First show -> Next question requires attention. Get ready and click play.

User clicks play.

Then show -> Pay attention to the order of appearance.

Objects appears with delay between each other.

Then they shuffle.

Now show -> Now touch these %@ in the order they appeared

Replace %a with withpQn below.

There will be 10 variations of this screen.

The variation will depend on following

* how many objects are there (either 3 or 5 shown in green and gray respectively below).
* delay between appearance (speed parameter below)

Here are the 10 variations

|  |  |
| --- | --- |
| 1 | withpQn:@"balls" withp1:@"YellowBall.png" p2:@"RedBall.png" p3:@"GreenBall.png" speed:0.7])) |
| 2 | withpQn:@"teddybears" withp1:@"Bear.png" p2:@"Bear.png" p3:@"Bear.png" speed:0.6]))  { |
| 3 | withpQn:@"balls and balloons" withp1:@"YellowBall.png" p2:@"RedBalloon.png" p3:@"GreenBall.png" p4:@"RedBall.png" p5:@"BlueBalloon.png" speed:1.2] |
| 4 | withpQn:@"umbrellas" withp1:@"Umbrella.png" p2:@"Umbrella.png" p3:@"Umbrella.png" p4:@"Umbrella.png" p5:@"Umbrella.png" speed:1.0])) |
| 5 | withpQn:@"eyes" withp1:@"SeeCopy.png" p2:@"SeeCopy.png" p3:@"SeeCopy.png" speed:0.5])) |
| 6 | withpQn:@"mugs" withp1:@"FullBeer.png" p2:@"FullBeer.png" p3:@"EmptyBeer.png" speed:0.4])) |
| 7 | withpQn:@"buttons" withp1:@"PlayButton.png" p2:@"PlayButton.png" p3:@"PlayButton.png" speed:0.3])) |
| 8 | withpQn:@"witches" withp1:@"Witch.png" p2:@"Witch.png" p3:@"Witch.png" p4:@"Witch.png" p5:@"Witch.png" speed:1.0]))  { |
| 9 | withpQn:@"men" withp1:@"HappyMan.png" p2:@"SportsMan.png" p3:@"Winner.png" p4:@"SportsFan.png" p5:@"Loser.png" speed:0.8]))  { |
| 10 | withpQn:@"skulls" withp1:@"Skull.png" p2:@"Skull.png" p3:@"Skull.png" p4:@"Skull.png" p5:@"Skull.png" speed:0.6]))  { |