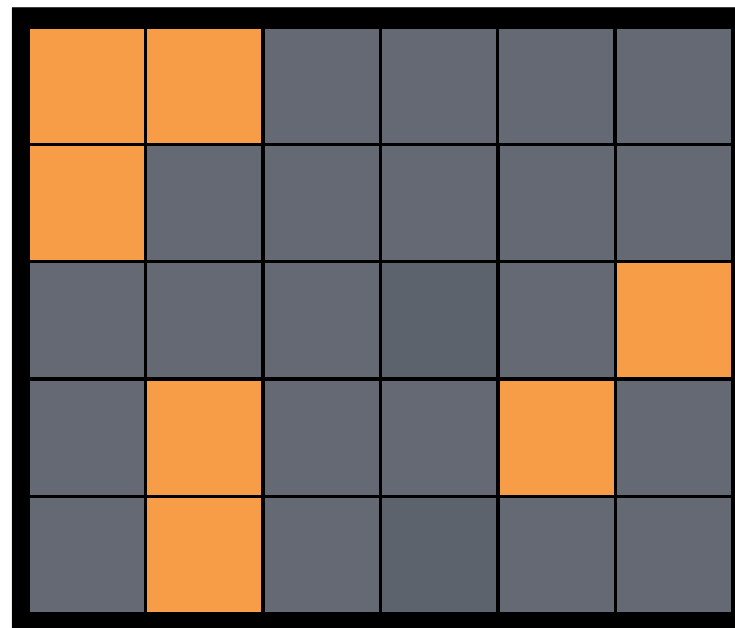


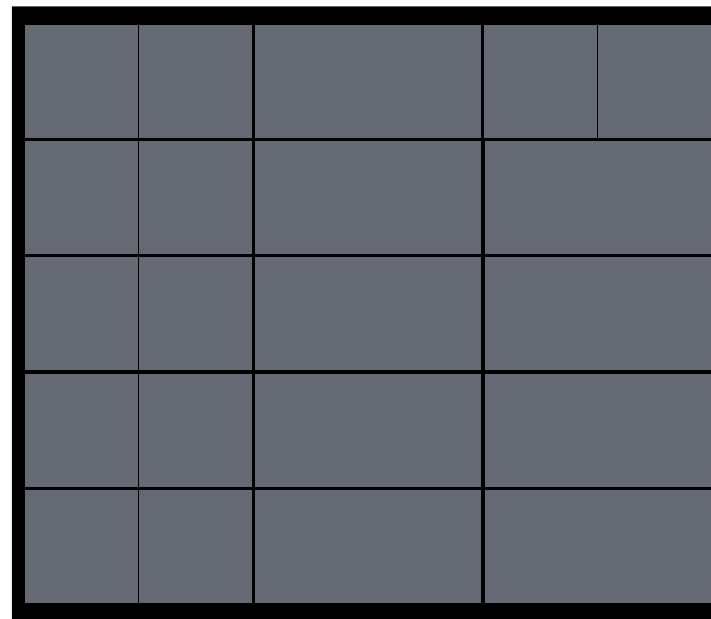
OVERVIEW: A random pattern of orange squares will temporarily show on your screen.



NEXT

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GOAL: Memorize the patterns, and click those squares before time runs out!



BACK

NEXT

GUIDELINES:

The orange squares will be shown to you for 3 seconds before each round.
There are 7 rounds in total.

The number of squares, and the timer, will increase each level:

- **Level 1 = 7 squares** (5 second timer)
- **Level 2 = 8 squares** (6 second timer)
- **Level 3 = 9 squares** (7 second timer)

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GUIDELINES:

If you complete two games in a level correctly, you will advance to the next level.

If you get two games wrong in a row in a level, you will go back one level.

This will take about 1 minute to complete.

