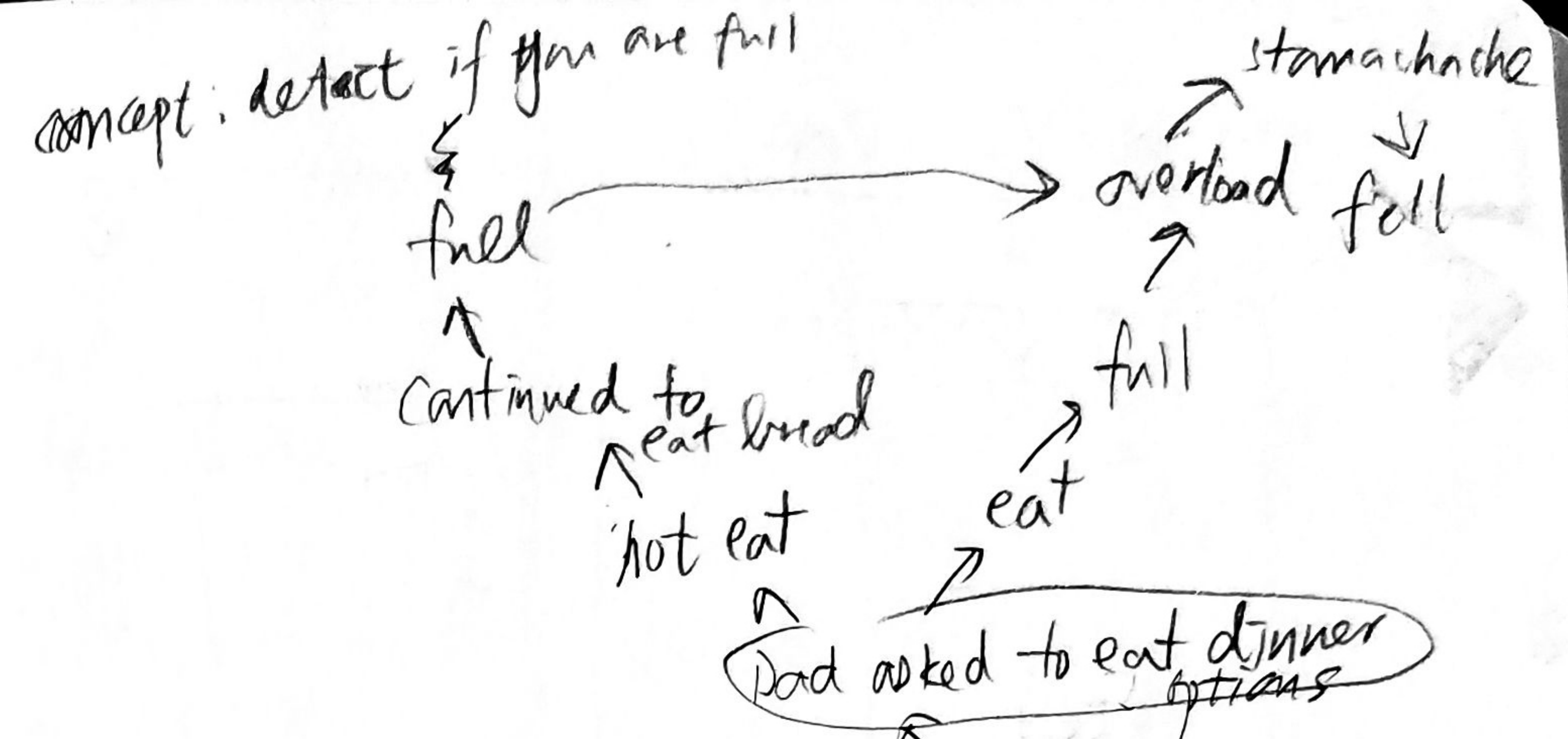
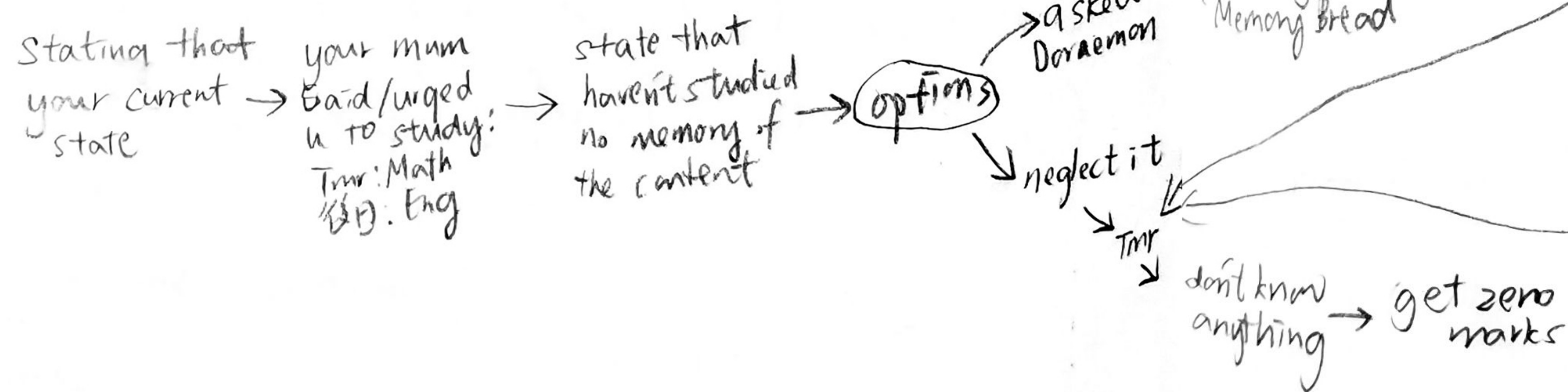


