

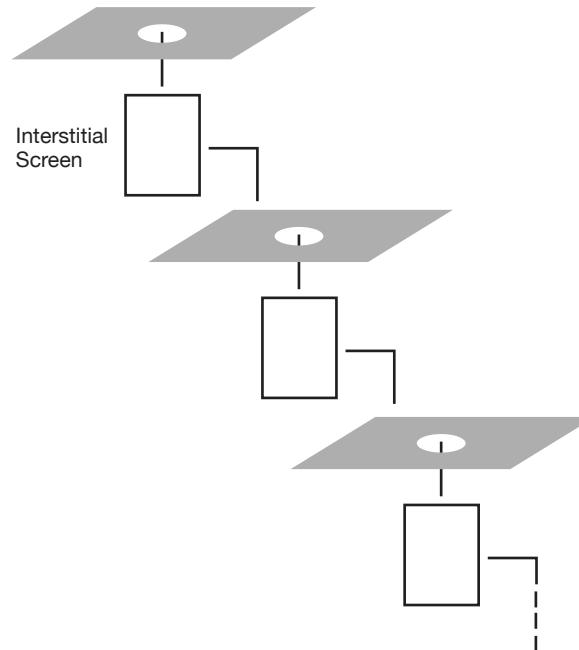
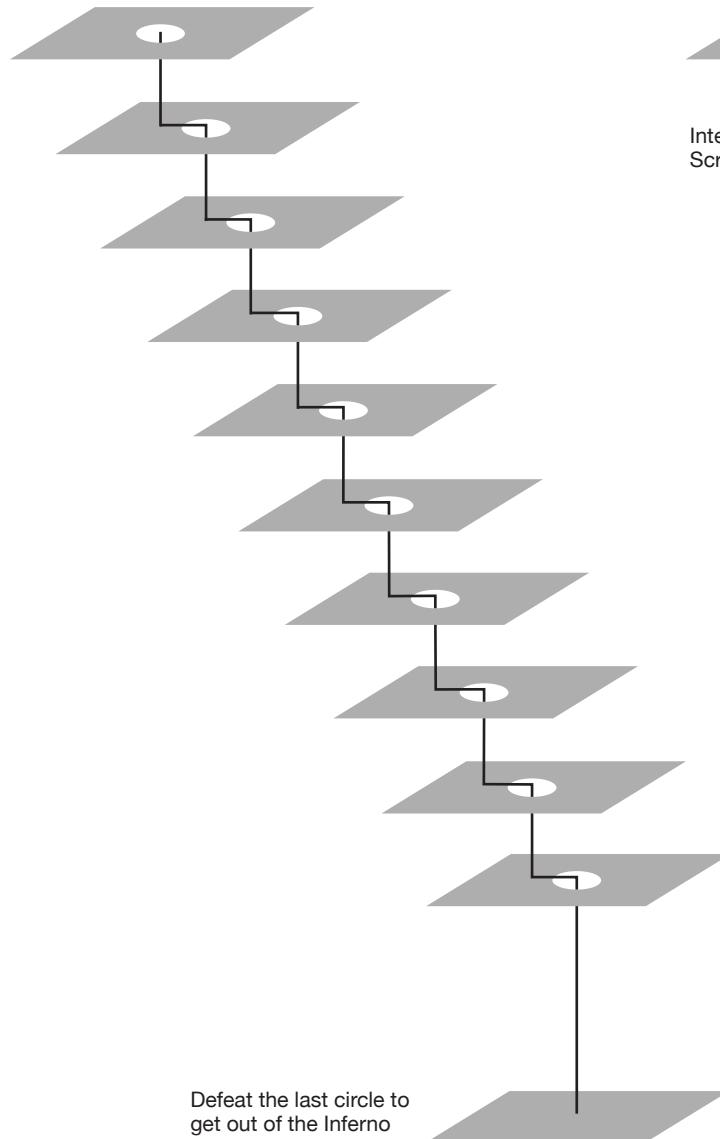
# **Problem:**

How do you tell a literary story through a game  
on an iPad or iPhone?

# **Solution:**

Use content driven navigation with familiar functionality to guide the user through the story while keeping score.

## Action Flow



### Interstitial Screens

Provide a brief introduction or information about the punishment portrayed in the next circle.

Optional: Viewers are given the option to see more information or proceed with the game.

### Pass Requirement

Hit key targets on the board with your ball (scoring points and maximizing time spent playing) to open a hole.

Hit your ball into the passageway to drop down to the next circle.