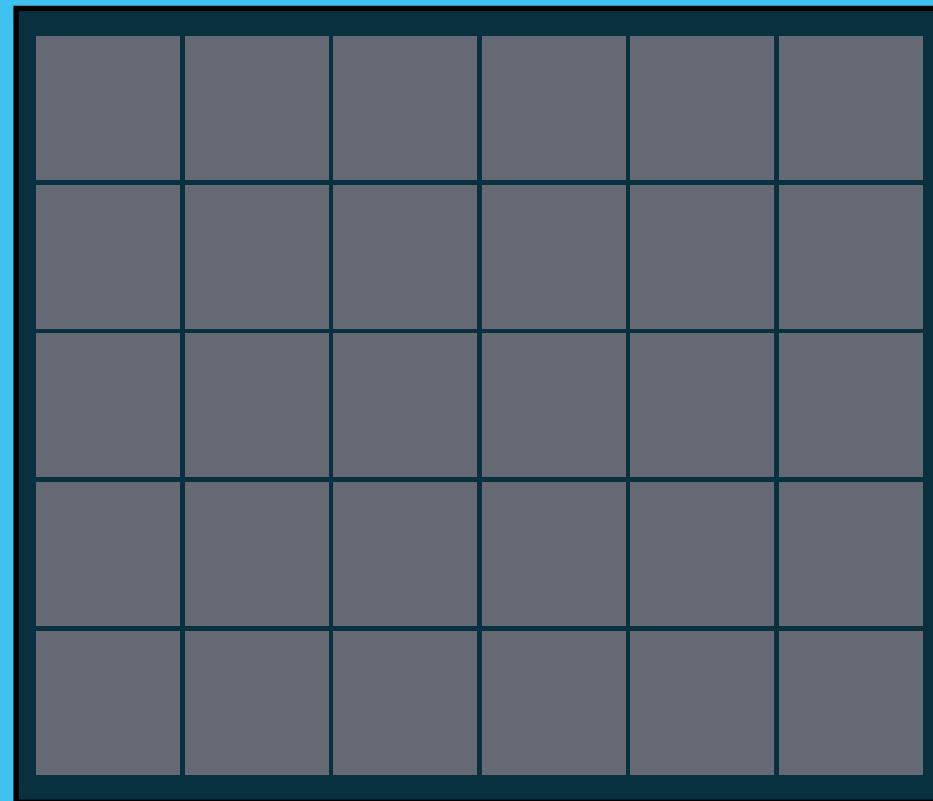
CLICK TO BEGIN

BACK

**1 second delay*



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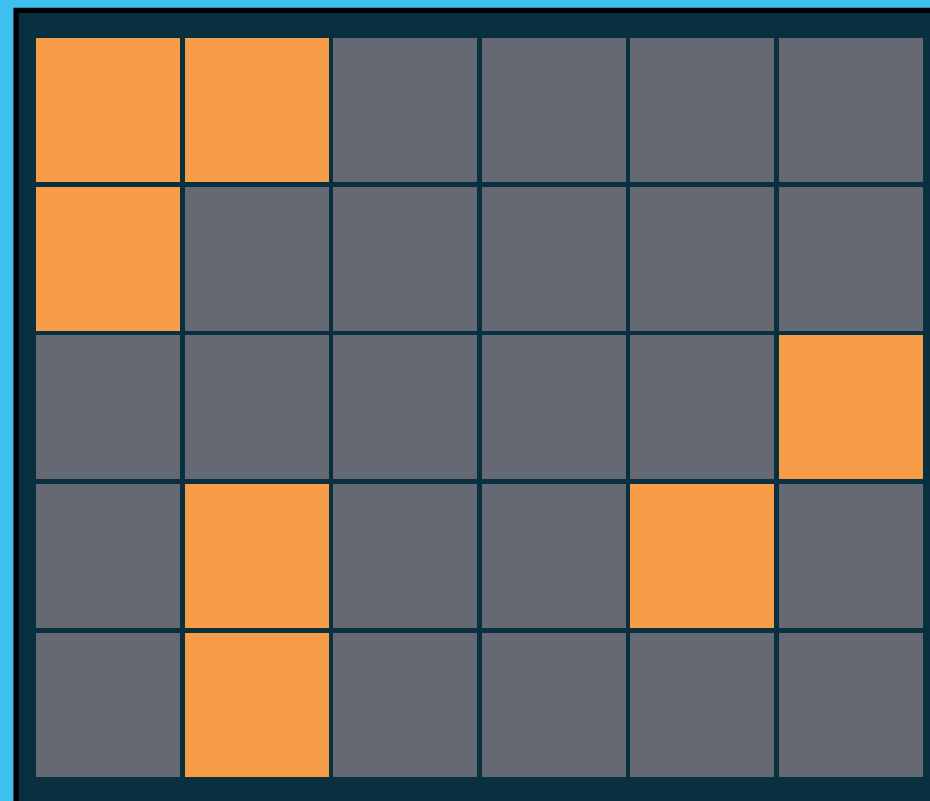