- ① Nobita at home, exam week, reading comics
- ② Mum urged him to study
- ③ Math Exam Tmr, Eng exam the day after Tmr
- ④ he hadn't memorized anything
- ⑤ he's worried, worried
- ⑥ he asked Doraemon
- ⑦ Doraemon gave him 'Memory Bread'
- ⑧ press the bread on the book → eat
- ⑨ remembered all things → go to exam → succeed
- ⑩ for the English exam Tmr; eat
- ⑪ P.D. → Father asked him to eat dinner 'Mum's Birthday
- ⑫ eat a lot → full
- ⑬ only ate half of the Memory bread
- ⑭ Doraemon forced him to eat all
- ⑮ stomachache in the morning

Commandline  
↓  
like chatbox  
GUI  
↓

NUI  
↓  
like Will

### User flow



### A game?

Time limit?

Concept: actually eating

NUI: hand gesture

GUI: toggle bread to press the book

CL: type 'bread'

Mum urged to study Eng exam

succeed

Tmr

type several times = similar to eating bread

Go to school

CL: type  
GUI: click button  
NUI: click button  
concept: walk gesture

Go / Not Go choices

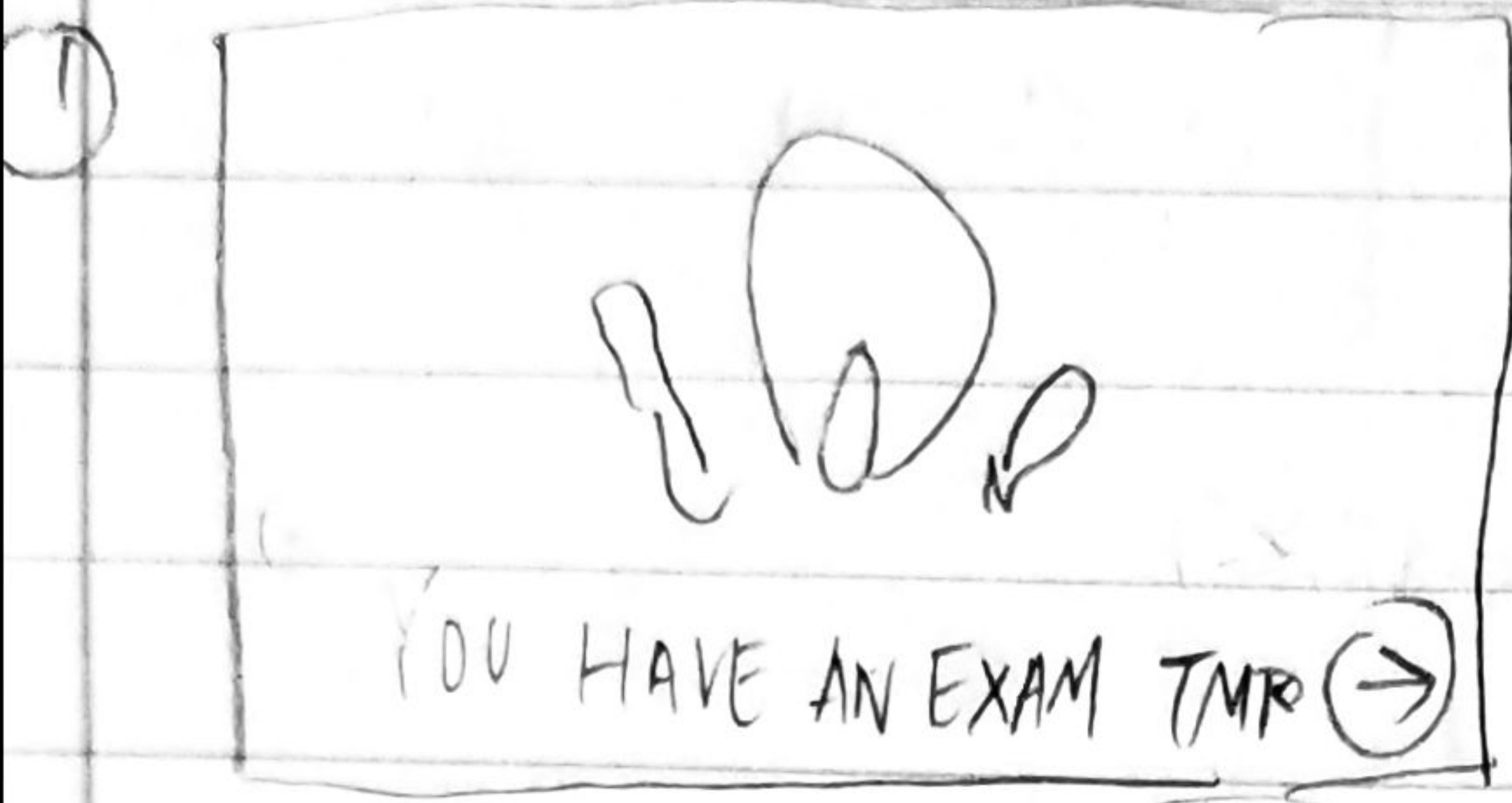
CL: Yes / No

GUI: click buttons

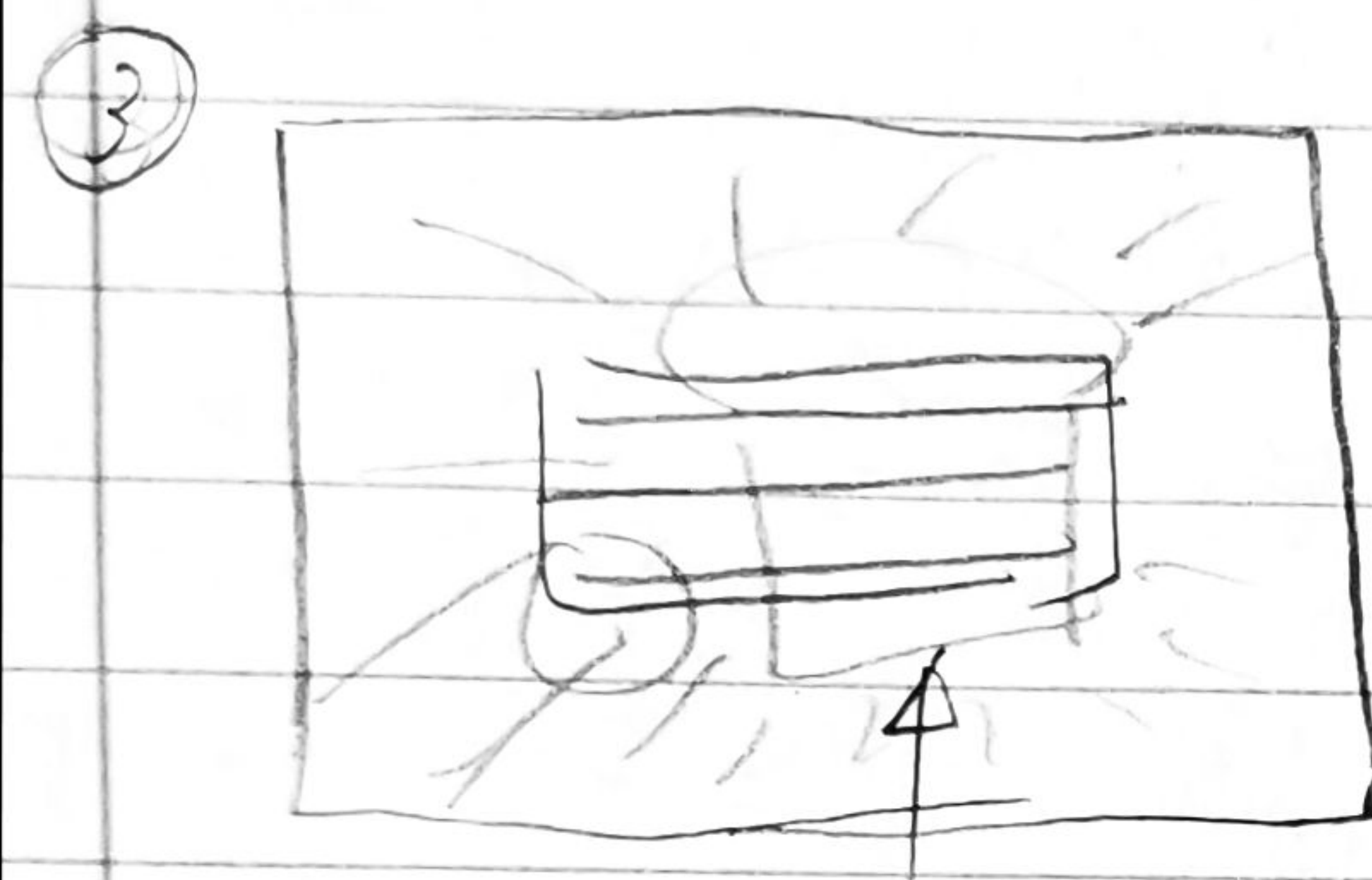
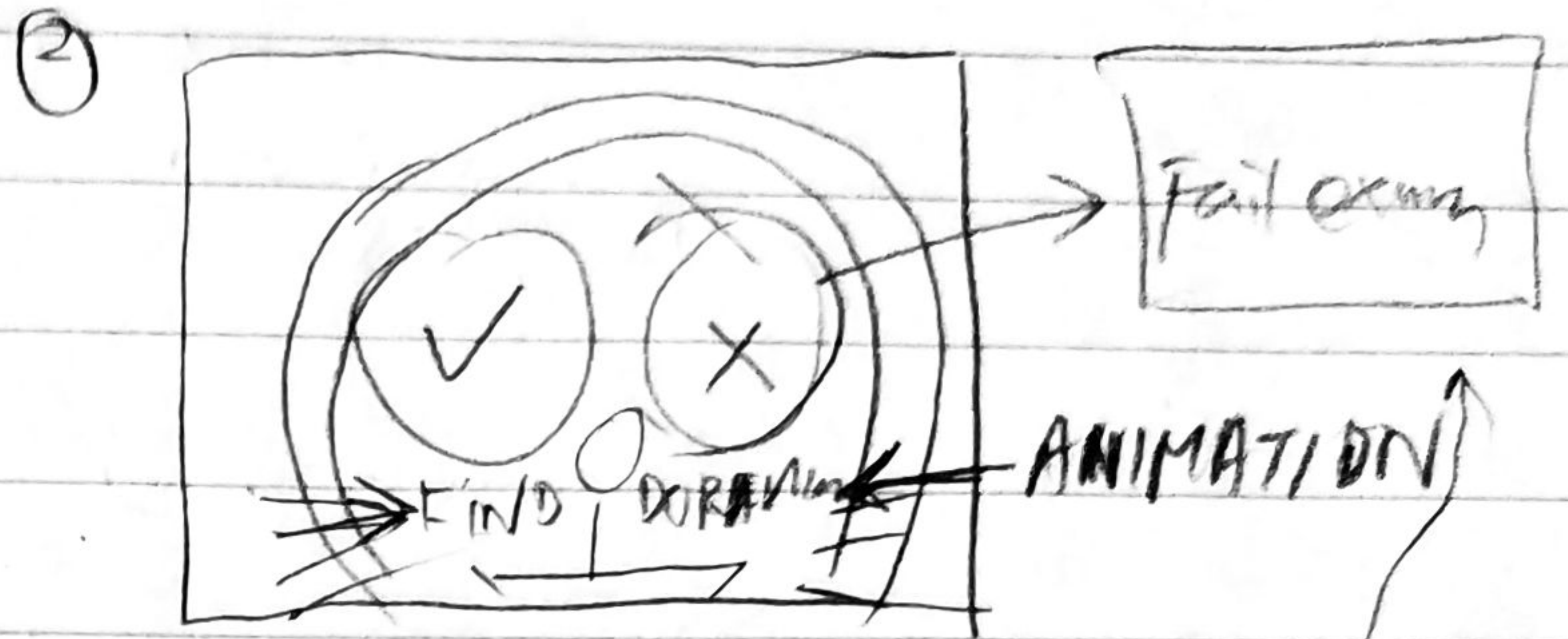
NUI: Nod

