



## Low-fi Prototypes

Accelerometer  
Mechanics

Menus & Navigation

Game World

Enemies

*Choose a prototype on the left to begin*

Alex approaches a gap that is too wide to jump over.

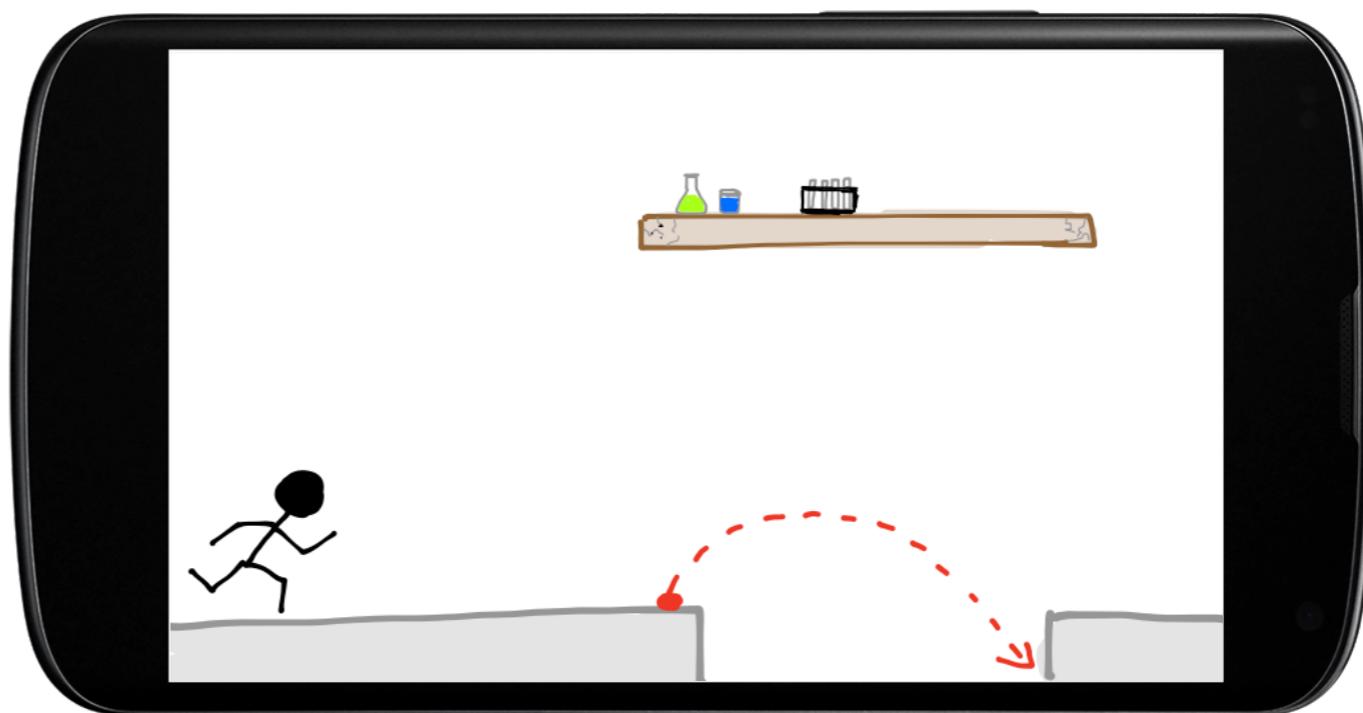
## Low-fi Prototypes

### Accelerometer Mechanics

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Simulate Shaking

## Low-fi Prototypes

### Accelerometer Mechanics

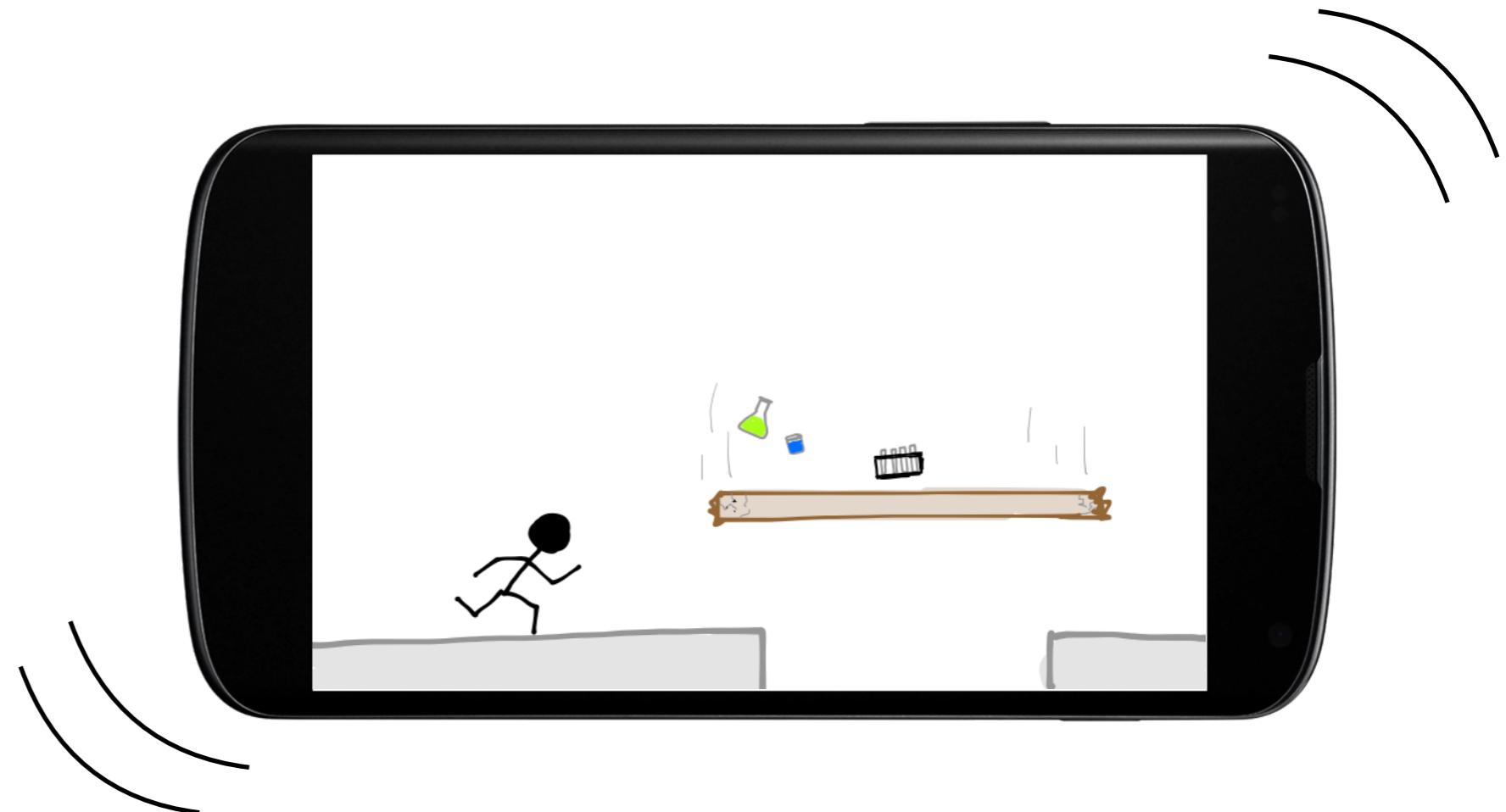
Menus & Navigation

Game World

Enemies

The shelf is a game object that can be manipulated using a shaking action.

It breaks free from the wall and falls to the ground.



Continue

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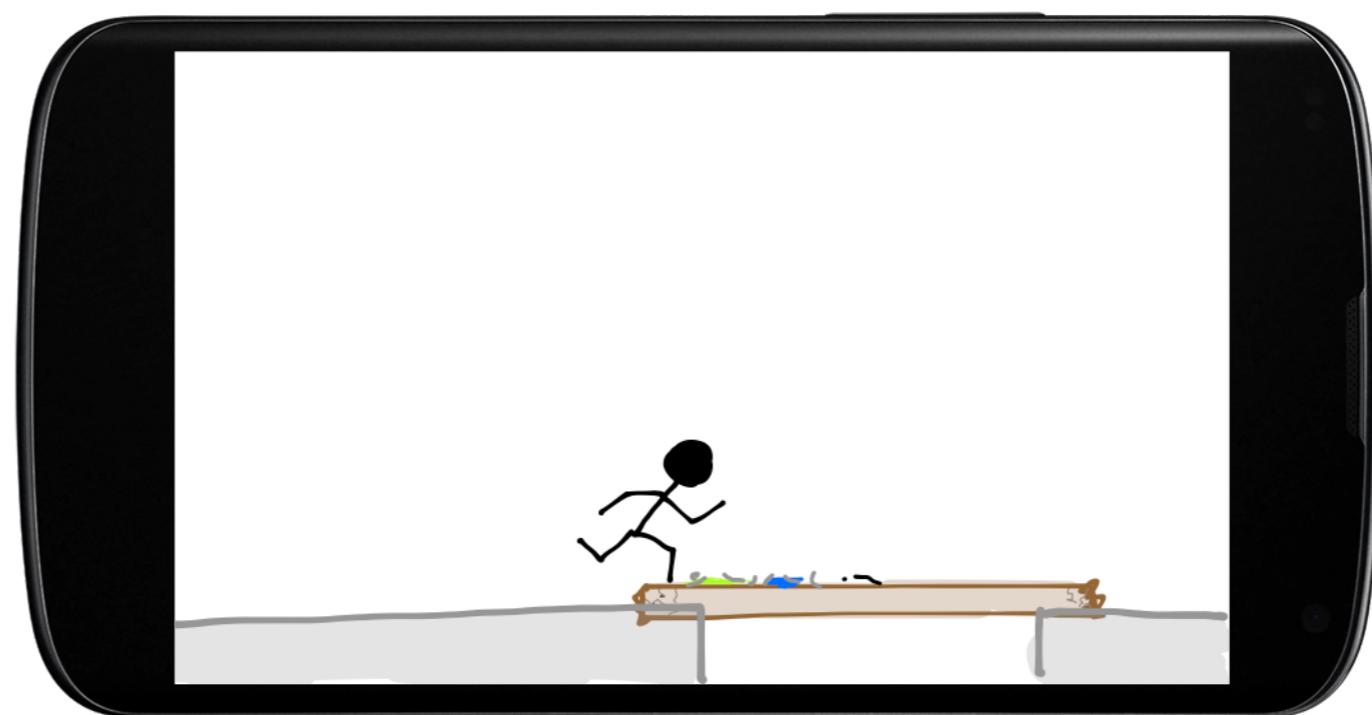
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Alex can now traverse the gap by running across the shelf



