**Second game animation:**

Happens right after user clicks next button from 1st game end.

**Image**: guy grabbing fish out of water holding a plastic bag, with crab looking on

**Image**: Him walking away, with crab chasing him from the other end of the dock. Crab is obviously upset.

**Instructions Screen (Abraham will make):**

Title top, “the crab needs your help to save his fish friend!.”

Controls explained somewhere,

Repeating animation in a corner that makes the gameplay clear.

**Third Game animation:**

Right after user clicks next from end of second game

**Image:** Human saying to crab, “I’m sorry, I didn’t know..(etc)

**Image:** Same scene, crab says to human “You can help by…etc..we’ll get pollution to the top, you skim it off”

**Image:** human: “okay”

Instruction screen (Abraham will do)

3 steps, with animation on each, user clicks next to show they understand.