concept: speak

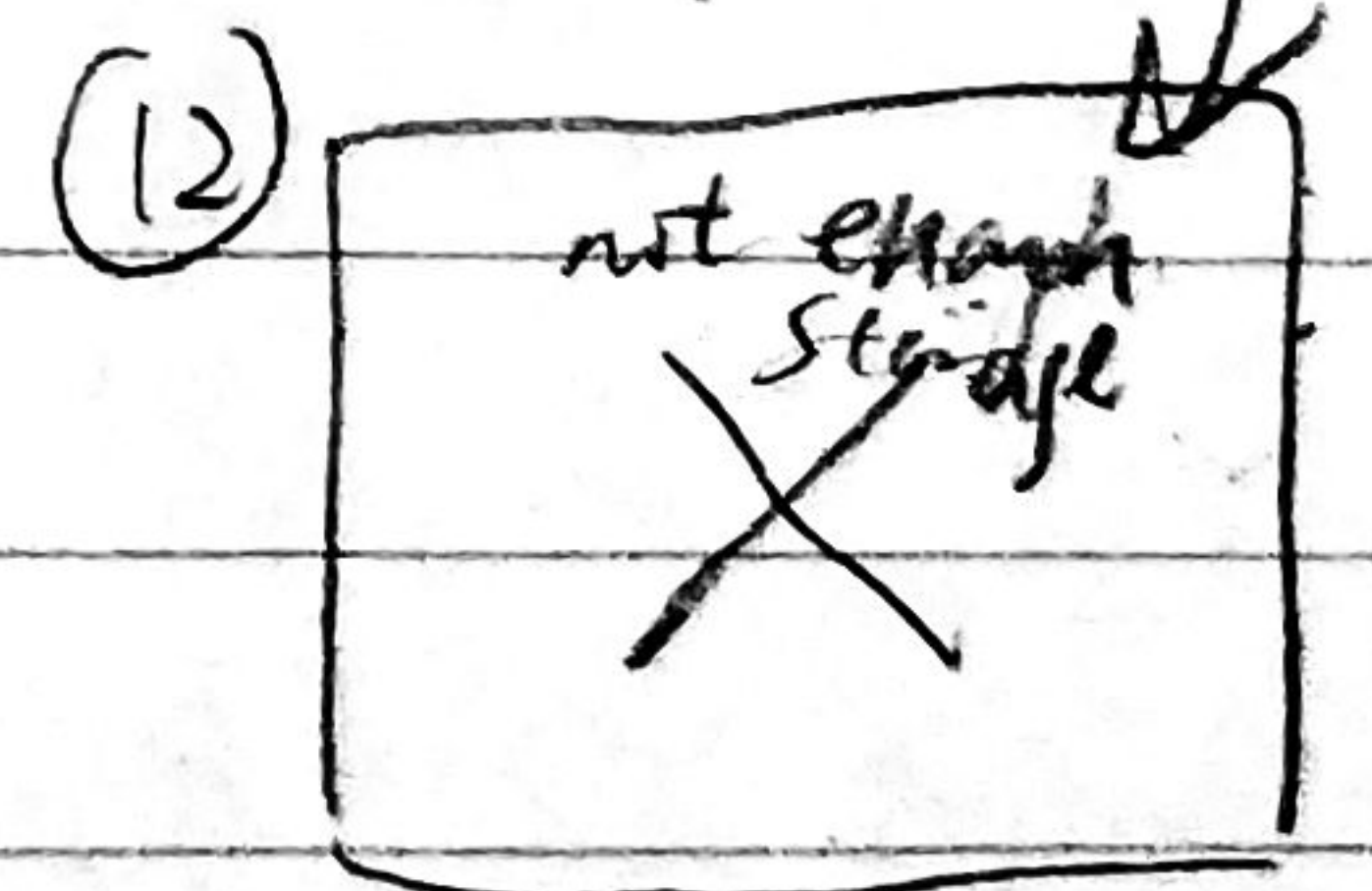