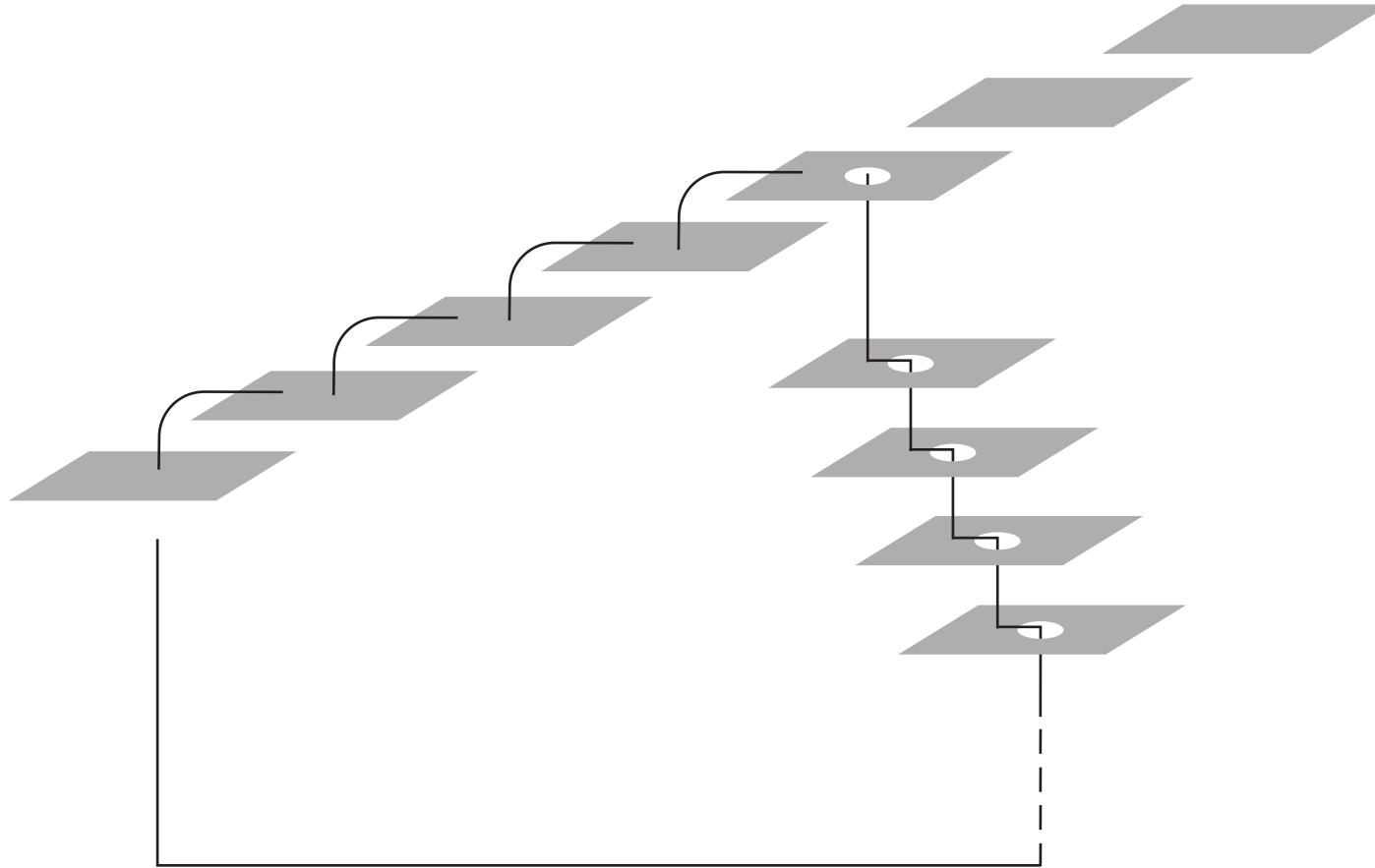
Note: Can the points system correspond to the numerology of Inferno?

### Fail Requirement

If you don't hit the ball and it drops into the "drain" three times you lose. Your pilgrim failed the mission and is trapped in Inferno.

Option: If you don't hit the key targets in the correct order, the punishment of that circle will worsen as you play.

## Action Flow



### Pass Requirement

Hit specific targets on the board with your ball to open a door to next level.

