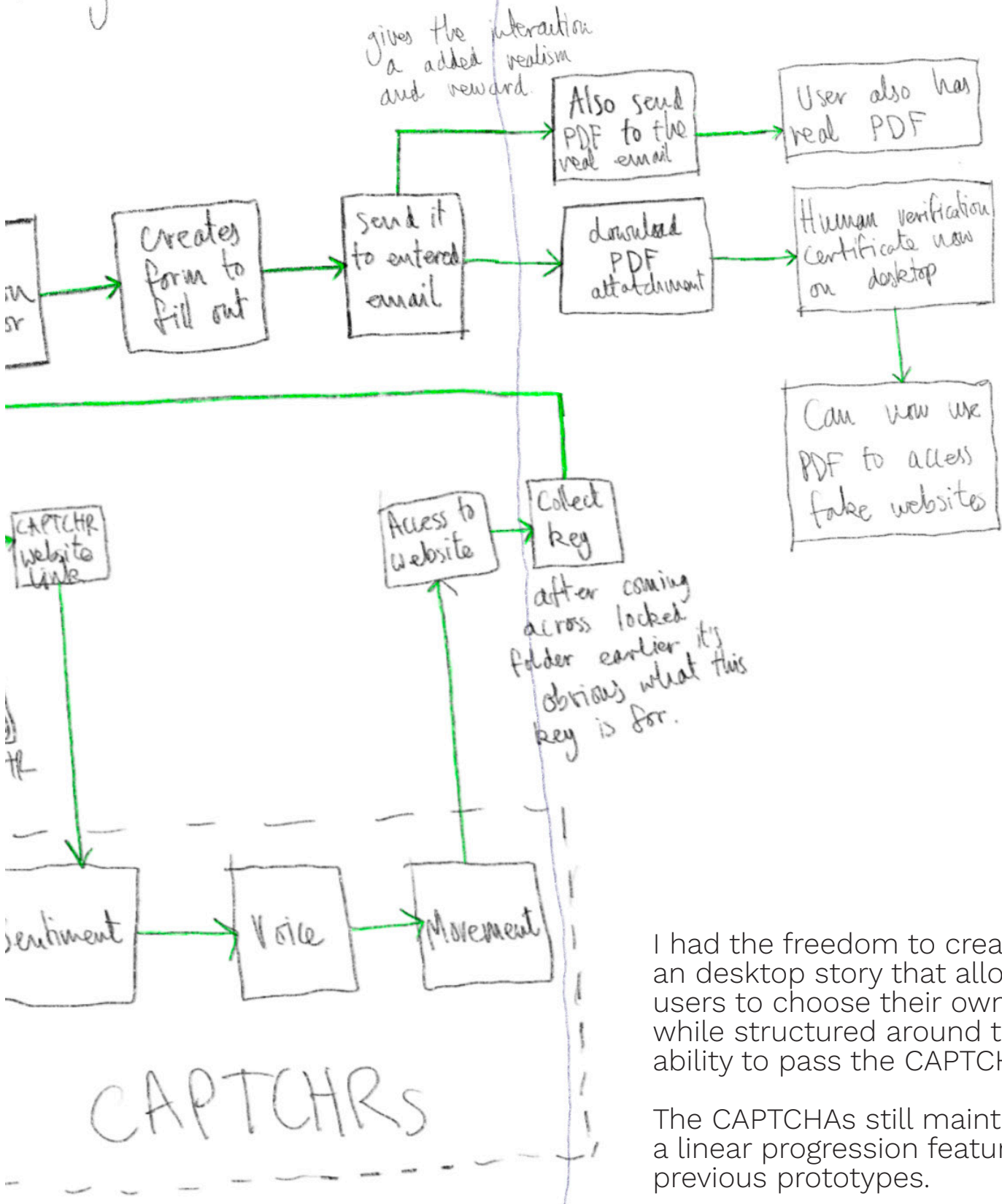


ction design with

Reward



I had the freedom to create an desktop story that allowed users to choose their own path while structured around their ability to pass the CAPTCHAS.

The CAPTCHAS still maintained a linear progression featured in previous prototypes.