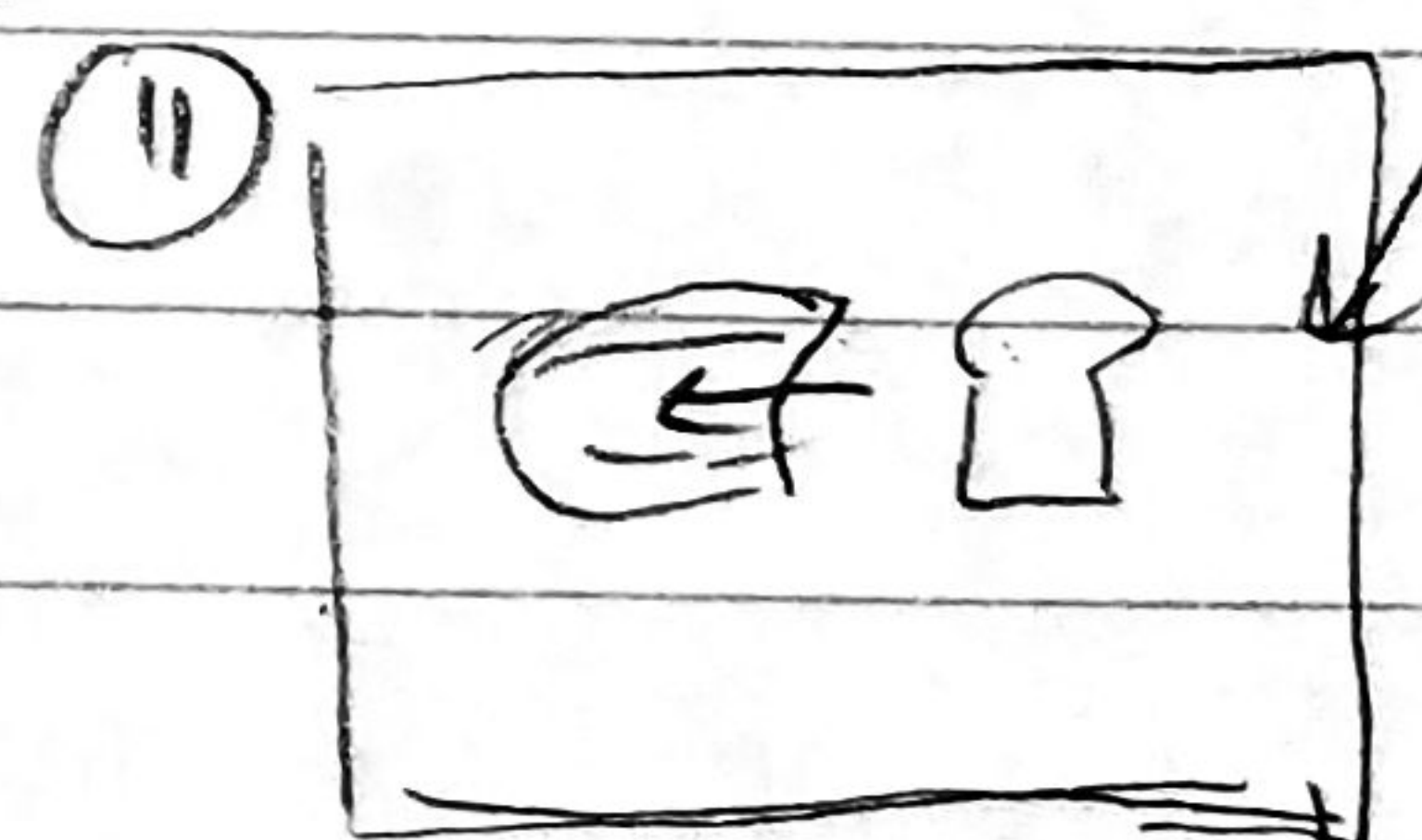