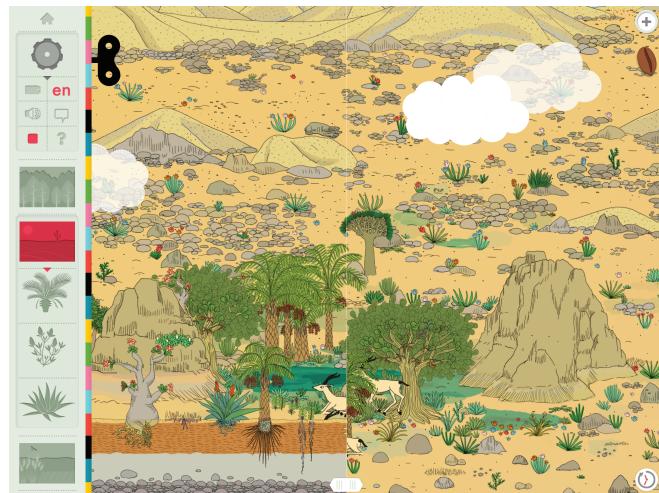
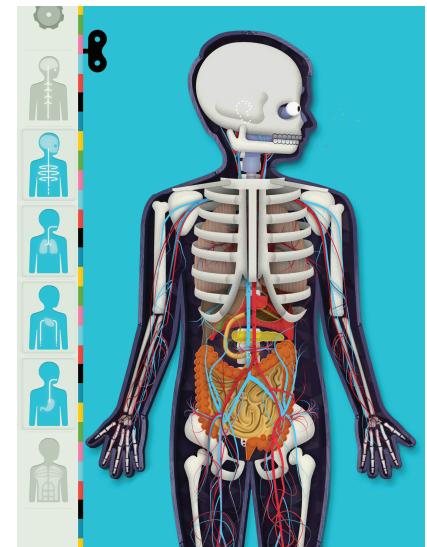
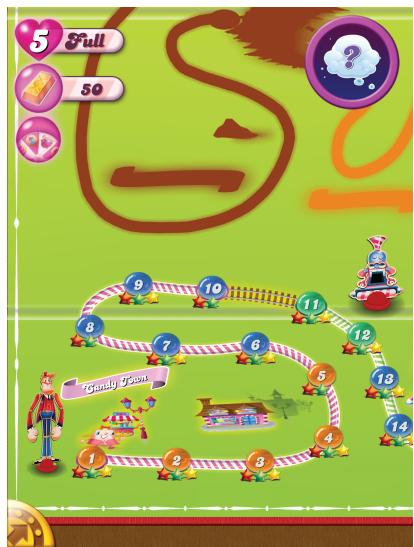
Hit your ball through the open door.

### Fail Requirement

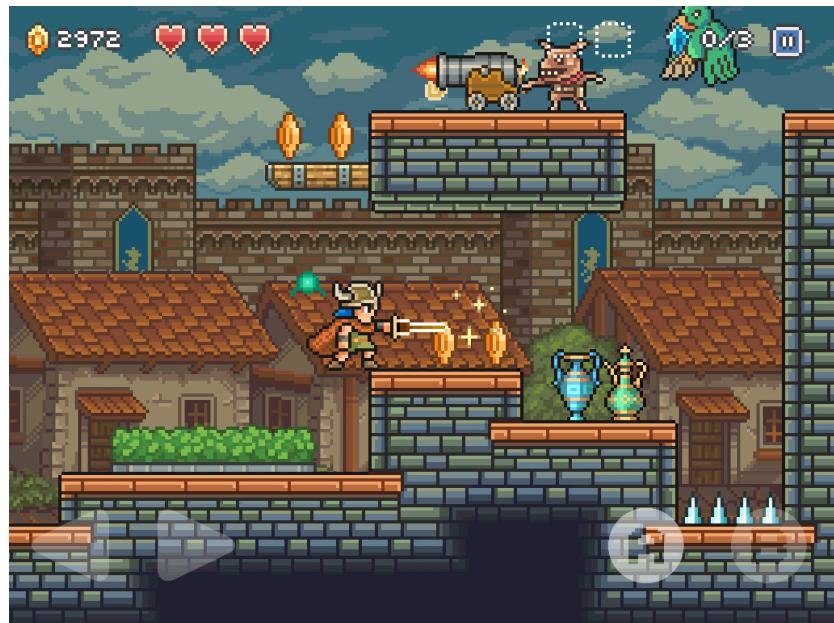
Option 1: Lose your allotted number of balls (chances) and your ball will drop down to Inferno.

Option 2: When the door to the next level opens a hole also opens. If you hit your ball into the hole, it drops into Inferno.

