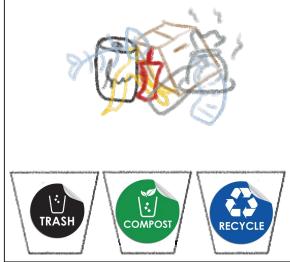


Name

Date

Game 2
Persuasion: Environment (organize trash)

Time 1:00



Time 0:10

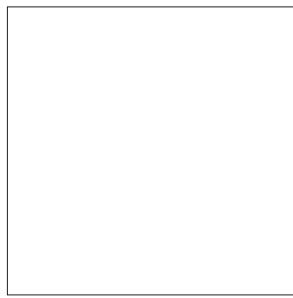


Time: 0:00



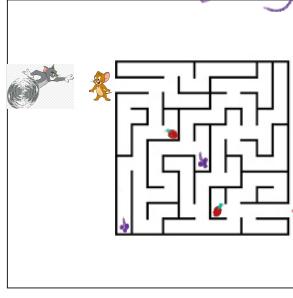
Notes

- Time Component: running out of time
- Organize all the trash before time runs out
- Levels
- Level 1: 2 trash cans
- Level 2: 3 trash cans
- Level 3: More trash



Notes

Game: Tom & Jerry

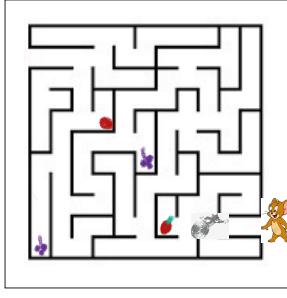


if caught



Notes

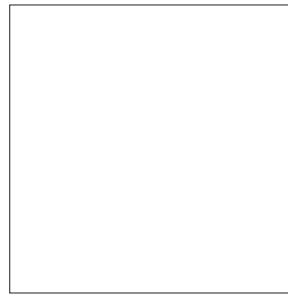
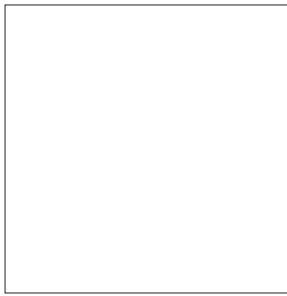
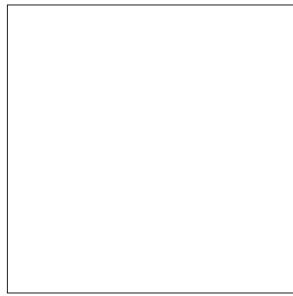
- * Speeds up with food
- * mouse led by user
- * grid system
- * ↑↓←→ keys
- * visuals/colors



Not caught

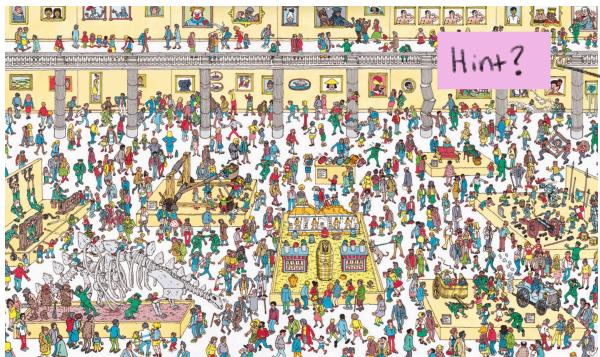


Notes

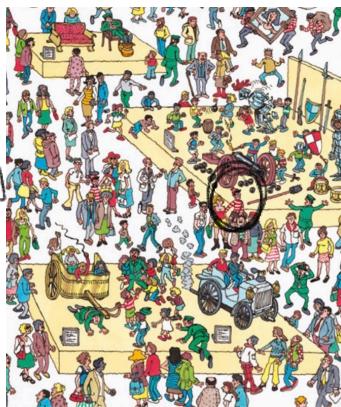
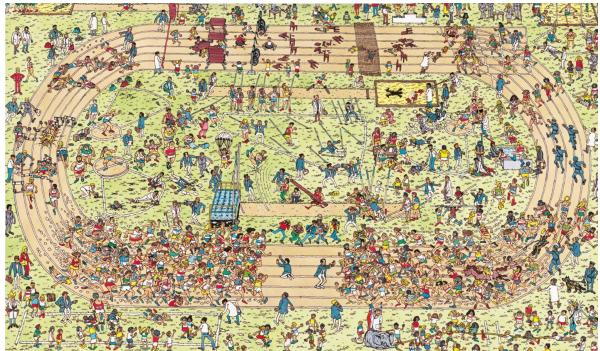


Notes

Where's Waldo?



Hint?



After winning level
You found me!



- * Hint zooms in on specific area
- * more features?