Restart

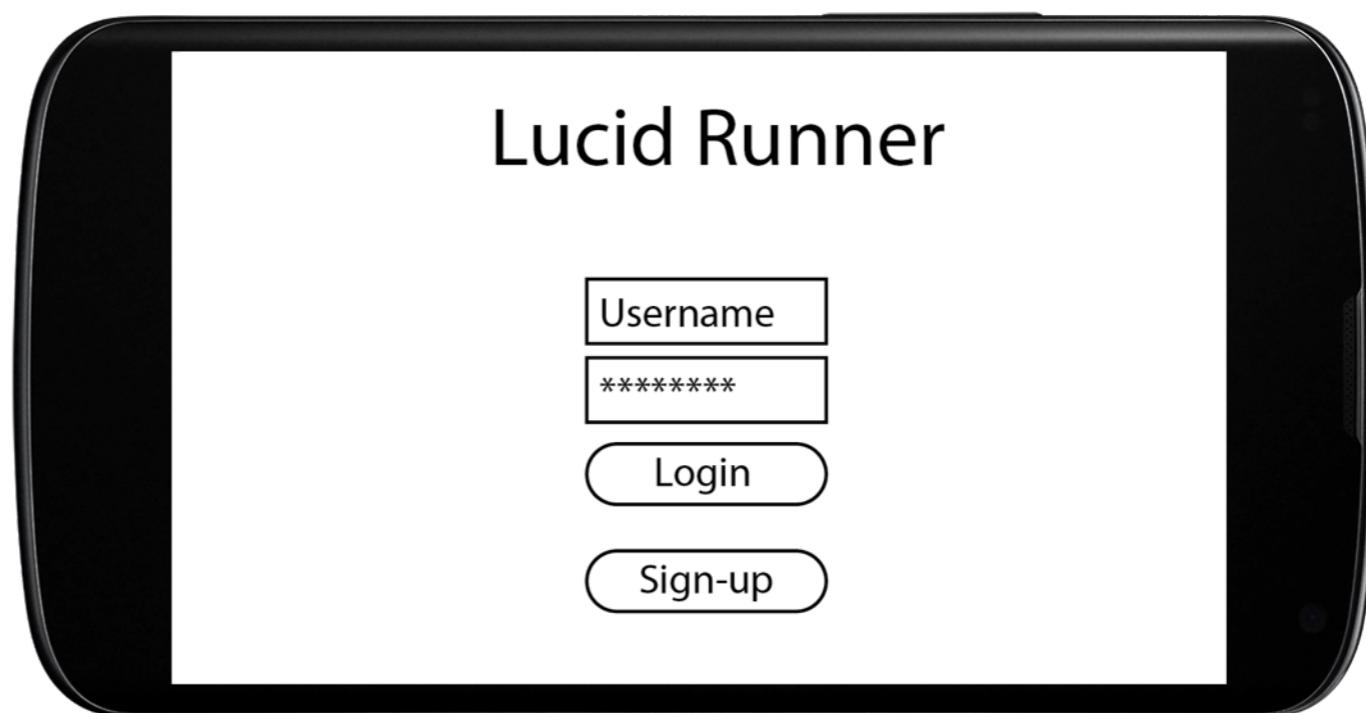
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*The buttons on the screen in this prototype are interactive.*

