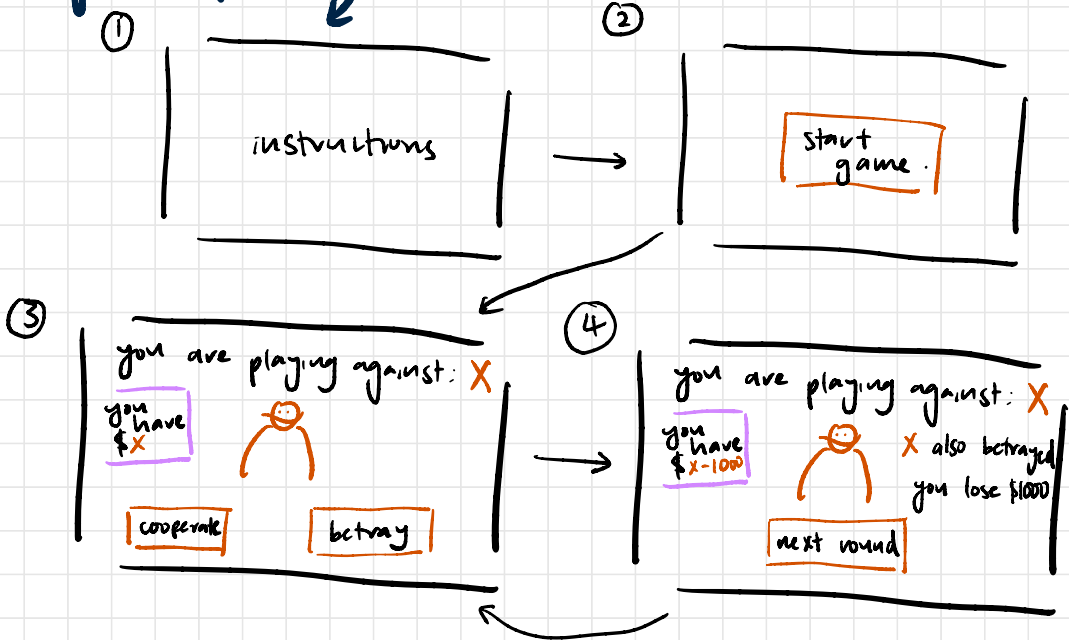


Project storyboard!

- prisoner's dilemma game
- TO WIN: accumulate \$5000 (start with \$2000)
- you lose when you go broke.
- outcomes matrix
- 3 characters (for now).
 1. Good Gerald - cooperates 100%
 2. Evil Emily - betrays 100%
 3. Ambivalent Aaron - 50/50.

	character cooperate	character betray
user cooperate	win \$500	lose \$500
user betray	win \$1000	lose \$1000

game flow (X is unknowns)



ending:

