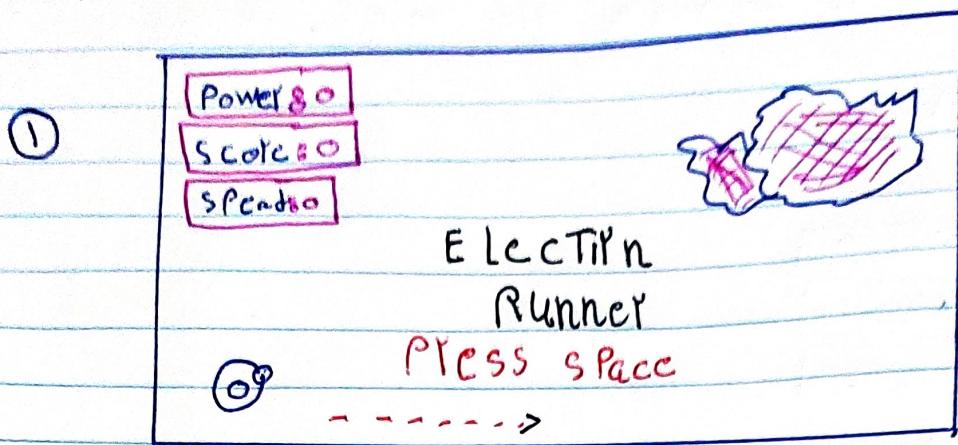
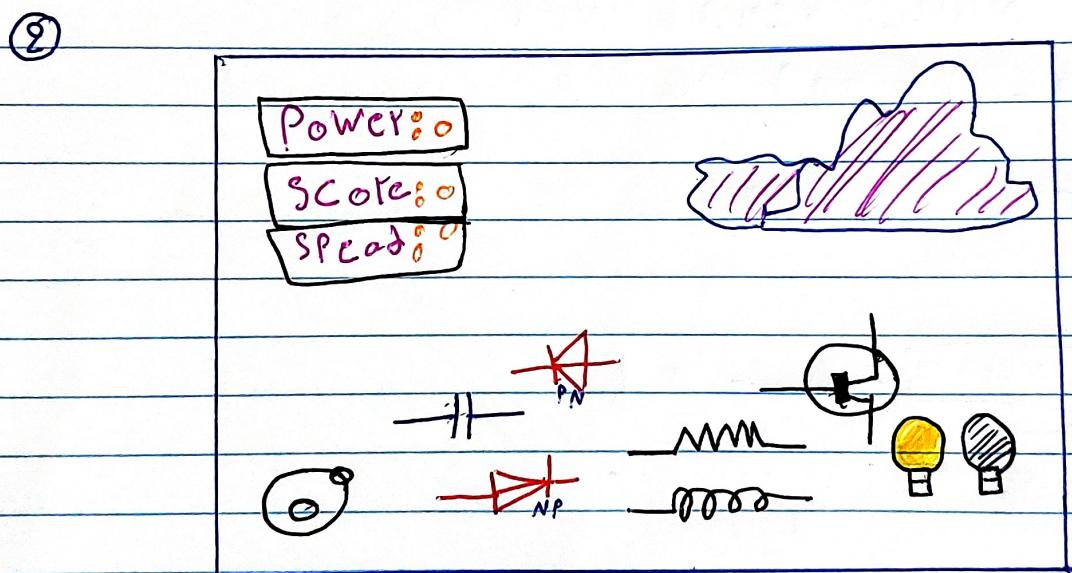


Storyboarding:-

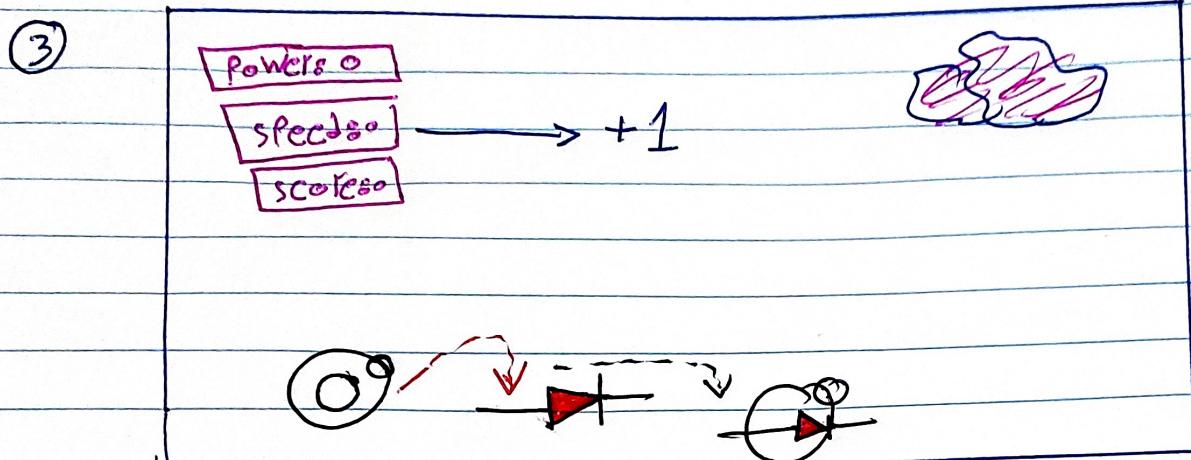


This is the main screen (start) → character
the main character is electron [hydrogen atom]



