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| Scene 4: Main game scene  This is the main scene of the game. In the real implementation, the C-Train grid will be laid out to mimic the actual interior of a C-Train with separate sections for seats and other unique areas. These areas will be different colors, and will match the optimal passengers to be placed on those sections. The user will drag and drop the passengers into the desired location, and will be able to re-arrange any new pieces until either the timer runs out or ‘Closing doors’ is selected (both of which will jump the user to Scene 5, or the transition page). When either of those two conditions are met, the passengers placed will lock in place and will be unable to be moved by the user afterwards. The new passengers will be randomly generated at each station.  Easier difficulties will generate simpler placement passengers (e.g. standard passenger) with harder difficulties including more difficult to place passengers (e.g. wheelchairs or bicycles). The score will be updated incrementally as passengers are placed in the optimal positions. Each difficulty will have a default completion time assigned to it, with a longer period on lower difficulty and lower on higher difficulty, and users must endeavor to find the optimal solution for each station (iteration) before time runs out. When the timer hits 0, or when ‘Closing doors’ is selected, the game will switch to the station transition screen and final score for that iteration will be calculated. The intention of the ‘Closing doors’ button is for users who finish their placement with time to spare and are confident in their answer to move on to the next station.  In the background we will have an image of a C-Train car inside, with some standard music. Upon close to stage completion, a sound effect telling passengers to “move away from the doors” will be emitted. |