**3 seconds (squares shown)*

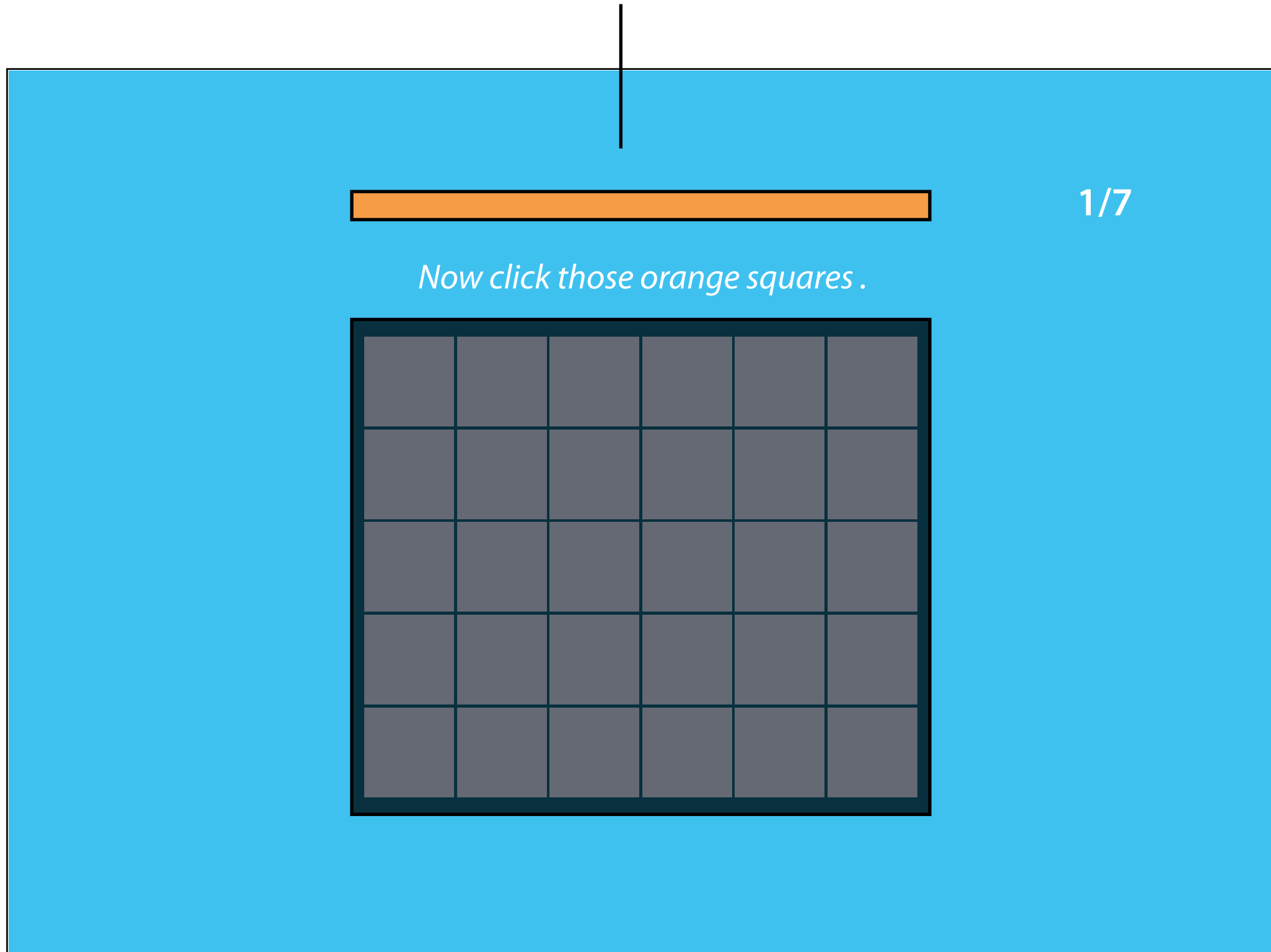


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Memorize the orange squares.