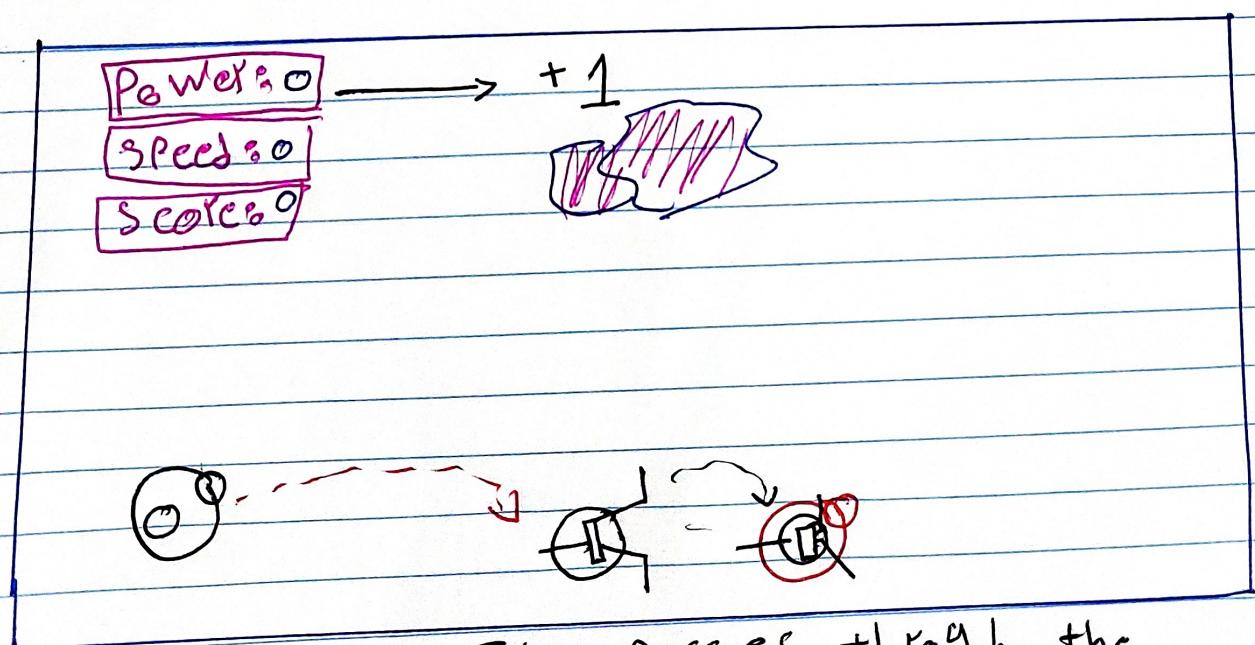
The rest of the characters in the game
have different [[characteristics]]

The electron begins its journey in search of stability



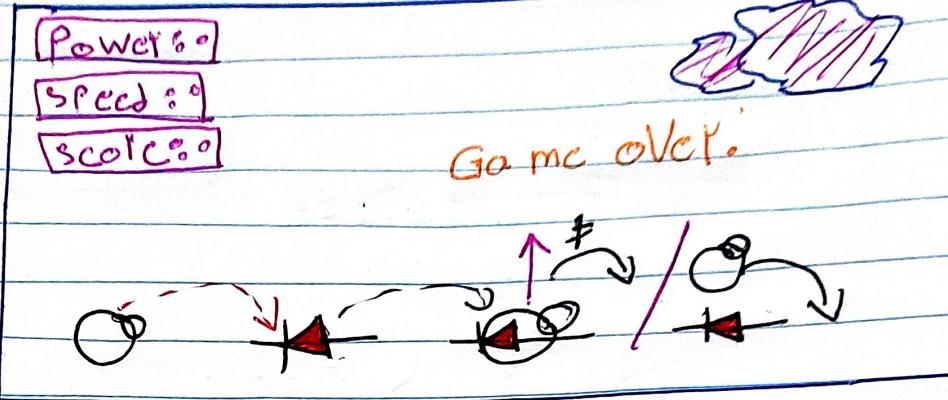
This journey begins with obstacles and different characters and one of them is (PN Diode)

is the speed increases it when passes through it.



