

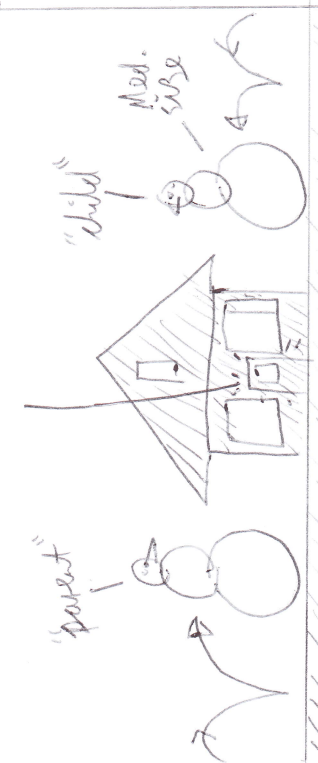
START OF SCENE (1)

0 — snowflakeDraw(): random location, motion initialised

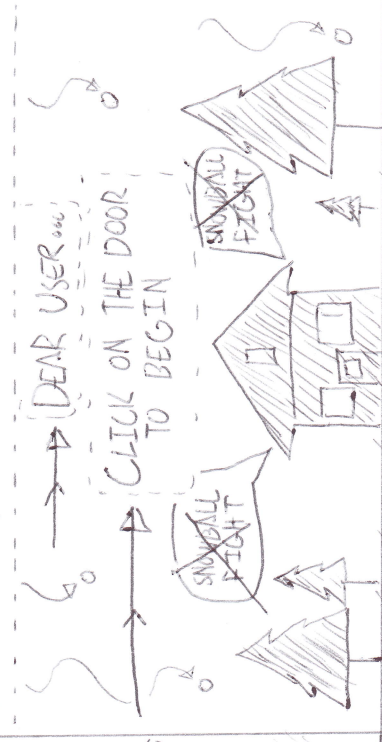


Snowman automatically bounce back and forth across the screen, becoming larger each time, until the second time they cross the border of the canvas. Door sprite automatically resets.

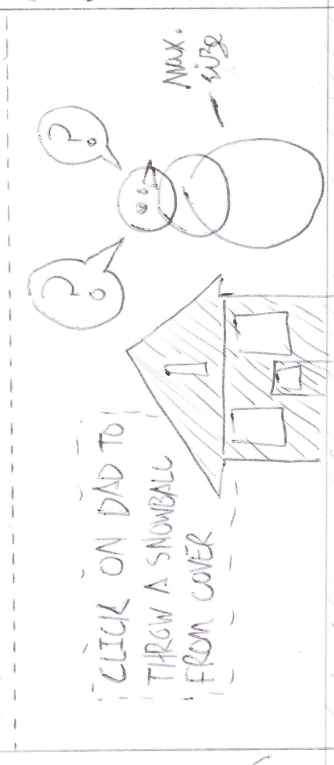
Door slam sound effect



The "scene" — mountains and ground — as well as the house, trees, and snowflakes is drawn immediately. The snowflakes are set in motion. Speech bubbles are drawn. Without user prompting, initial text slides in.



When the "parent" snowman reemerges after crossing the canvas border for the second time, it stops on the canvas and speech bubbles appear to indicate its dialogue. Text hints are provided for the second click event.

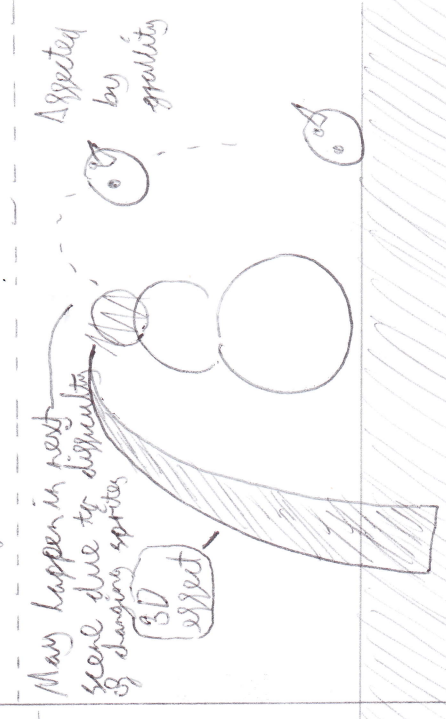


When the first click event is triggered, the door sprite changes, and both snowmen are drawn and set in motion in opposite directions. Initial text disappears, replaced by dialogue.

Gravity influences vertical velocity



When the click event occurs, a snowball is animated flying towards the "parent" snowman. Upon "contact", its head is knocked off. The background music stops.



END OF
SCENE (1.)

After a brief delay,
The screen goes black. Various sound
effects occur in the background including
a door opening, a woman screaming, and
police sirens. The next scene appears
automatically.

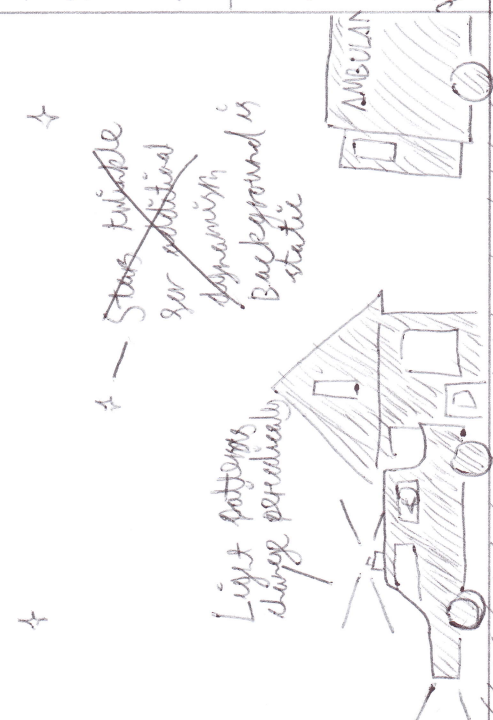
After the sequence of speech bubbles ends,
one vehicle drives off screen. Once it
has done so, the concluding message
appears on screen.

MERRY CHRISTMAS

Accompanying
sound effect, with
police radio chatter

END OF
CARD.

START OF
SCENE (2.)



Standard Background images have changed to
indicate a change in the time of day.
The soundtrack has changed, and aspects of
emergency service vehicles are now in the
foreground.
Speech bubbles appear and disappear according
to set delays. A "police" snowman bounces across
the local corner
said it was one of
the worst degradation
he'd ever seen...
This rural community
is shaken by an
unprovoked patricide.
Lines spoken from off screen