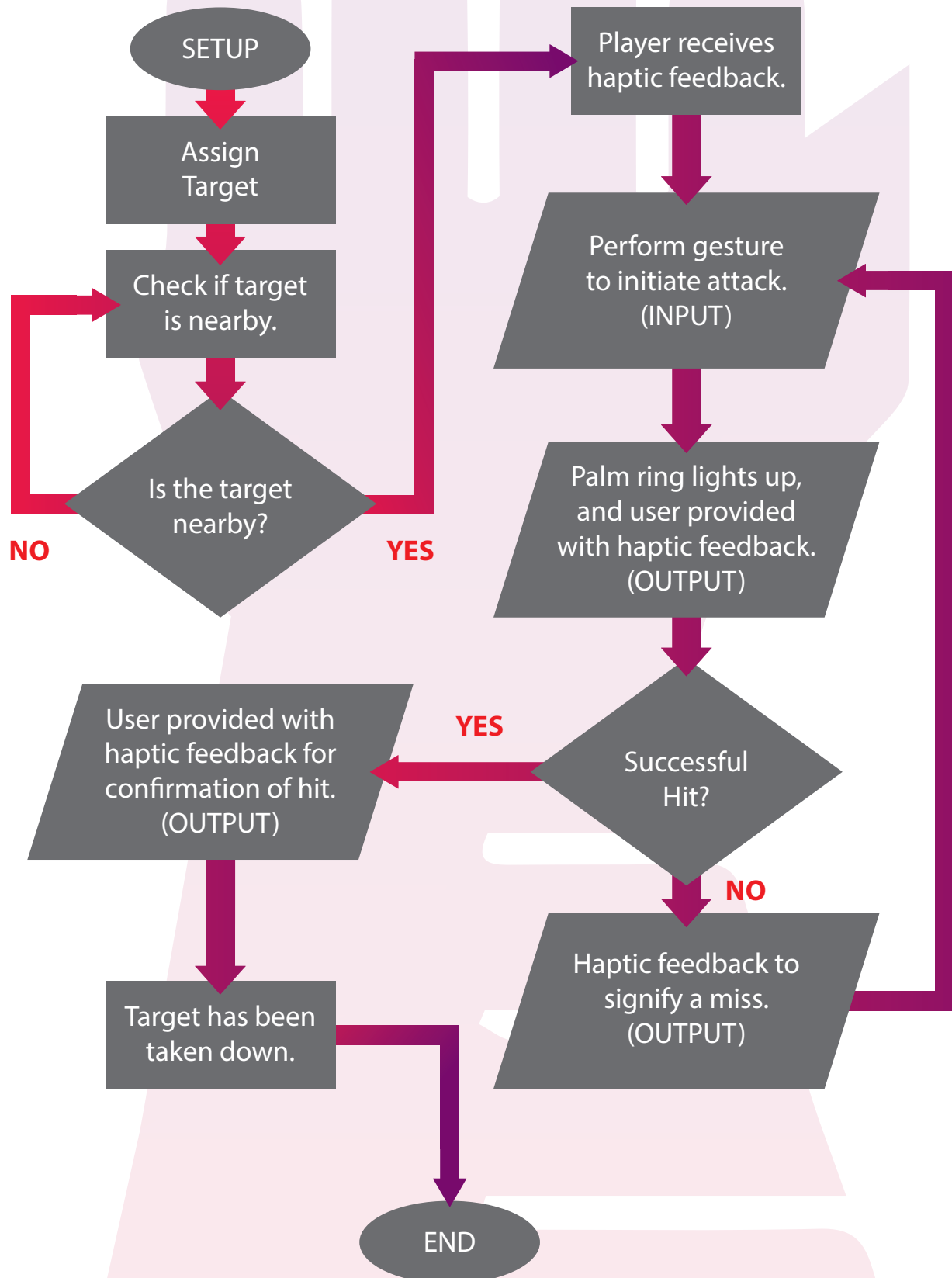


Enchant Flowchart (Attacker)

Flowchart representing the expected user experience of the individual designated as the attacker in the engagement. Haptic feedback, and light effects implemented to differentiate states. Hand gestures begin whole engagement between attacker and defender.



Enchant Flowchart (Defender)

Flowchart representing the expected user experience of the individual designated as the defender in the engagement. Interactions include LED's and haptic feedback to enable the user to know their status, and they also have the ability to defend themselves from attack.