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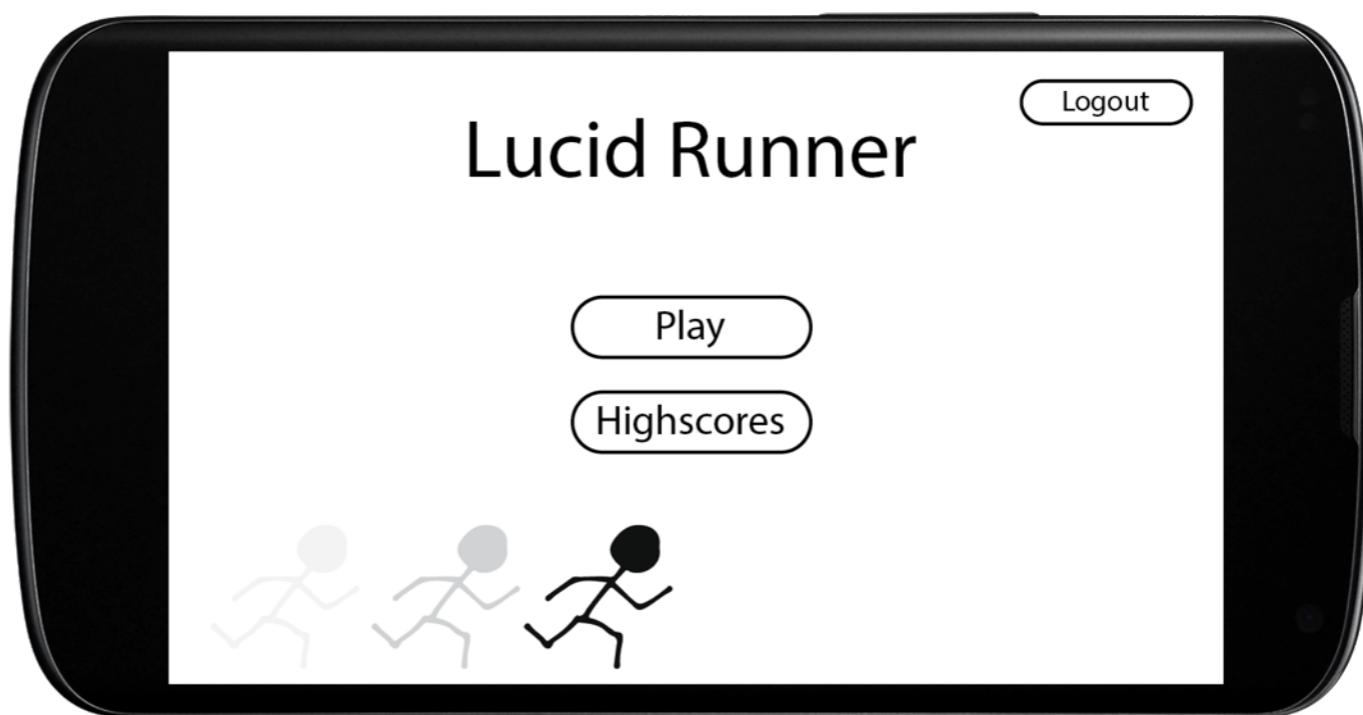
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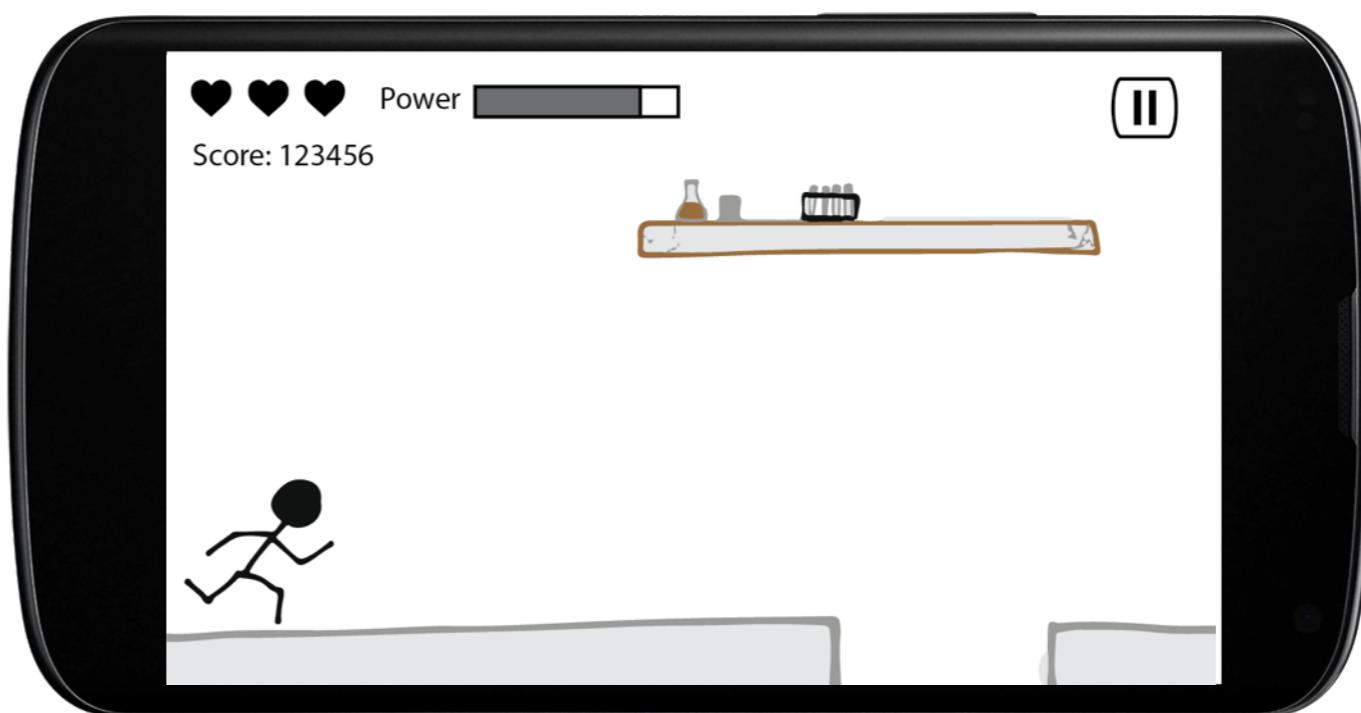
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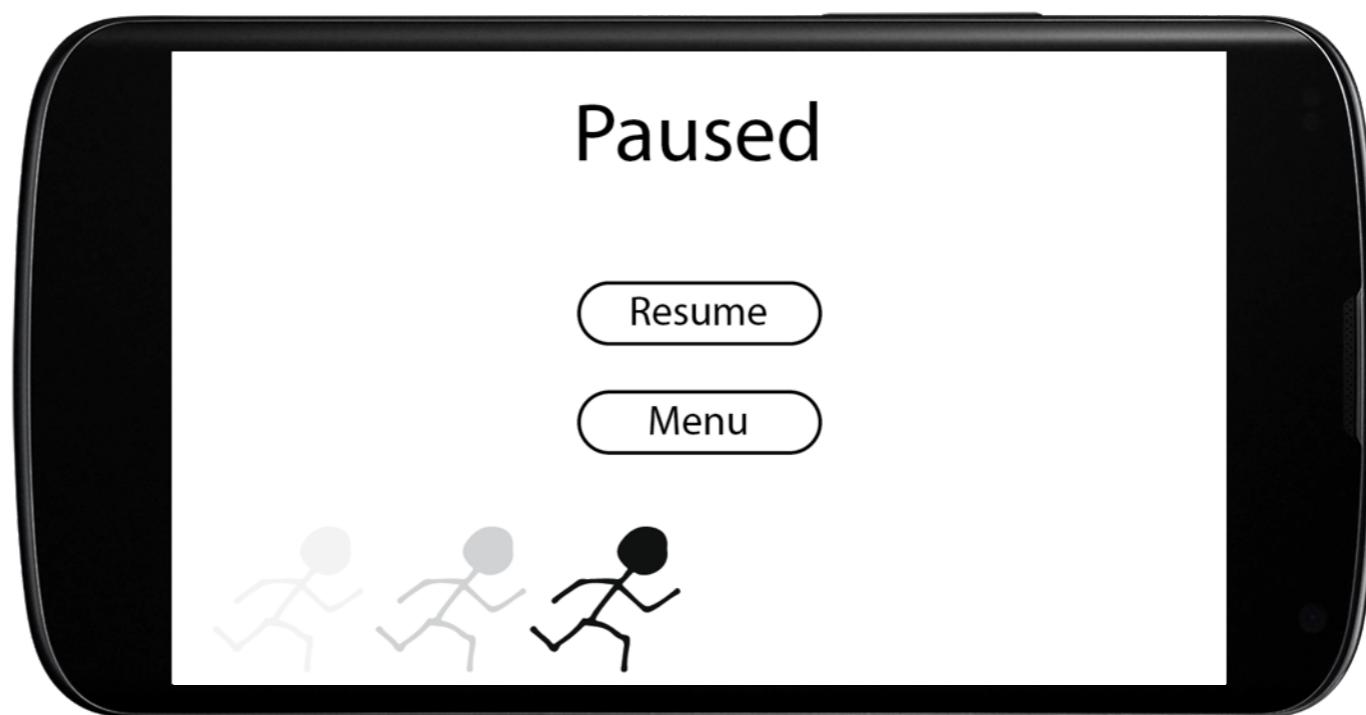
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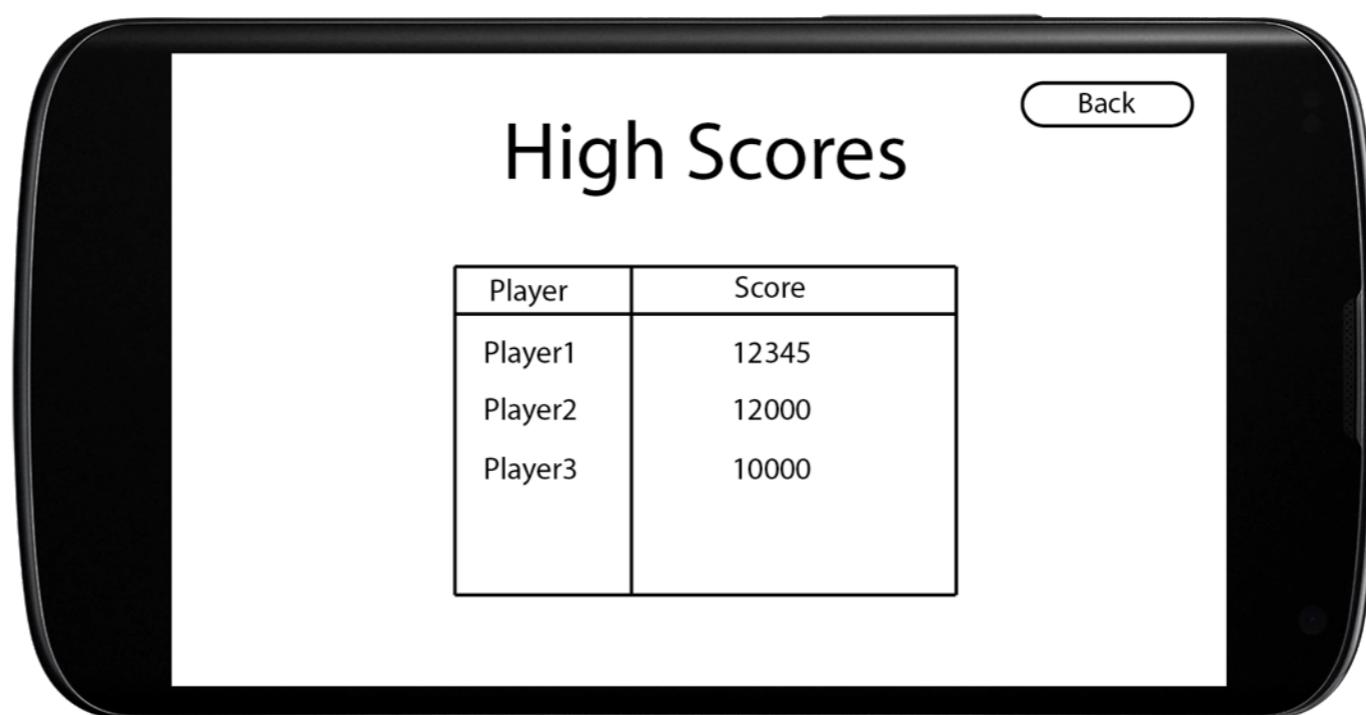
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*The buttons on the screen in this prototype are interactive.*

