**Interaction Prototype**

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**Movement Choice:** Smooth/Continuous Locomotion

The game takes place in a small arcade room. No need for teleportation. Use of continuous move and turn providers.

**Interaction 1:** Claw Machine

A screenshot of a video game

Description automatically generated

**Interaction 2:** Arcade Shooter

A video game screen with a black screen and a red object

Description automatically generated

**Interaction 3:** Big Wheel

A screenshot of a game

Description automatically generated