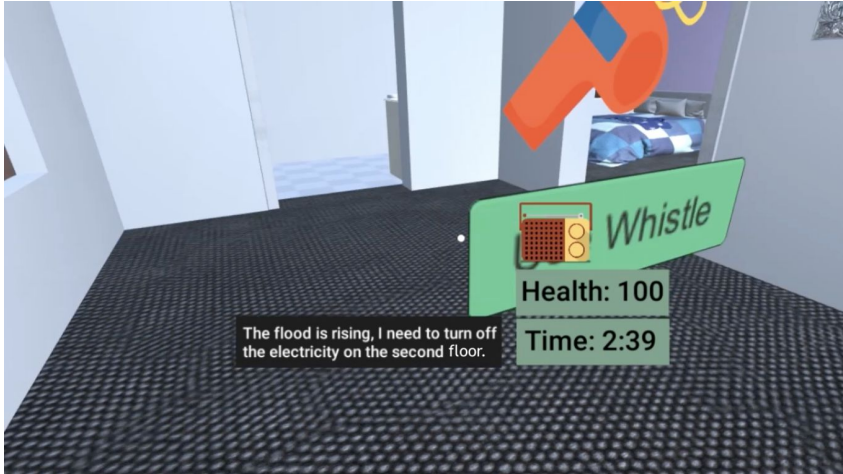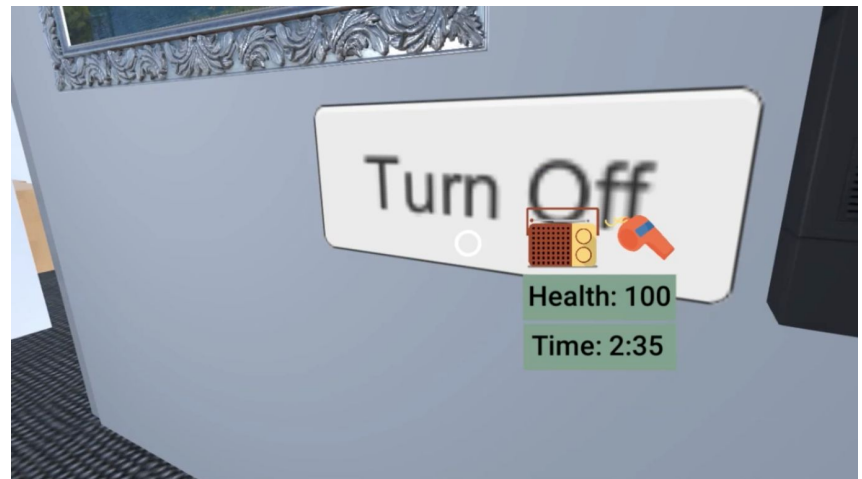**Overview:**
- A 3-minute sample simulation where the player survives and gets rescued
- Includes sound effects, specified in their corresponding storyboard
- Soft, male, conversational-toned voice over using Filipino language

Screen Name	Screen #	Screen Design / Display
Scenario2_Play1	1	
On Screen Elements		
- Text - Health: 100 - Time: 3:00 - Oh no, the flood has entered the house - Visuals - First floor on the house - Audio - Raining sound effect - Voice over - Animation - Floodwater enters		
Narration		
"Nako! Pumasok na yung baha sa bahay. "		
Notes		
- Display subtitle on voice over cue - Raining sound effect on play - Play voice over when flood animation starts		

Screen Name	Screen #	Screen Design / Display
Scenario2_Play2	2	

On Screen Elements

- Text
  - Health: 100
  - Time: 3:54
  - Will I be able to use this?
- Visuals
  - First floor on the house
- Audio
  - Raining sound effect
  - Voice over
- Animation
  - Backpack and Gobag button disappears after clicking "Get GoBag" button
- Interactive Components
  - Get GoBag Button

Narration

"Magagamit ko kaya ito? "

Notes

- Display subtitle on voice over cue
- Raining sound effect on play
- Play voice over when user gets near the backpack

Screen Name	Screen #	Screen Design / Display
Scenario2_Play3	3	

On Screen Elements

- Text
  - Health: 100
  - Time: 2:45
- Visuals
  - Staircase area of the house
- Audio
  - Raining sound effect
- Animation
  - Radio button appears on the second floor when user clicks GoBag button
  - Whistle button appears on the second floor when user clicks GoBag button
- Interactive Components
  - Use Radio Button
  - Use Whistle Button

Narration

Notes

- Raining sound effect on play

Screen Name	Screen #	Screen Design / Display
Scenario2_Play4	4	

On Screen Elements

- Text
  - Health: 100
  - Time: 2:39
  - The flood is rising. I need to turn off the electricity on the second floor.
- Visuals
  - Second floor of the house
  - Radio icon is displayed above Health
- Audio
  - Raining sound effect
  - Voice over
- Animation
  - Radio and button disappears when Radio Button is clicked
  - Whistle and button disappears when Whistle Button is clicked
  - Flood water rising in the first floor
- Interactive Components
  - Use Radio Button
  - Use Whistle Button

Narration

"Tumataas yung baka. Kailangan kong patayin yung kuryente sa ikalawang palapag."

