General theme:

1. If user clicks on the screen on empty space – then we should play the ignore sound. It is neither considered correct answer or wrong answer.
2. Any question below which involves balloon touching should show an animation of balloon busting and falling to ground when touched.
3. Exact Balloon and ball positions on screen can be learnt from unity code ( I haven’t shown them here)

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| 1 | Giraffe | Show -> Next question requires quick reaction. Get ready and click OK.  User clicks OK  Show question - Quick! When Giraffe appears, touch it within 2 seconds  Then show zebra at center at 6 seconds.  Show Giraffe in corner at 8 seconds.  User fails if he touches Zebra or hasn’t touched Giraffe within 2 seconds of appearing. |
| 2 | Hifi | You understood right |
| 3 | KeysLocks | Show -> Next question requires quick reaction. Get ready and click OK.  User clicks OK  Show question - Quick! When the key appears, touch the lock within 2 seconds  Then show lock at 8 seconds.  Show key at 10 seconds.  User fails if he touches key or hasn’t touched key within 2 seconds of appearing. |
| 4 | Knock doors | You understood right |
| 5 | LadyHands | You understood right |
| 6 | Memorize Order | Show -> Next question requires quick reaction. Get ready and click OK.  User clicks OK.  Show question - Memorize quickly! Touch green ball twice, red once and blue thrice. Show timer of 6 seconds and run it out.  Show balls.  User can now take as much time as he wants but click on the order he memorized.  After user clicks 4 balls – exchange the position of red and blue ball. |
| 7 | Memorize Order Hard | Show question - Touch red ball thrice after touching red ball once and blue ball thrice  After user clicks first ball correctly hide the question.  After user clicks 5th ball exchange the position of red and blue ball. |
| 8 | NextFiveBalloons | Show -> Next question requires quick reaction. Get ready and click OK.  User clicks OK.  Show question - Quick! Burst the next five balloons  [ShowFirstBall:) at:3.0];- blue ball  ShowSecondBall:) at:6.8]; - green ball  ShowThirdBall:) at:8.5]; - green ball    ShowFirstBalloon:) at:4.0]; - red balloon  ShowSecondBalloon:) at:6.0]; - green balloon  ShowThirdBalloon:) at:7.2]; - blue balloon  ShowFourthBalloon:) at:8.0]; - yellow balloon  ShowFifthBalloon:) at:9.0]; - blue balloon  ShowSixthBalloon:) at:9.5];- blue balloon  User fails if he choses any ball  User also fails if he choses 6th balloon (as he is supposed to touch only five balloon)  User also fails if he does not touch first five balloons within 1 second of it appearing |
| 9 | Next 3 balloons | Show -> Next question requires quick reaction. Get ready and click OK.  User clicks OK.  Show question - Quick! Burst the next three balloons  Green ball:) at:3.0];  Red bll:) at:8.0];  Blue ball:) at:9.0];    Green balloon:) at:3.0];  blue ballon:) at:5.0];  red balloon:) at:8.0];  blue ballon:) at:9.0];  User fails if he choses any ball  User also fails if he choses 4th balloon (as he is supposed to touch only three balloon)  User also fails if he does not touch first three balloons within 1 second of it appearing |
| 10 | Open Close door | You understood right |
| 11 | ThirdBalloon | Show -> Next question requires quick reaction. Get ready and click OK.  User clicks OK.  Show question - Quick! Burst the third balloon  (ShowFirstBalloon:) at:4.0]; red balloon  (ShowSecondBalloon:) at:6.0]; red balloon  (ShowRedBall:) at:8.0]; red ball  (ShowThirdBalloon:) at:8.3]; red balloon  If user clicks on ball or does not click on third balloon 1 second of its appearance he fails. |
| 12 | TouchBallsWrongCount | Touch green ball 13 times after touching red and blue ball 3 times  Here the trick is to mislead the user intentionally.  When user needs to touch green 13 times, you try to help him by showing counter after he touches 2 of 13 times. Continue to show correct touch count until he touches 8 of 13 times. When he touches 9th time don’t increment counter but then continue to increment for 10th onwards. So basically if user relies on count, then he will touch one extra at the end and fail the question. After he touches 13 times the green ball, we should give him 4 seconds (to check whether he commits a mistake) – if he does not we should pass him.  We also take player attention away by doing the following.  At touch 2 of blue – increase the size of blue ball by 10%  At touch 3 of blue – bring it back to normal.  At touch 2 and 3 of green, do the same as above for green ball.  At touch 4 and 5 of green, do the same for blue ball.  At touch 7 of green – exchange position of green and red  At touch 9 of green – exchange position of red and blue  At touch 10 of green – increase blue size by 10%  At touch 11 of green – bring it back to normal size. |
| 13 | TouchExceptYellowBall | Show -> Next question requires quick reaction. Get ready and click OK.  User clicks OK  Show question - Quick! Touch everything except yellow balloons  Show 1st yellow balloon at interval:5.0];  Show 2nd yellow balloon at interval:8.0];  Show 3rd yellow ballon at interval:10.0];    Blue ball at :4.0];  Yellow ball:5.0];  Green ball:7.0];  Yellow ball:7.6];  Green balloon:9.5];  Green ballon:10.5]; |
| 14 | Umbrellas | You understood right |
| 15 | Different umbrellas | You understood right |
| 16 | Play button | You understood right |