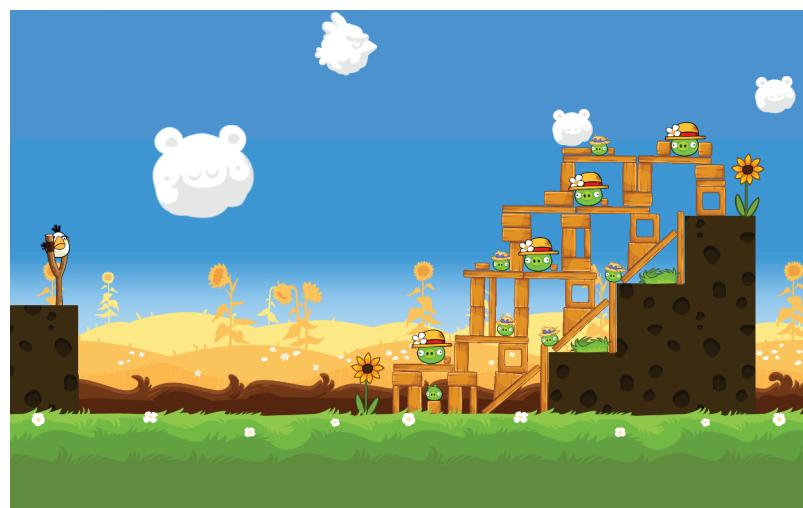
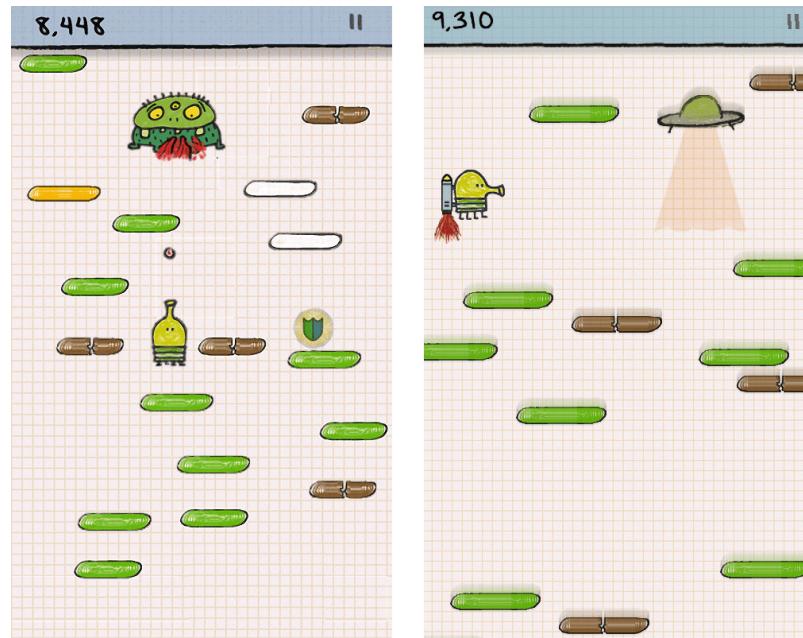
## Examples