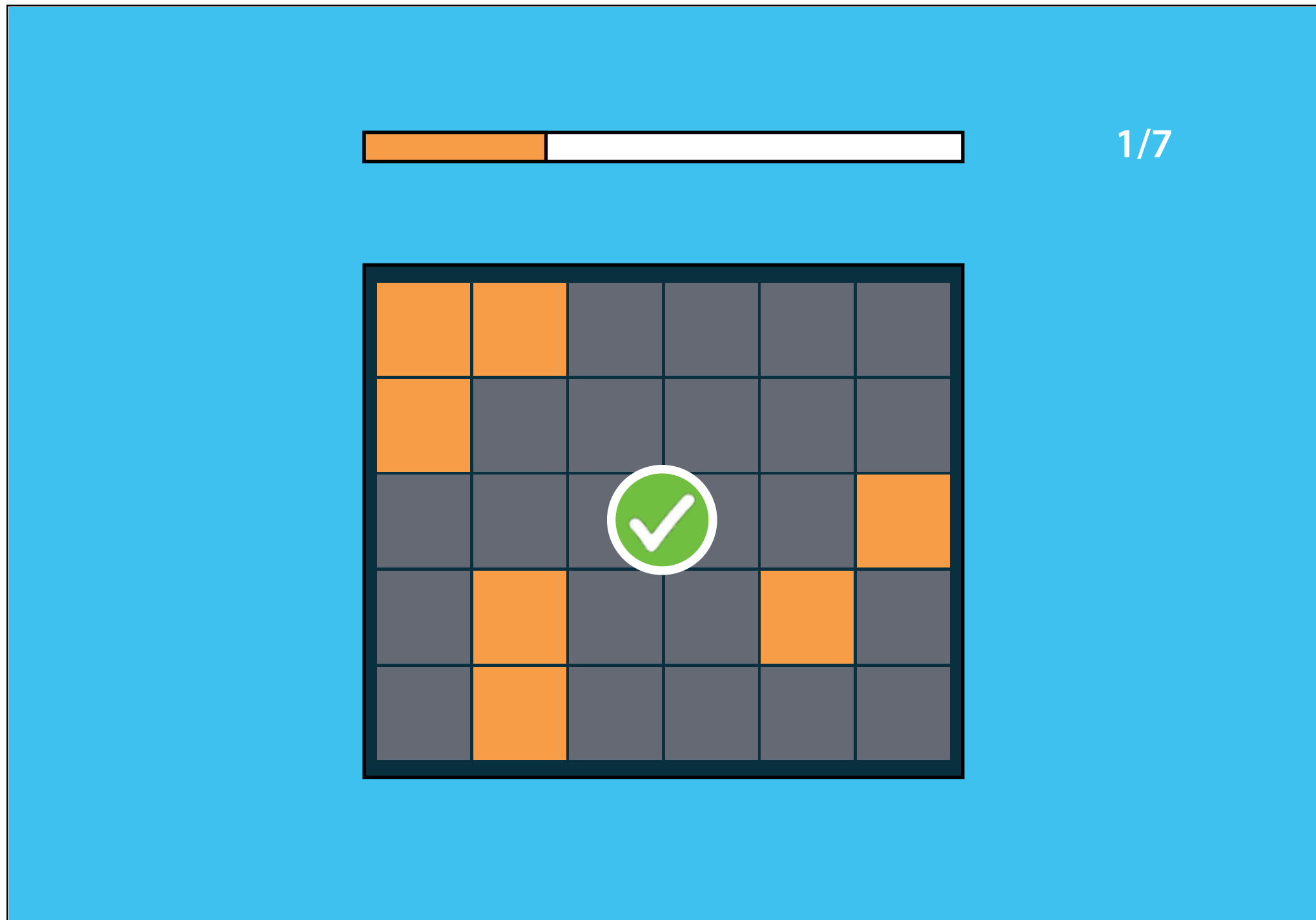


**5 second timer (game begins)*



**Instructions should only be shown in the first