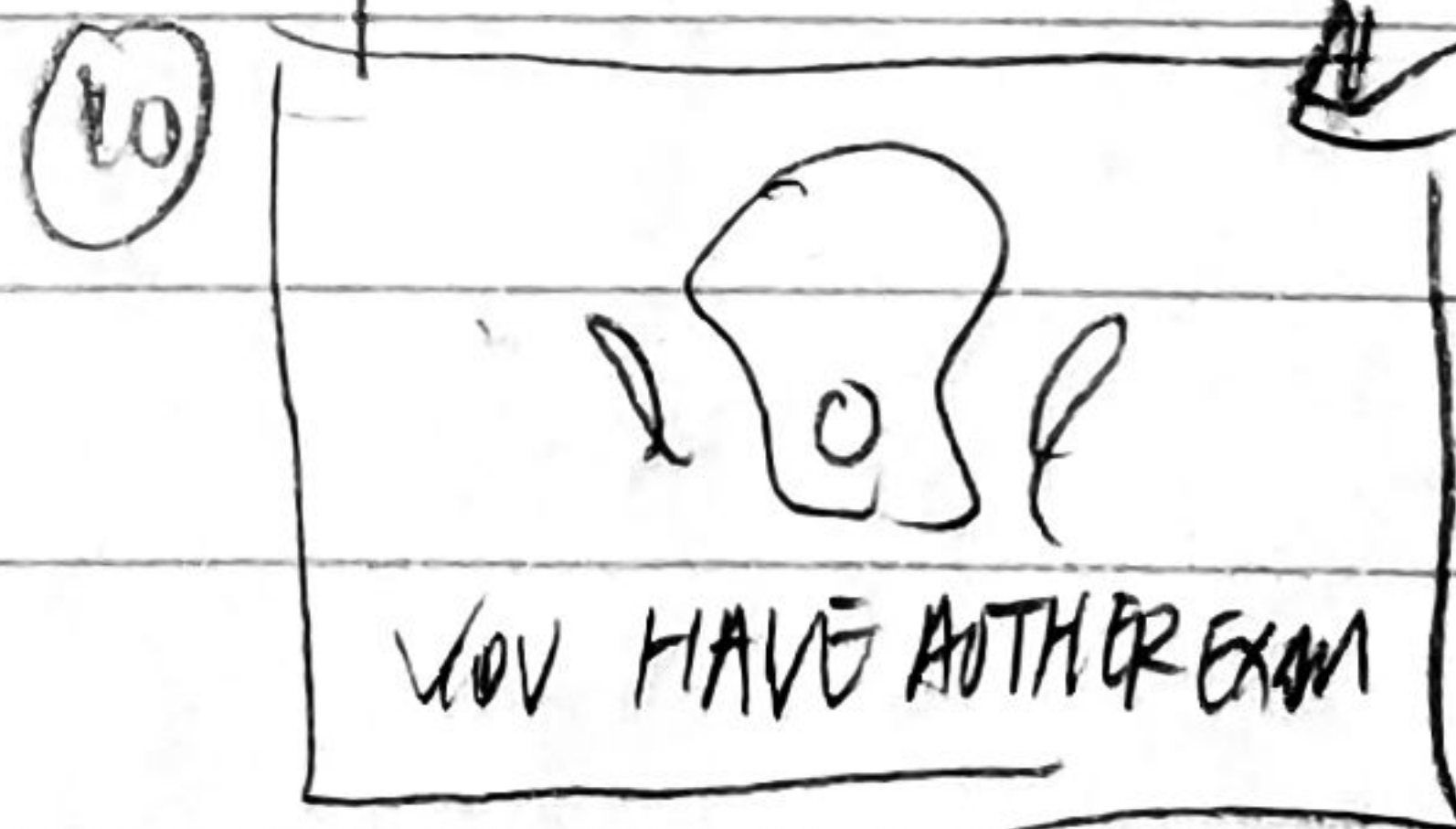
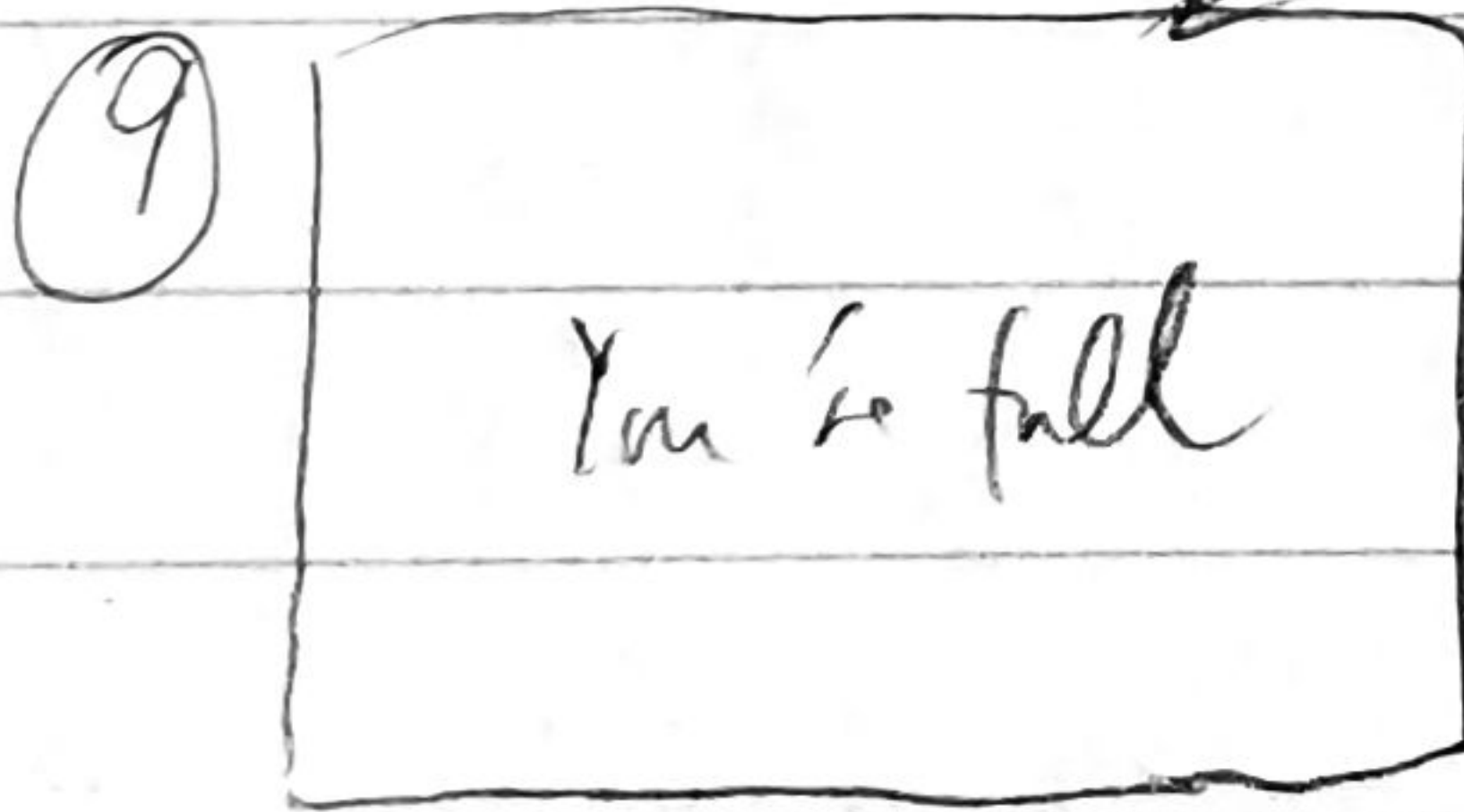
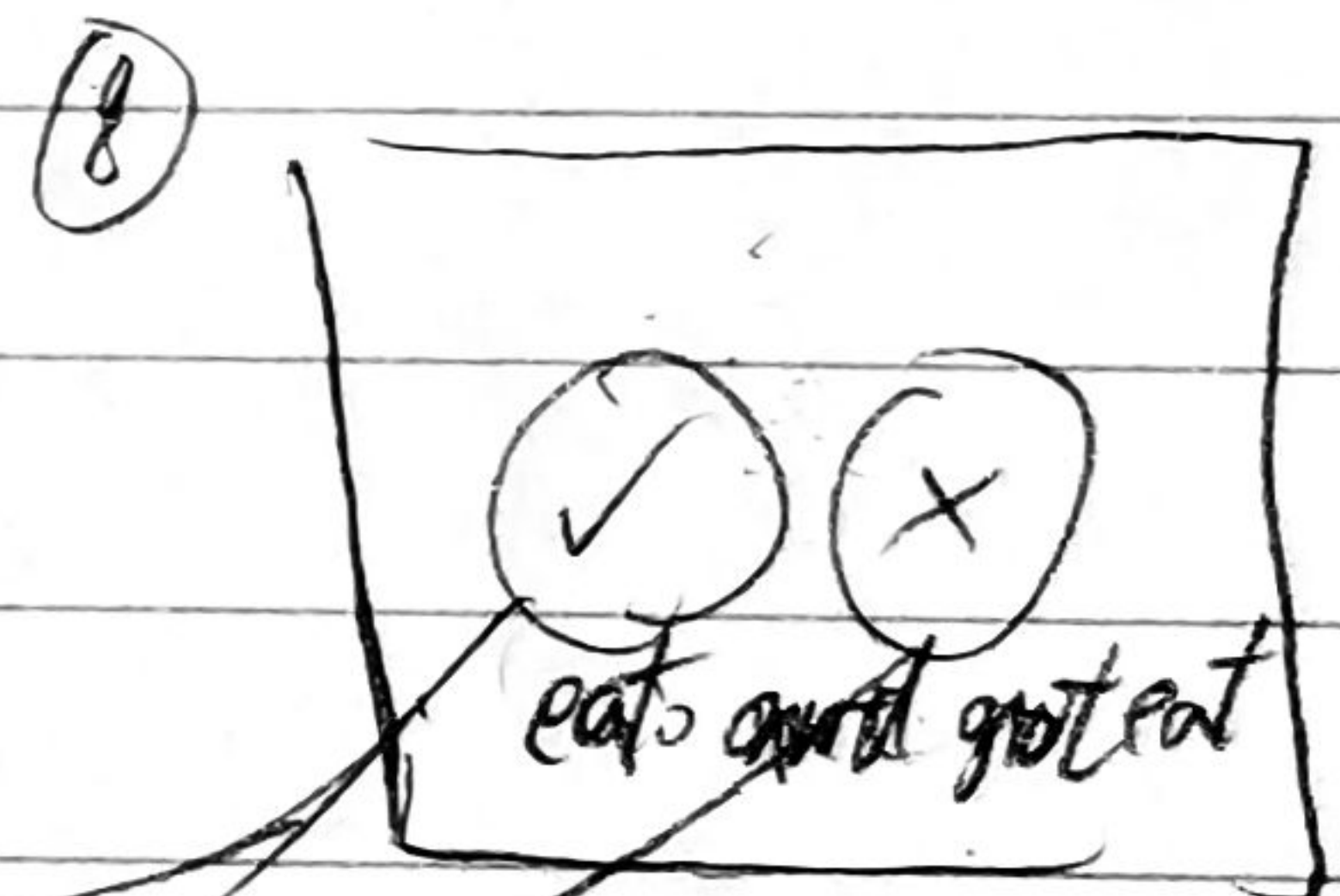
