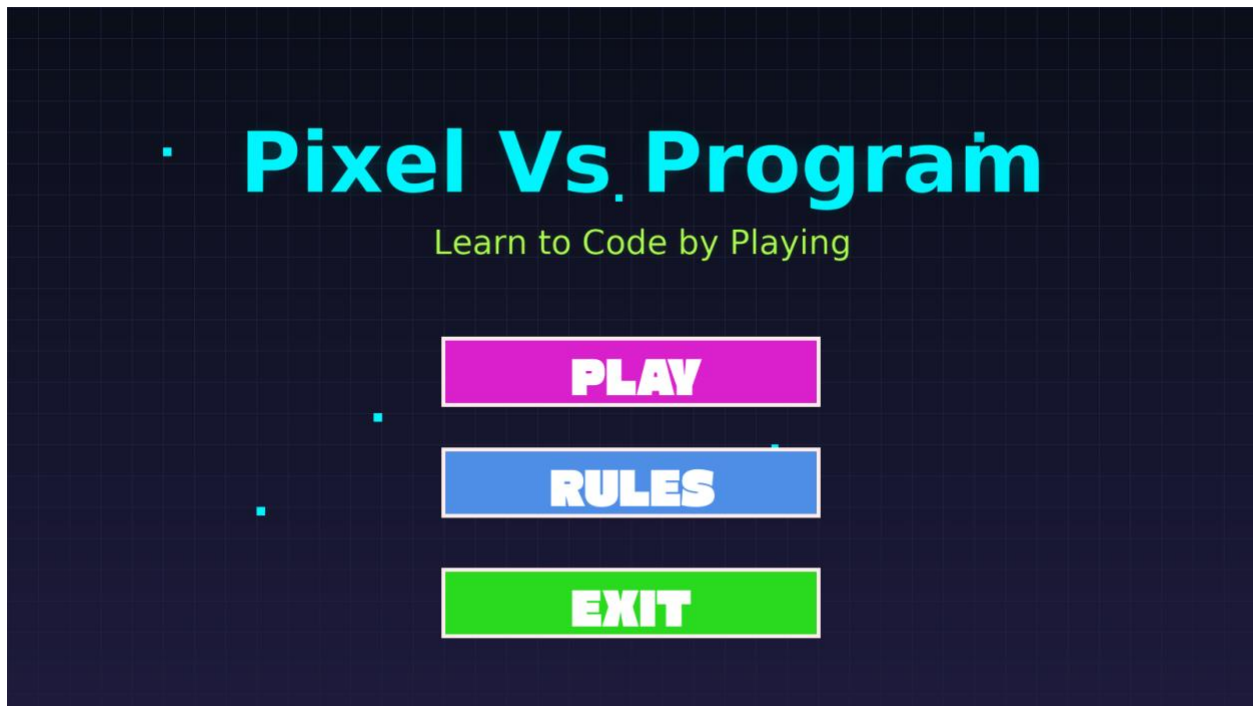
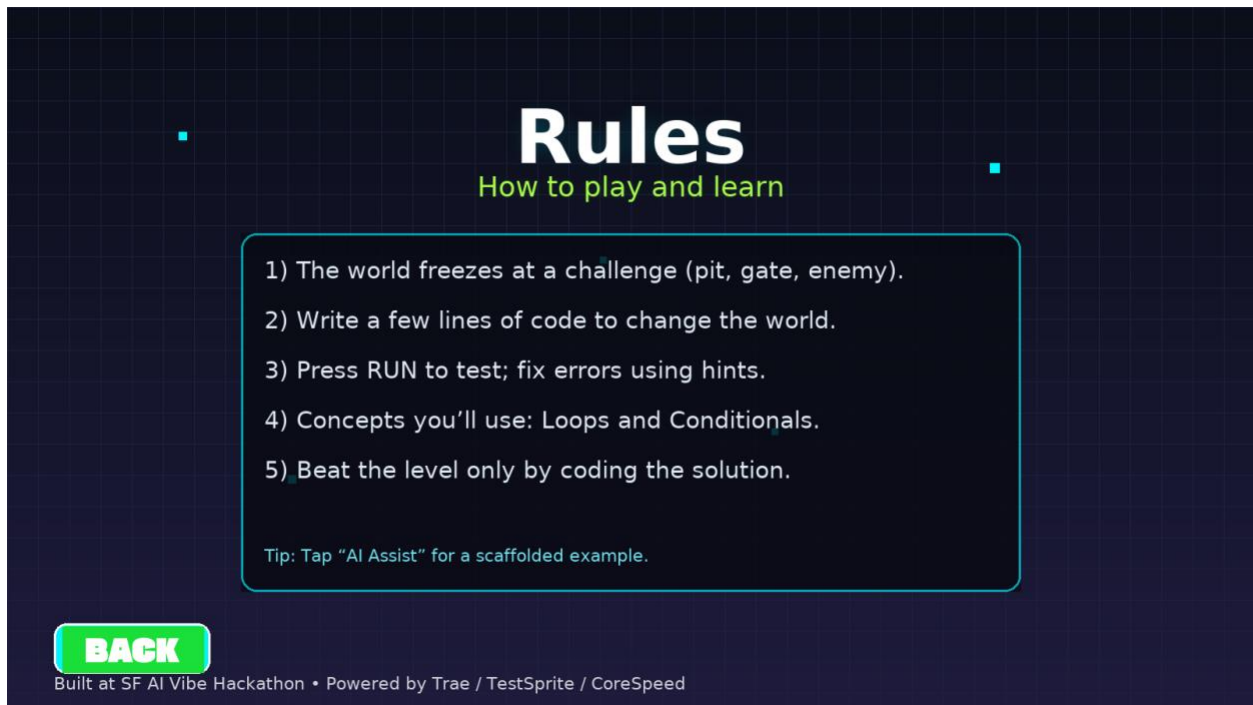


When the user opens the web app, this is the first screen that they see.



If they click on the rules button, then they see this screen.



If they would've clicked on the play screen in the initial starting view, then they would've seen the below screen.



once they are on the level 1 screen, after 3 seconds or timer, they would see the below screen where the pop-up will appear. The internal darker gray box has been added by mistake. We don't need that when the initial view is seen.



They could type something in it and click on the "Execute" button, and then they will get feedback in the box. The grey box will actually appear this time. Similarly, if they click on hint, they would've clicked on the hint button instead of the execute button. The dark grey box would've appeared above with the hint for their solution. Each time the hint would've appeared, the darker grey box would've stayed for around 5 seconds and then it would've disappeared. Below is the image for how the box should look like, and inside the box, the content will be populated.



If the user entered the correct code and clicked on execute, then they would see the second obstacle for the screen one as for the level one as shown below.



For obstacle 2 as well, if they click on the execute button and enter the wrong thing, or they click on the hint button, the grey box will appear. Similarly, in the above initial draft image, the grey box was incorrectly shown. If once they successfully execute obstacle 2 as well, then the below success message will be shown.

then the success message will be shown, and the wireframe for that is as provided below.



Similarly, for the game, the flow will move to the second screen (level 2 of the game) which is provided below. Similar to level 1, there will be boxes where the user has to enter the code and they can type some code, click on "execute" to execute their solution and check against the final solution or a "hint" option to get some hints. This is exactly similar kind of actions they can execute for the two obstacles for level 2 as well. Just providing the initial two screens of level 2 for your reference



Similar to the level one for level two, both the objectives are successfully completed by the user. They will get a success message as shown in the wireframe below.