Alex is running through the “Science” themed level.

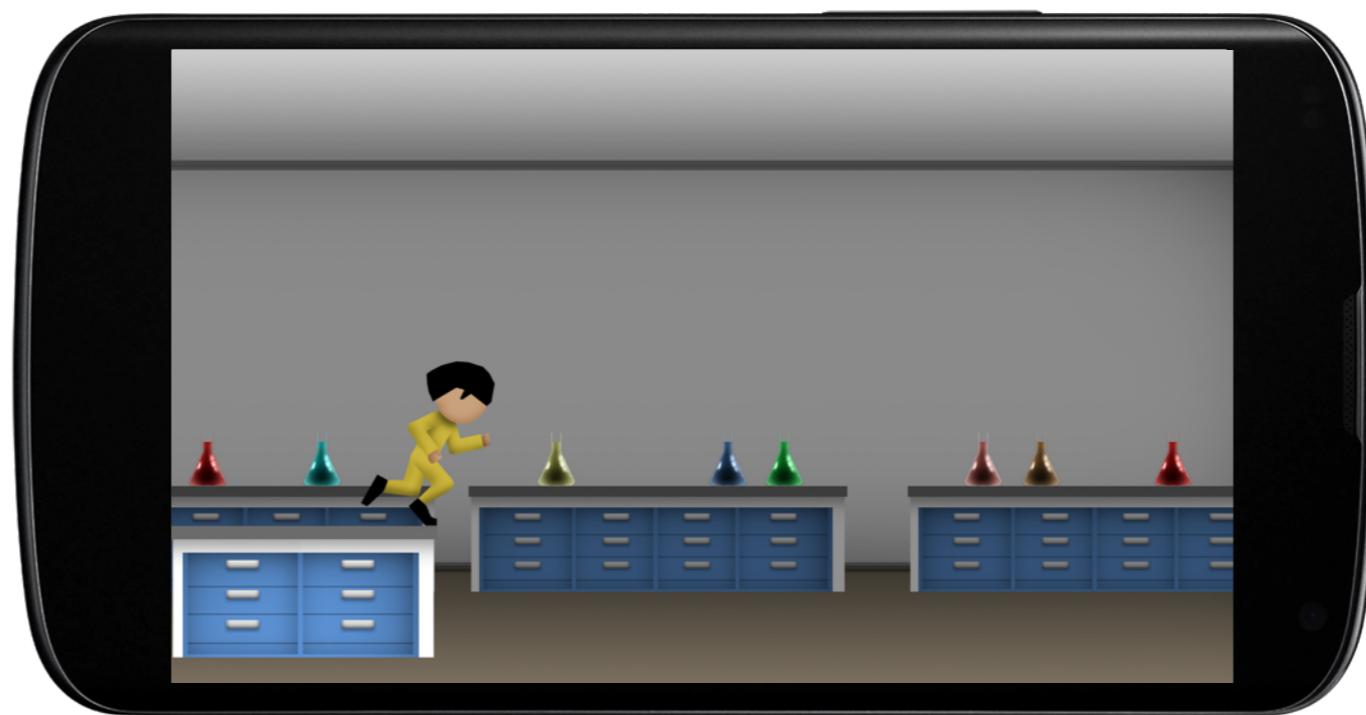
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Continue

