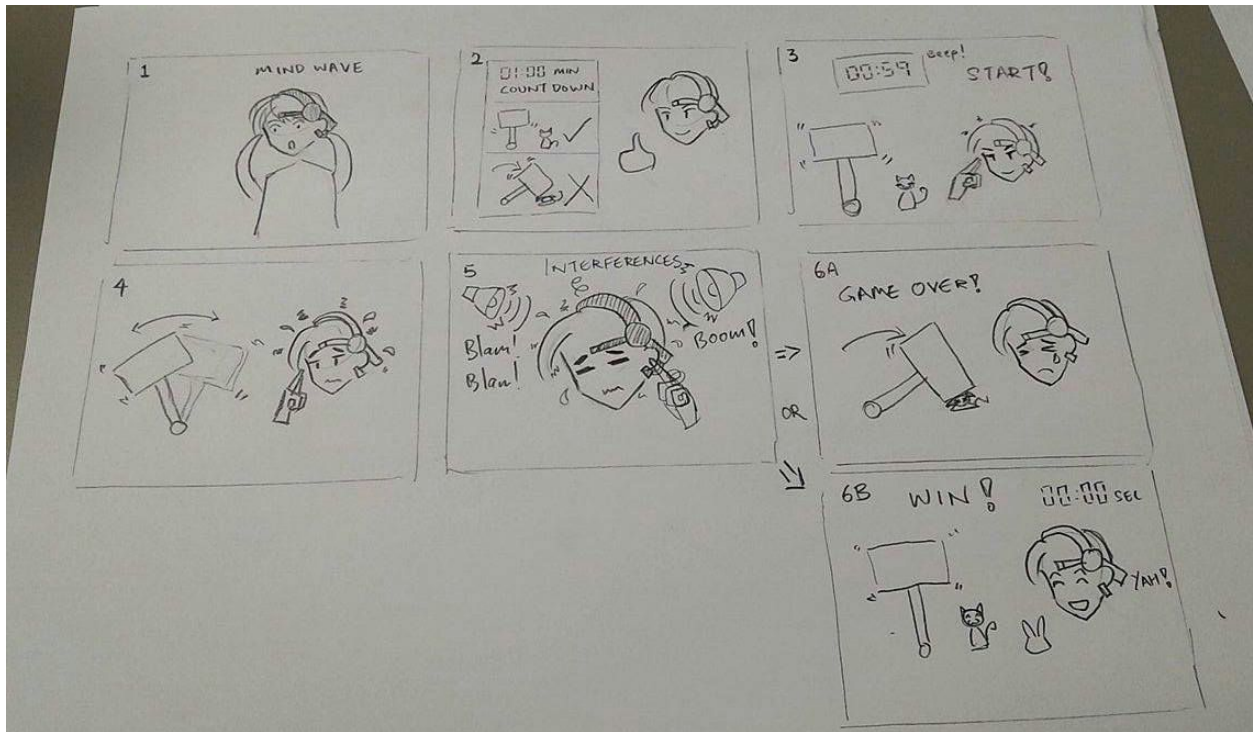


Storyboard



1. Participant puts on the MindWave
2. Simple instructions about the game
3. Game starts with countdown timer
4. Hammer sways as participant attempt to control Attention
5. Interferences causes participant to lose concentration
6. (a) Hammer falls and object gets destroyed. Game Over
 OR
 (b) Participants manages to concentrate till timer runs out. Win