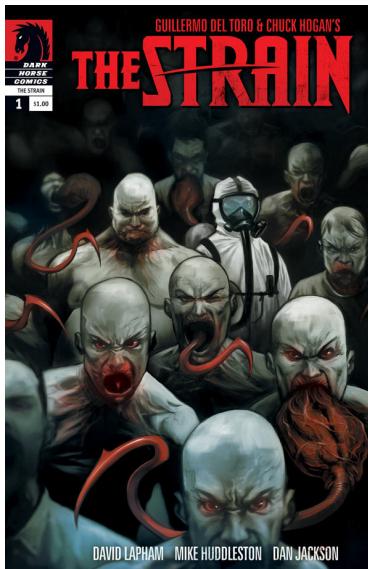
## Visual Direction Research



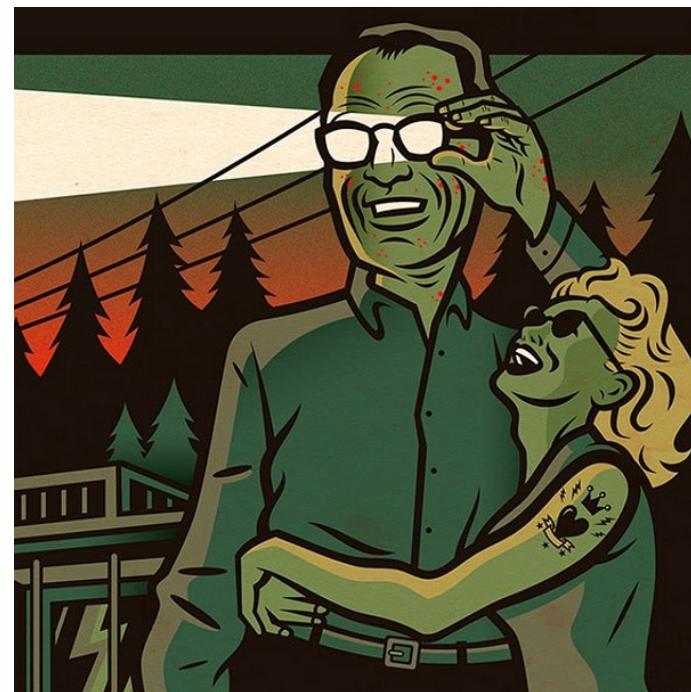
## Visual Direction Research



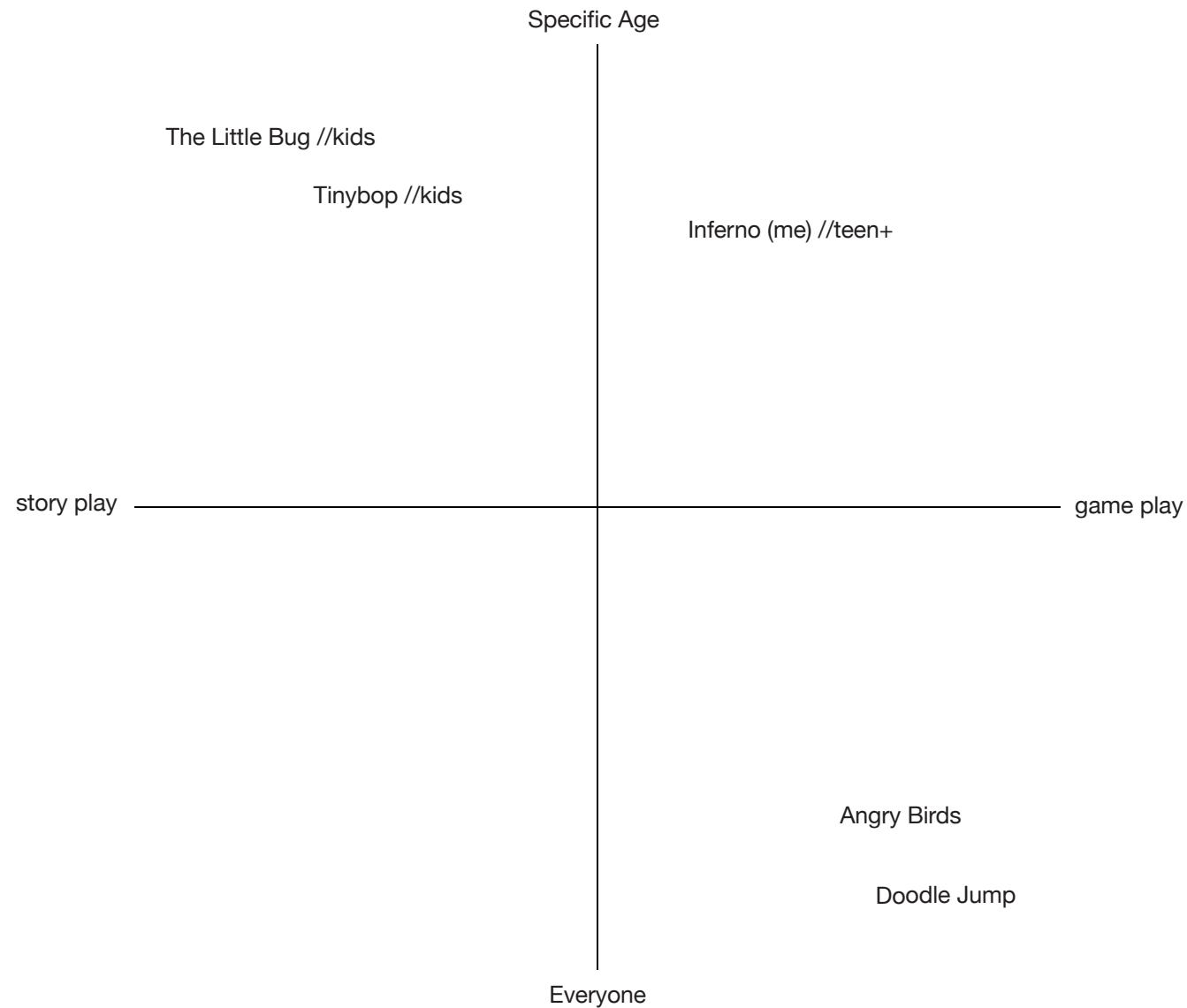
## Visual Direction Research



## Visual Direction Research



## Target Audience



## Information Goal