Alex has reached the end of the “Science” themed level.

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Continue

Alex has begun the “Art” themed level.

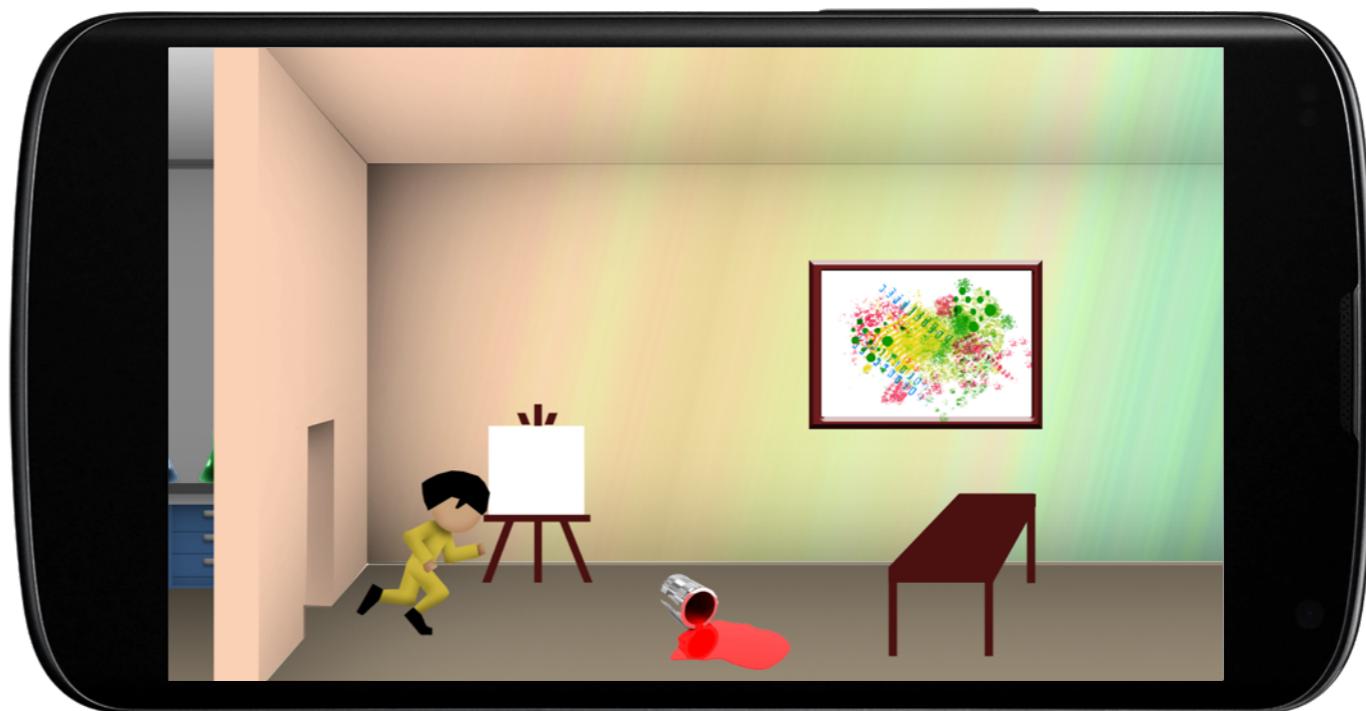
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Restart

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### Enemies

Alex can either jump over or collide with the enemy

Alex approaches a basic enemy



Jump

Collide

(Or tap the screen)