Notes

- Display subtitle on voice over cue
- Raining sound effect on play
- Play voice over when flood animation starts/rises

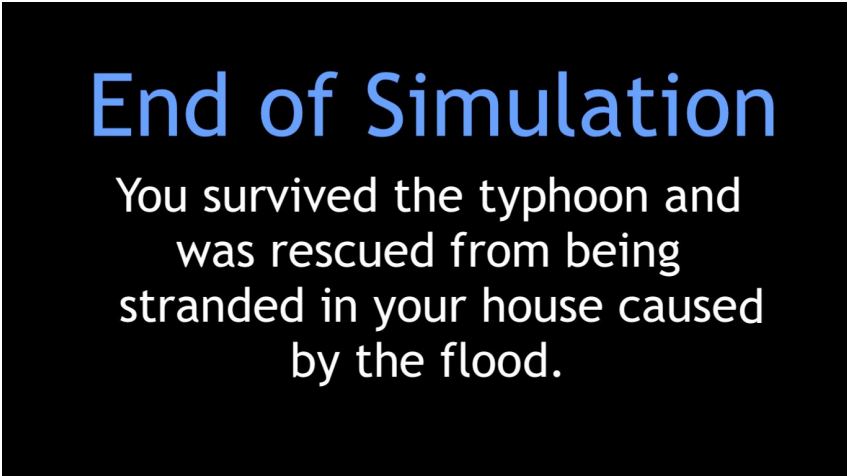| Screen Name	Screen #	Screen Design / Display
Scenario2_Play5	5	

On Screen Elements

- Text
  - Health: 100
  - Time: 2:35
- Visuals
  - Electric switch on the second floor of the house
  - Radio icon is displayed above Health, on the left side
  - Whistle icon is displayed above health, on the right side of radio icon
- Audio
  - Raining sound effect
  - Electric switch sound effect
- Animation
  - Turn Off button disappears when clicked
  - Dim light in the simulation when Turn Off button is clicked
  - Flood water rising in the first floor
- Interactive Components
  - Turn Off Button

Narration

Notes

- Raining sound effect on play
- Play electric switch sound effect on button click
- Play light animation on button click

Screen Name	Screen #	Screen Design / Display
Scenario2_Play6	6	

On Screen Elements

- Text
  - Health: 100
  - Time: 1:53
  - The flood is rising. I need to turn off the electricity on the second floor.
- Visuals
  - Staircase area going down the first floor
  - Radio icon is displayed above Health, on the left side
  - Whistle icon is displayed above health, on the right side of radio icon
- Audio
  - Raining sound effect
- Animation
  - Flood water rising in the first floor

Narration

Notes

- Raining sound effect on play

Screen Name	Screen #	Screen Design / Display
Scenario2_Play7	7	

On Screen Elements

- Text
  - Health: 100
  - Time: 1:16
  - A public service announcement
  - Rescue teams have started roaming around to flee those who are stranded.
  - Be alert and call their attention in case you need help. Thank you.
- Visuals
  - Outside view in one of the bedrooms
  - Whistle icon is displayed above health
- Audio
  - Raining sound effect
  - Voice over
- Animation
  - Rescue boat moving

Narration

"Isang public service announcement. Nagsimula nang maglibot ang mga rescue teams upang mailikas ang mga kababayan nating stranded sa kani-kanilang tahanan. Maging alerto at senyasan sila sakaling kayo ay nasa piligro. Maraming salamat po."

Notes

- Raining sound effect on play
- Display subtitle on voice over cue
- Play voice over when rescue boat animation plays
- Radio icon disappears when voice over plays

Screen Name	Screen #	Screen Design / Display
Scenario2_Play8	8	

On Screen Elements

- Text
    - Health: 100
    - Time: 1:16
- Visuals
    - Outside view in one of the bedrooms
- Audio
    - Raining sound effect
    - Whistle sound effect
- Animation
    - Rescue boat moving towards the house

Narration

Notes

- Raining sound effect on play
- Display subtitle on voice over cue
- Play voice over when rescue boat animation plays
- Whistle icon disappears when whistle sound effect plays

Screen Name	Screen #	Screen Design / Display
Scenario2_Play9	9	

On Screen Elements

- Visuals
  - On a rescue boat
- Audio
  - Raining sound effect
- Animation
  - Rescue boat moving away from the house

Narration

Notes

- Raining sound effect on play
- Play rescue boat animation when camera view changes

Screen Name	Screen #	Screen Design / Display
Scenario2_Play10	10	
On Screen Elements		**End of Simulation**
- Text - End of Simulation - You survived the typhoon and was rescued from being stranded in your house caused by the flood.		You survived the typhoon and was rescued from being stranded in your house caused by the flood.
Narration		
Notes		
Assessment message depends on what happened in the simulation		