**PURPOSE: Make it easier and fun for the user to use the free mode.**

1. Create ‘entities’ (tap an open space to begin.)
2. Associate media content to entities.
3. Associate ‘entities’ with online content. (Facebook posts, Twitter, etc.)
4. Name entities.
5. Link multiple entities with one another.
6. Help user associate time with entities/events. OR help user group portions of the tree into an event and then connect those events.

Additional features:

* ‘Entity’ dock.
* If user is creating an event
* User can ‘fling’ entities into the dock. (attribute the entities with physical properties)
* Associate ‘gravity’ to a ‘canvas’
* Selecting multiple entities by indicating a convex area using multi-touch.
* Zoom in and out of the entity tree.
* A small window/box showing the user’s viewing position relative to the whole tree.
* Have a story telling/movie mode where the user can ‘play’ the movie that would essentially would show a 3D walkthrough of the tree while the computerized voice reads out the story and may be ‘plays’ any media content associated with that entity. **THIS WILL HELP THE USER HAVE A PURPOSE OF USING THE FREE MODE**.
* Users can have multiple ‘canvases’ something like what professors have while teaching a class is helpful to have because it facilitates the user to mentally separate events and ‘drawings’.
* Use additional sensors like gyros to help user navigate the ‘story’.

Use cases:

1. TO BEGIN: user taps blank space on the screen -> forms an round edged text box with white background.
2. User taps inside a box -> prompted with a pop up menu -> User selects a content(Vedio, audio, image) or can choose to associate the object to another object to associate with it.
3. User double taps to edit content inside the box. (The user may have to zoom the area for that.
4. User can drag entities into a trash can.
5. User can tap the edge of the screen to slide out a pane. The pane shows a list of all the entities the user has created.

4.1) Tapping any entity on the pane brings the entity on the canvas into view.