

GAMIFICATION OF A PREHISTORIC VILLAGE

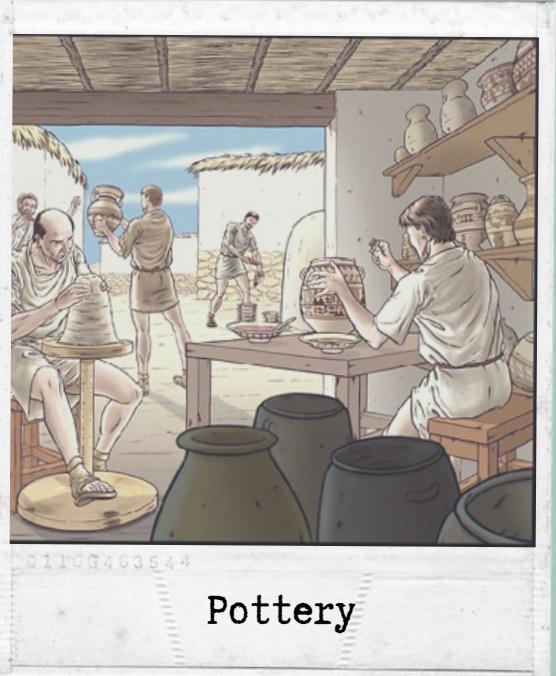
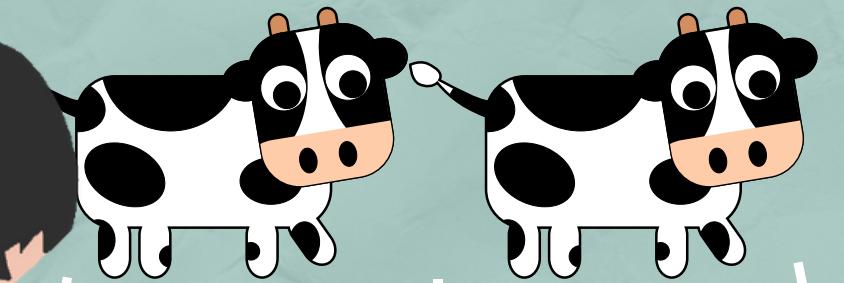
START

GAME I

GAME II

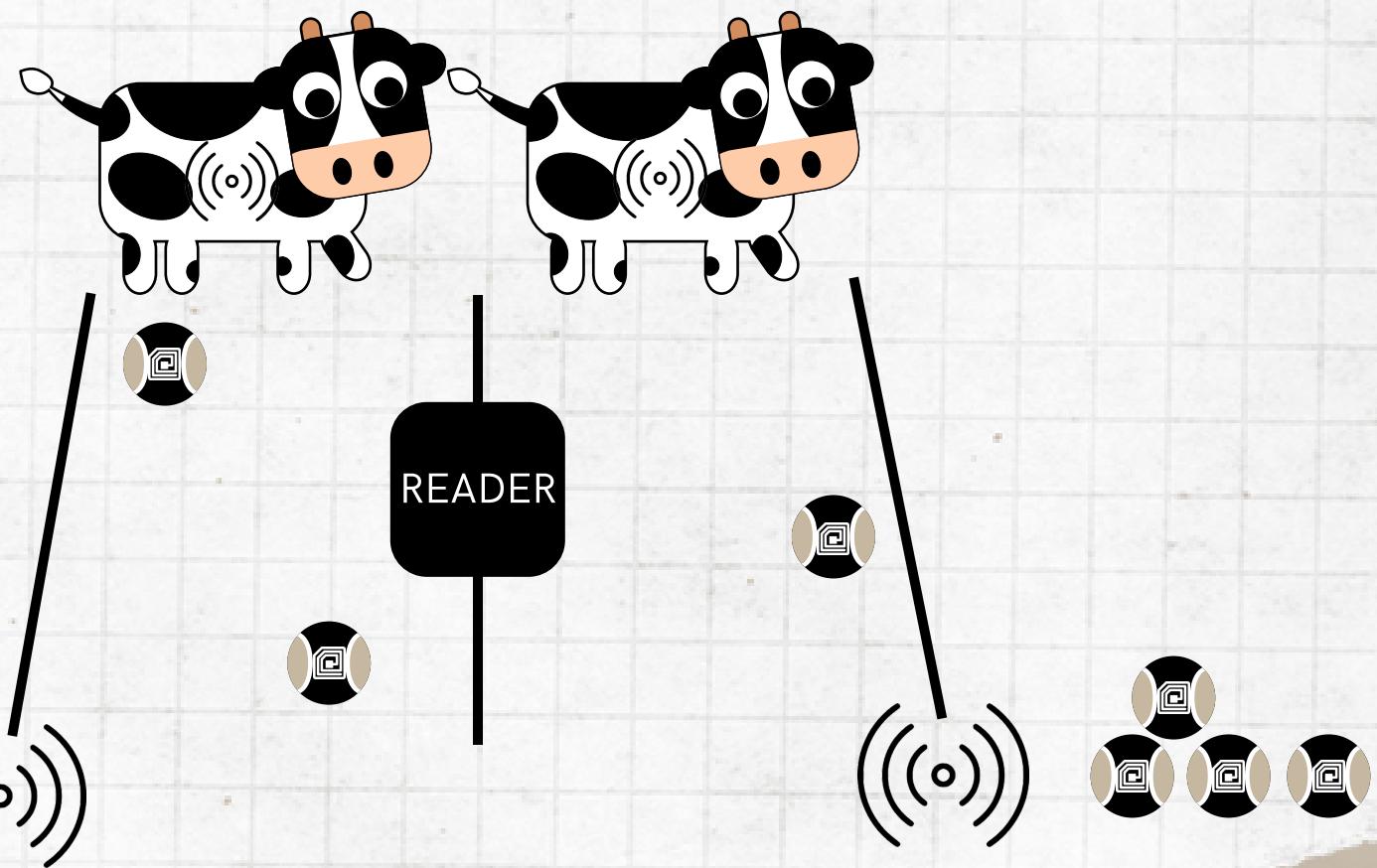


Sling



Pottery





4 ANTENNAS



1 READER



10 BALLS

DEMO