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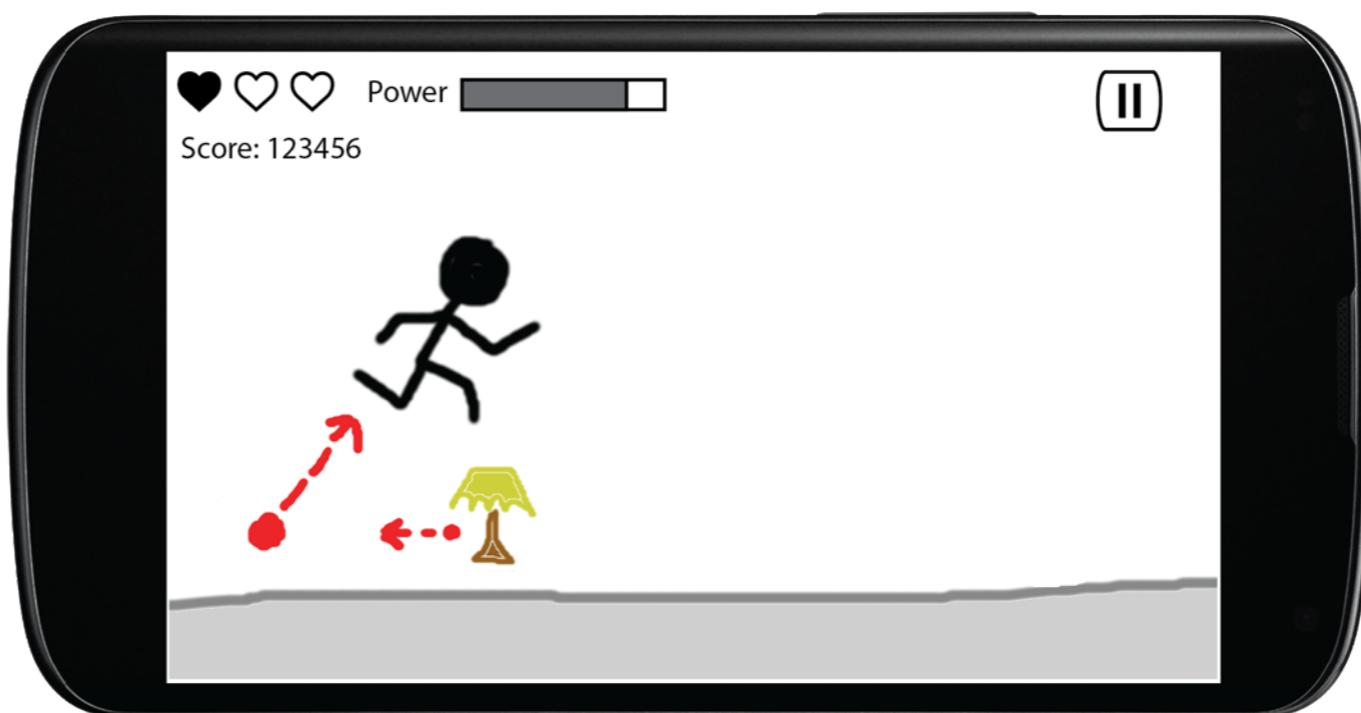
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### Enemies

The enemy passes underneath Alex



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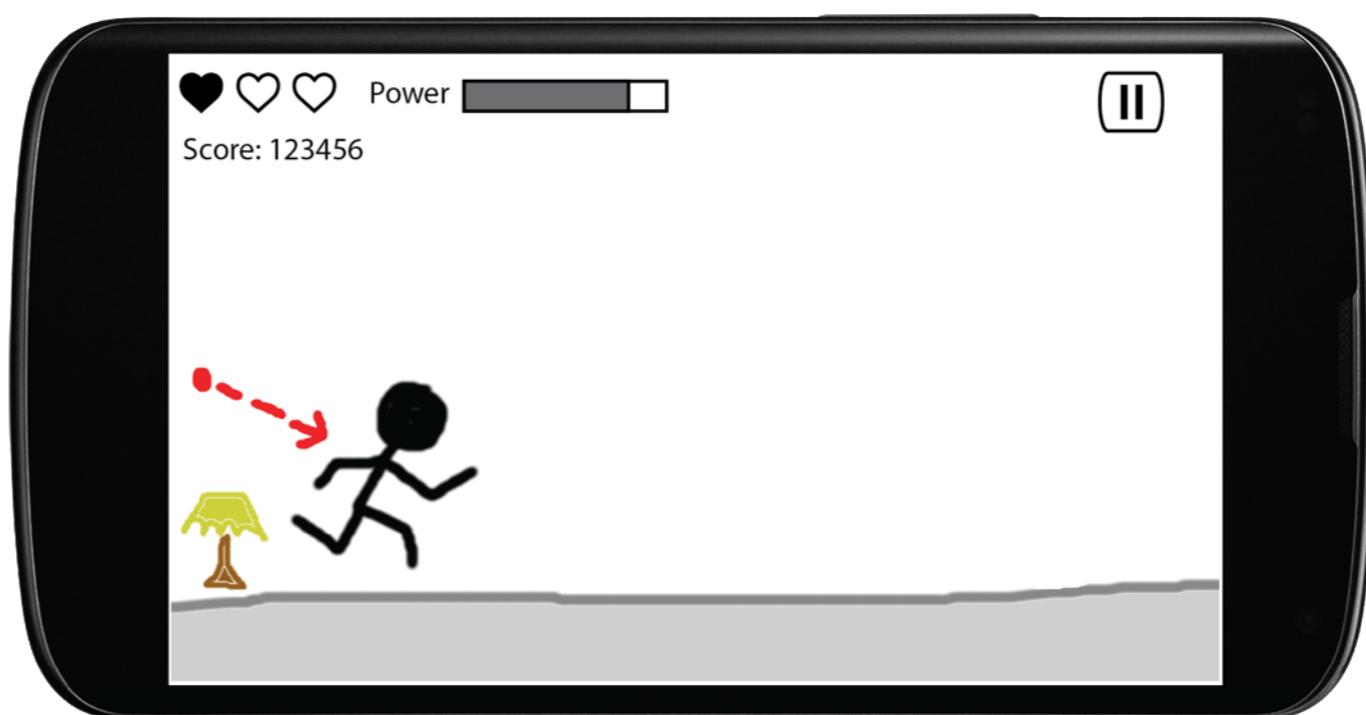
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### Enemies