When an electron passes through the Transistor increases by one (the power)

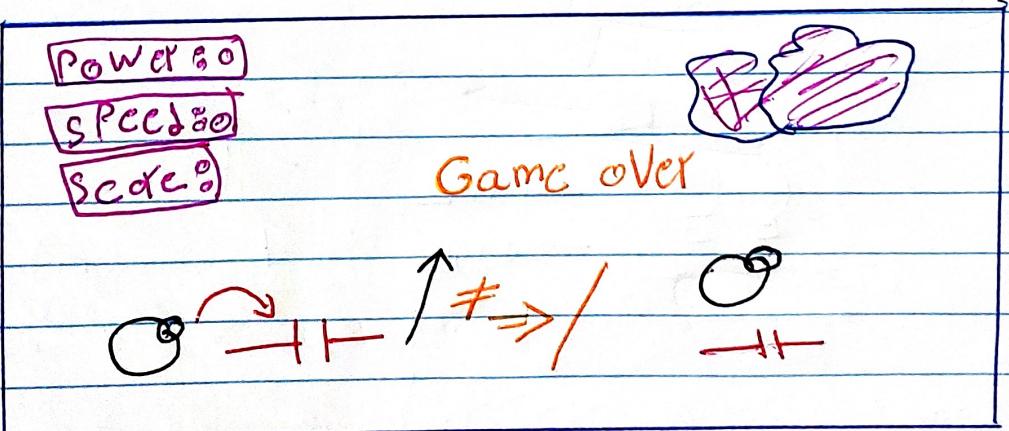
5



An electron if one of the obstacles that electron HC will glide over is NP Diode

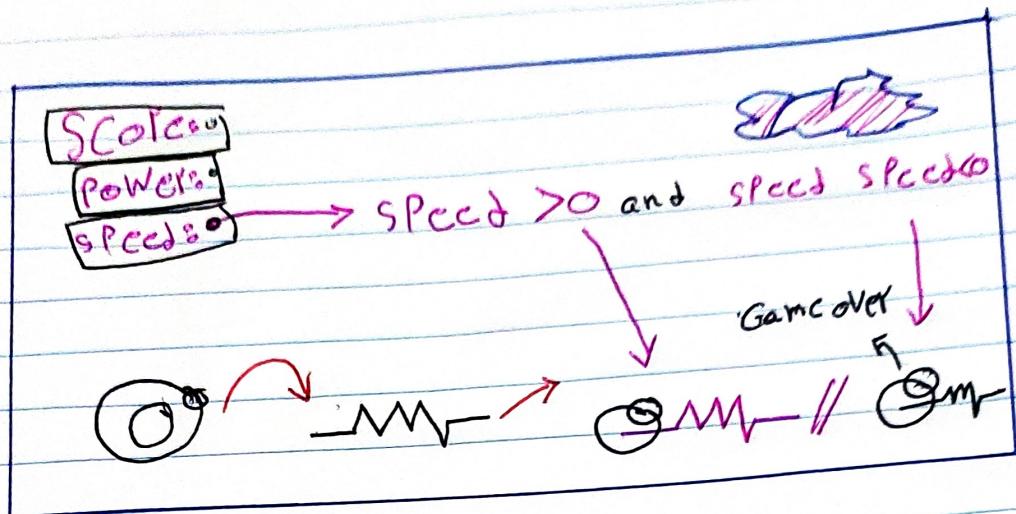
If he does not avoid the electron, he will lose the game. // HC must jump in order not to die.

6



the same conditions that apply to (NP Diode)
apply to capacitor.