game*

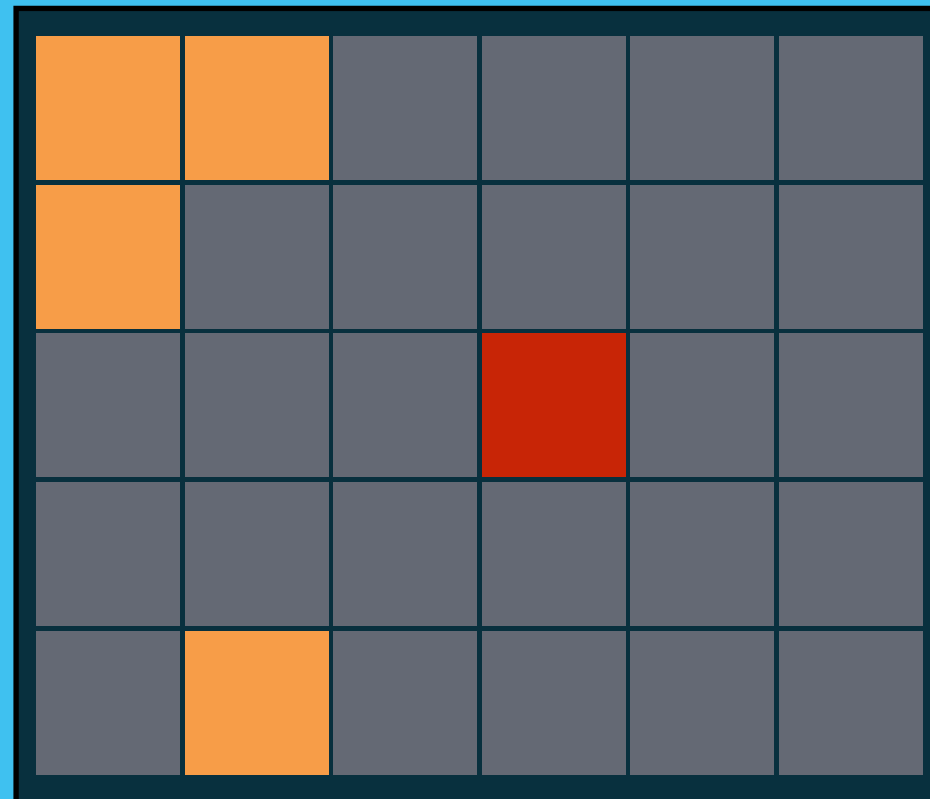
**Green check mark icon should pop up for correct user entries. 1 second delay*