Alex lands and continues running



Restart

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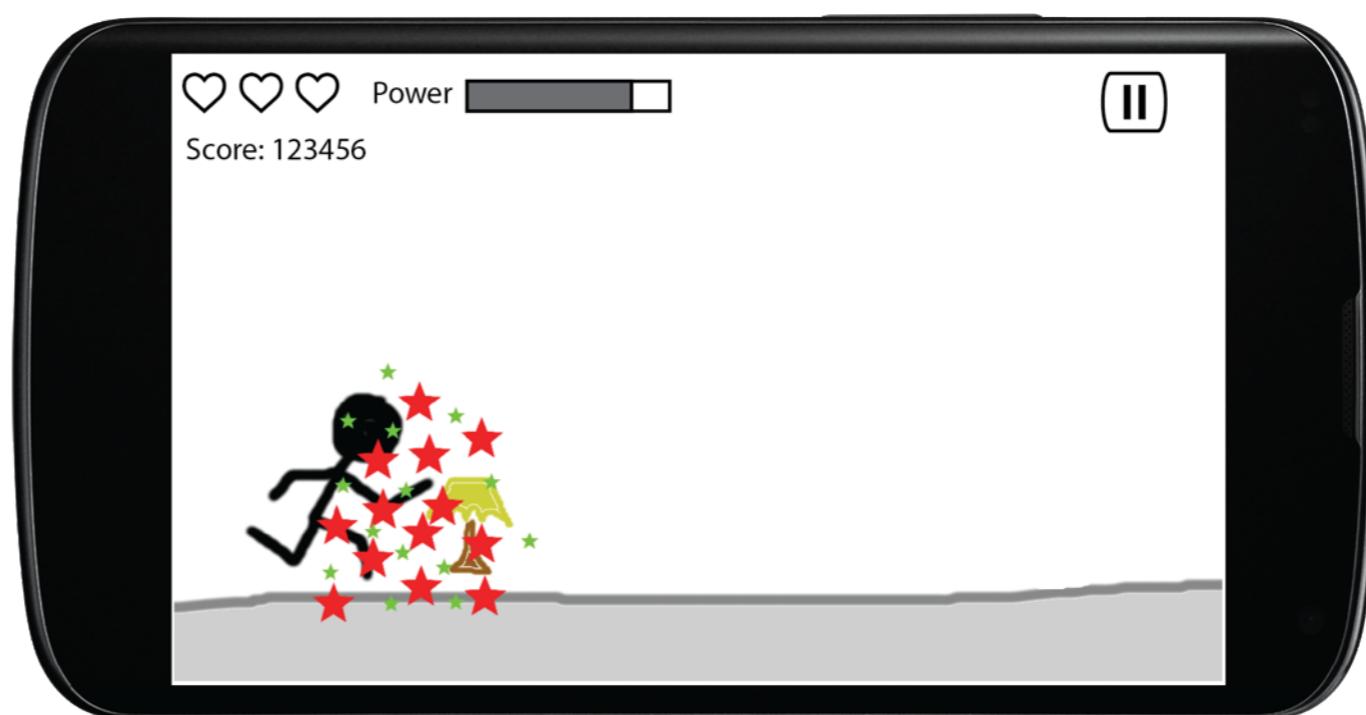
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### Enemies

Alex runs straight into the enemy and a visual cue is displayed



Continue

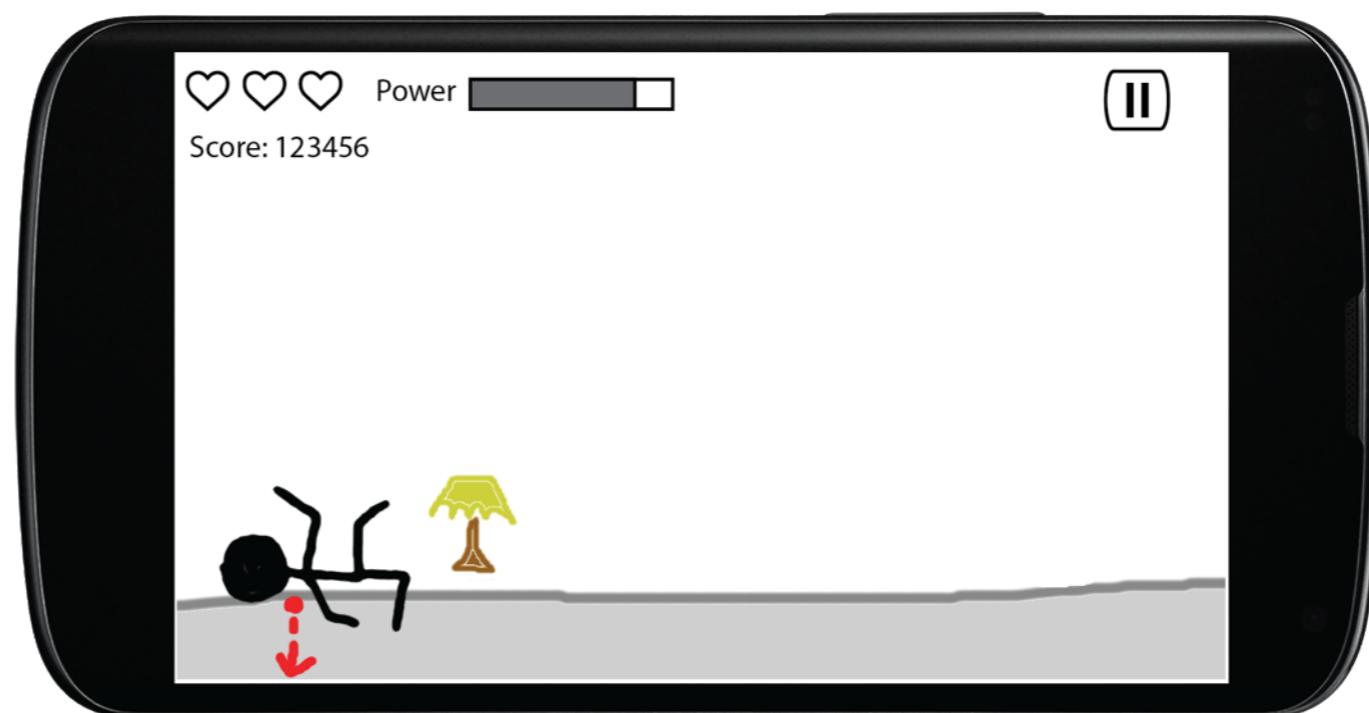
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**Enemies**



Restart