Shadowspect Hints and Score

1. If game used for formative assessment then we need limit the help/hints
2. If game is also use for investigating creativity when different object can used to the solve the puzzle then master solution then we need to capture that.

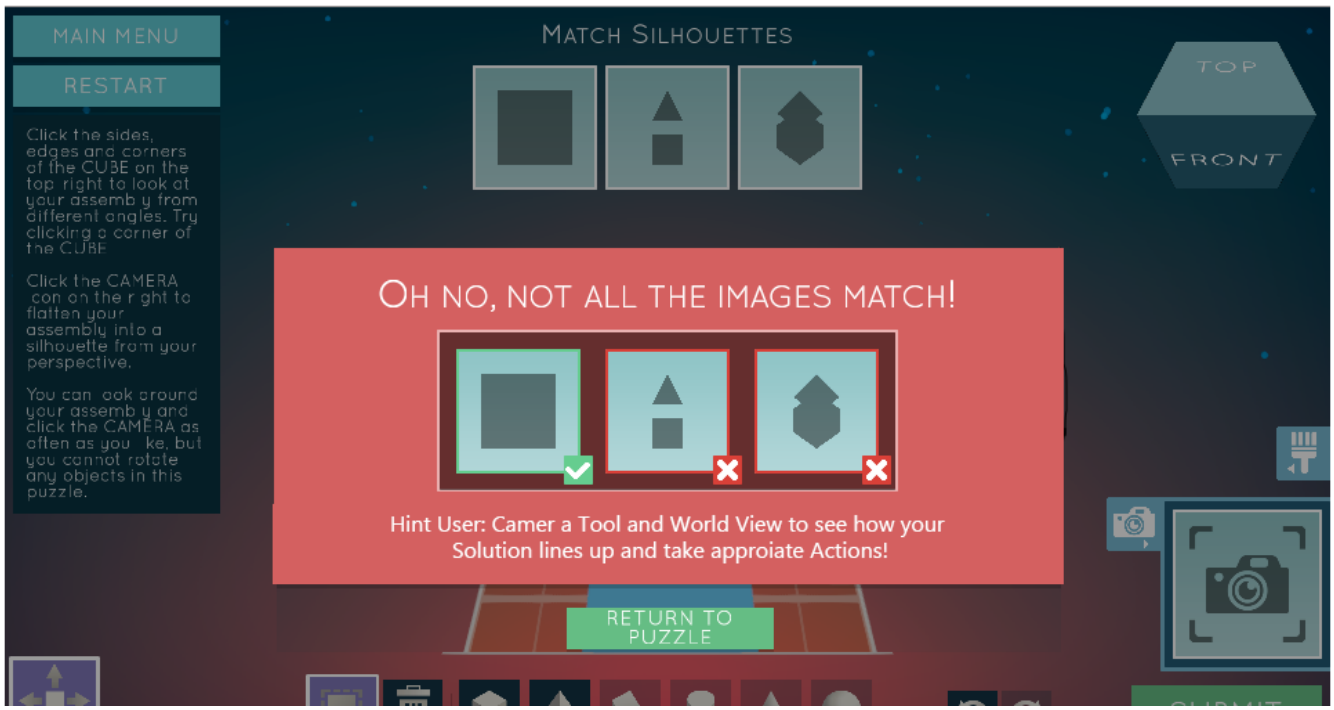
Hint (Dynamic)

Based on number of `Submits` (more than 3) then

On the `Solution` dialogue state Show

`Camera feature` and `world view` button to help students shift strategy back to the Shadowspect concept

See figure 1 below



Score Card

At end of game or level (assuming we have main three levels) in the considering how you want people to play a score card is generated. Game column should have the image of the solution

Game	Our Soulution	Media of Players	Your Scoer
One Box	4	5.6	6
Separated Boxes	6	7	8
Rotate a Pyramid	8	10	11