* Intro (50 words)
* Reflection to design brief as well user personas (150 words)
* Research conducted into interactive narratives as well as bees (400 words)
  + Gamification & emotional responses (mobile game)
  + Game research into interactive narratives
  + Readings/videos of interactive narratives
  + Bee research
* Design process and how I came to this final high-fi prototype – the next step (technical prototype) (300 words)
  + **Link to prototype**
  + Twine development **(images of branches and link to site)**
* Conclusion (50 words)