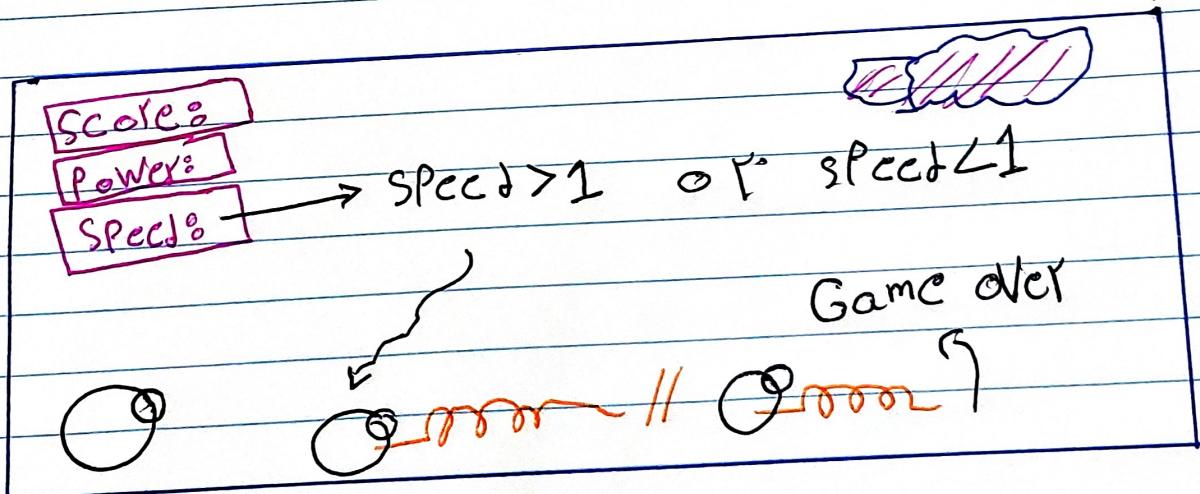
7



The electron faces the ((Transistor)) the evil character that we must avoid → ↓

by jumping or // He loses to no speed point.

8

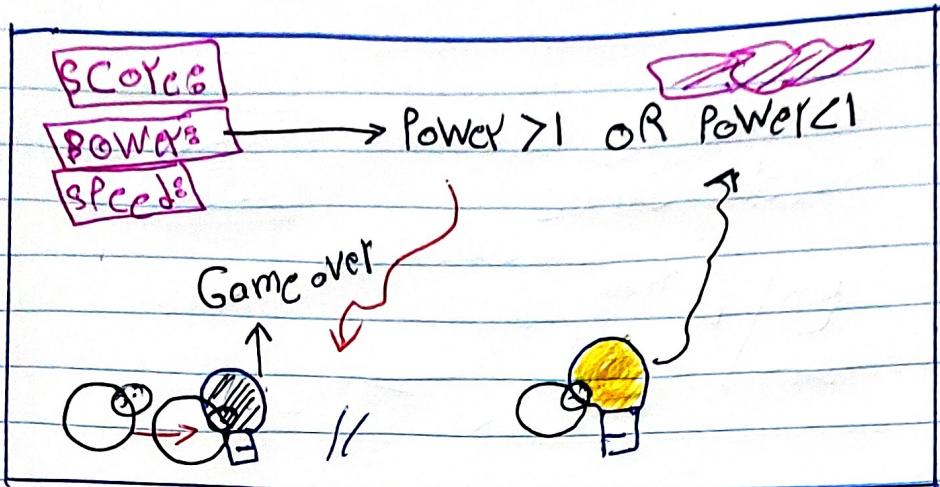


It also encounters an electron during its path

((the inductor)) He is an evil character

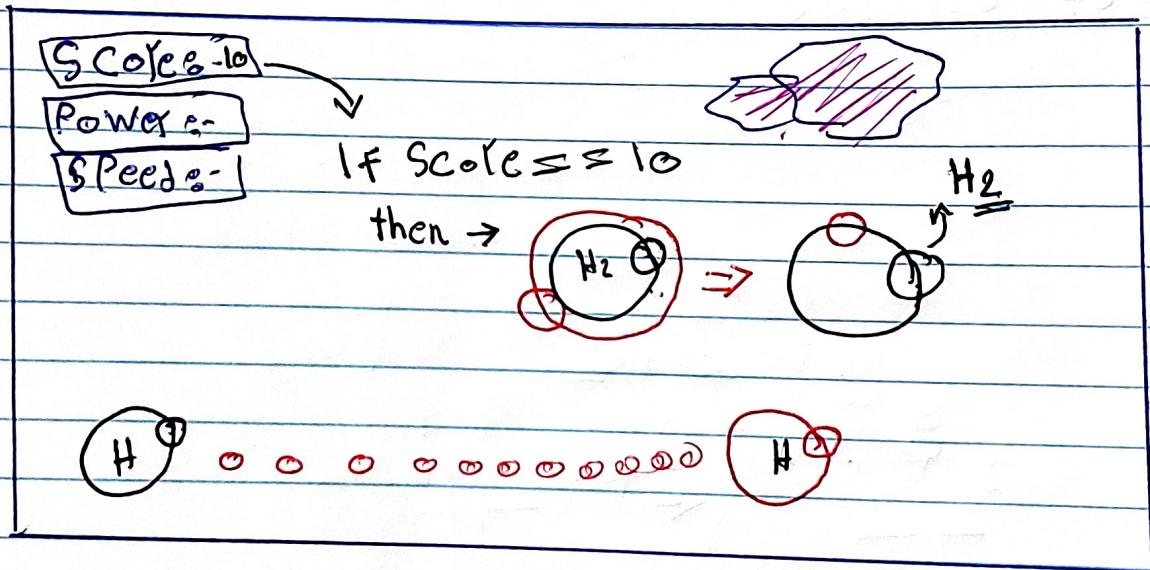
who want to lose the electron.

9



One of the characters you will encounter is Lamb / (On/off)

10



When the score becomes 10 the electron takes over the ability to shoot lead at another hydrogen atom and fuse it.

Winner :- →