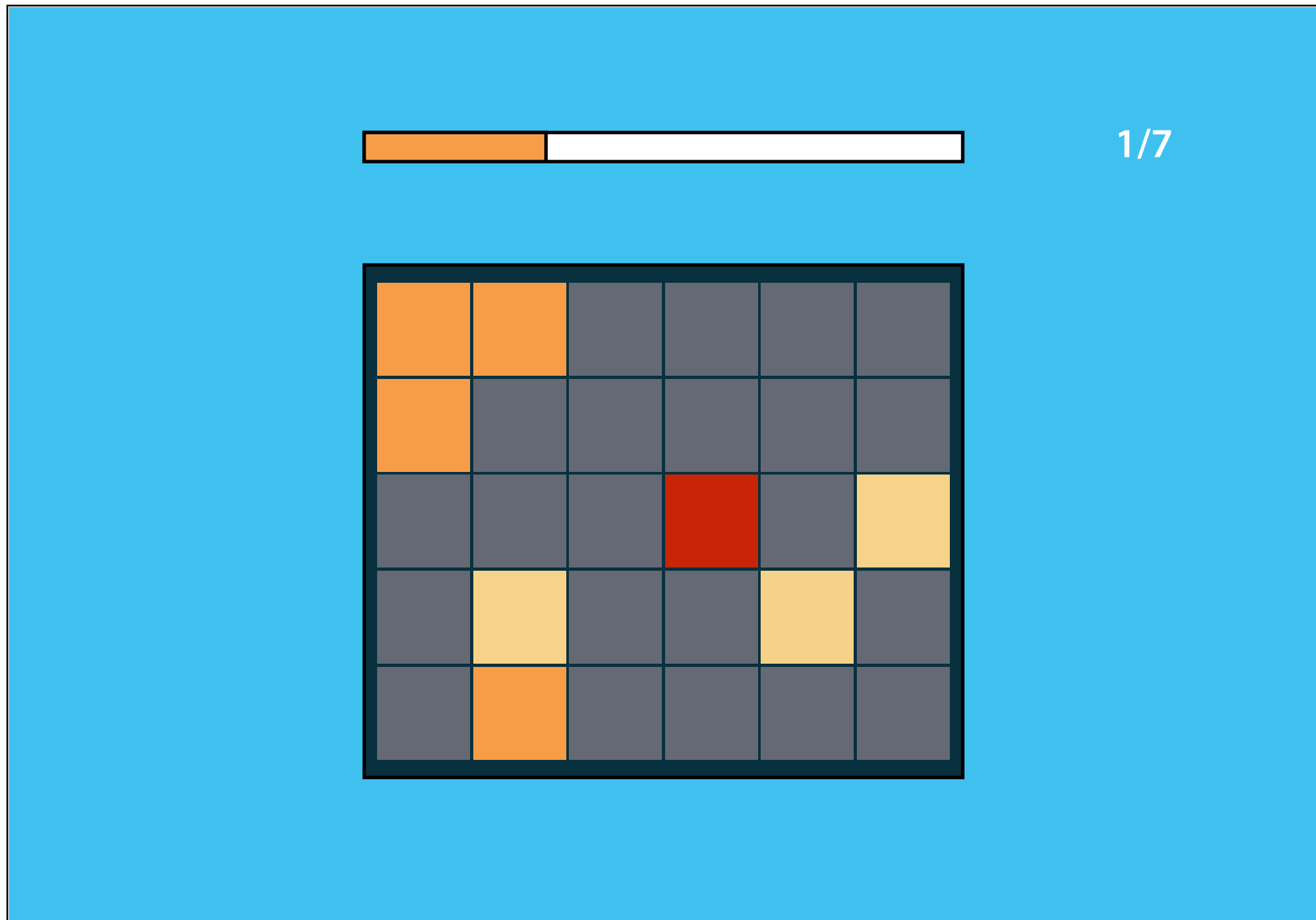
For incorrect entries, the wrong square clicked should light up **red*



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1 second later, the missed correct squares should also light up **light orange
(the round would end at this point. After 1 second delay, next round should load)*



Thanks for Playing!

We measured your **Working Memory** and **Sequencing skills**.

CLICK TO BEGIN NEXT GAME!

GUIDELINES:

1) 7 games in total

2) Squares preview should be shown for 3 seconds before game begins
(see also the in-game functions on pages 8 and 9)

3) Users must complete two games in a level correctly (in total) to advance to the next level.
If users enter two wrong entries in-a-row within a level, they go back 1 level.

If 1 right and 1 wrong in a level, nothing happens (until they get in one level, a total of 2 right, or 2 wrong in-a-row)

(Number of squares per level):

- **Level 1** = 7 squares (*5 second timer*)
- **Level 2** = 8 squares (*6 second timer*)
- **Level 3** = 9 squares (*7 second timer*)

4) Square patterns should be randomized

5) Analytics (same as outlined in the analytics document):

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GUIDELINES:

5) Analytics (same as outlined in the analytics document):

GREEN:

- At least one correct entry in Level 3

YELLOW:

- At least one correct entry in Level 2

RED:

- If no correct entry in Level 2