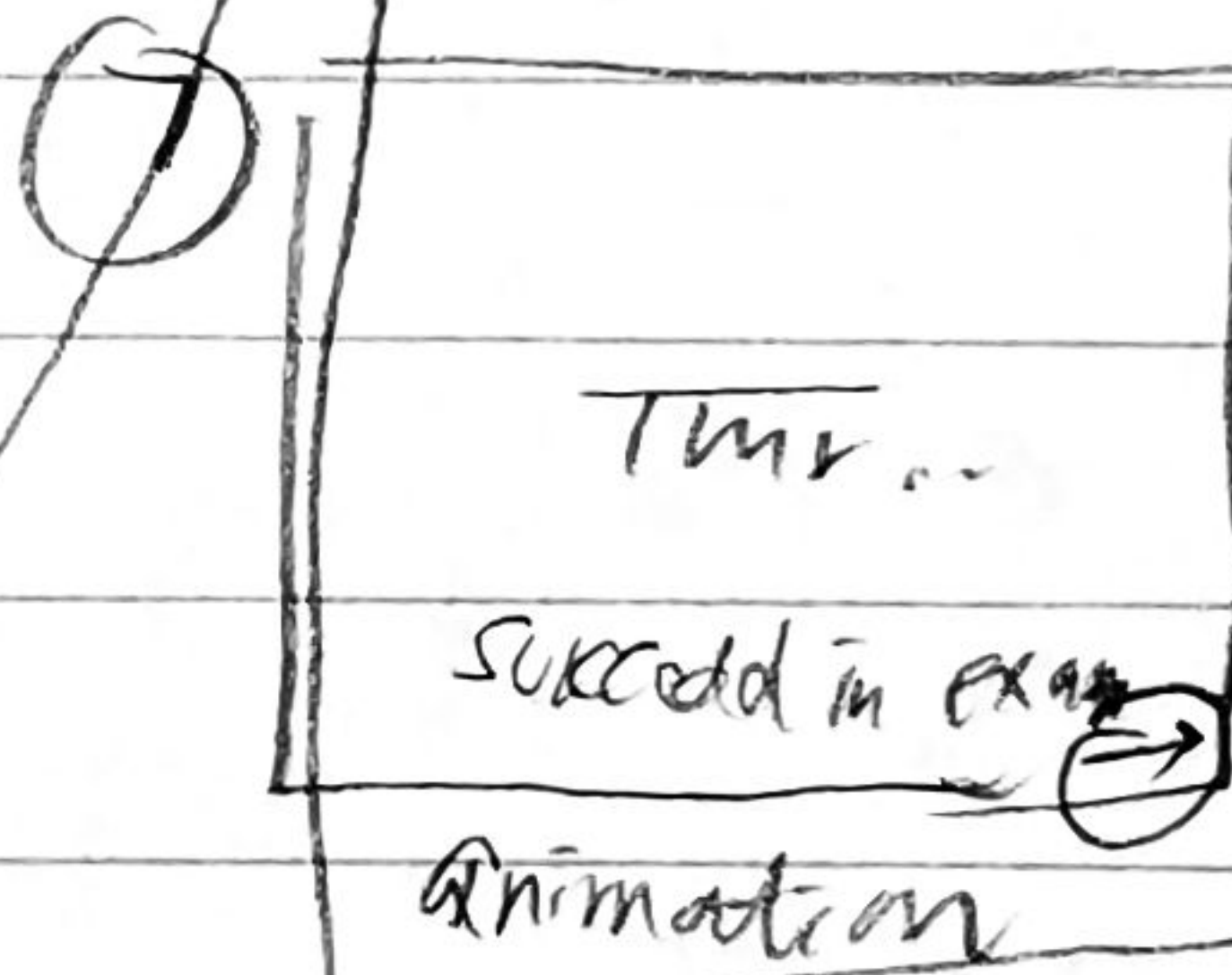
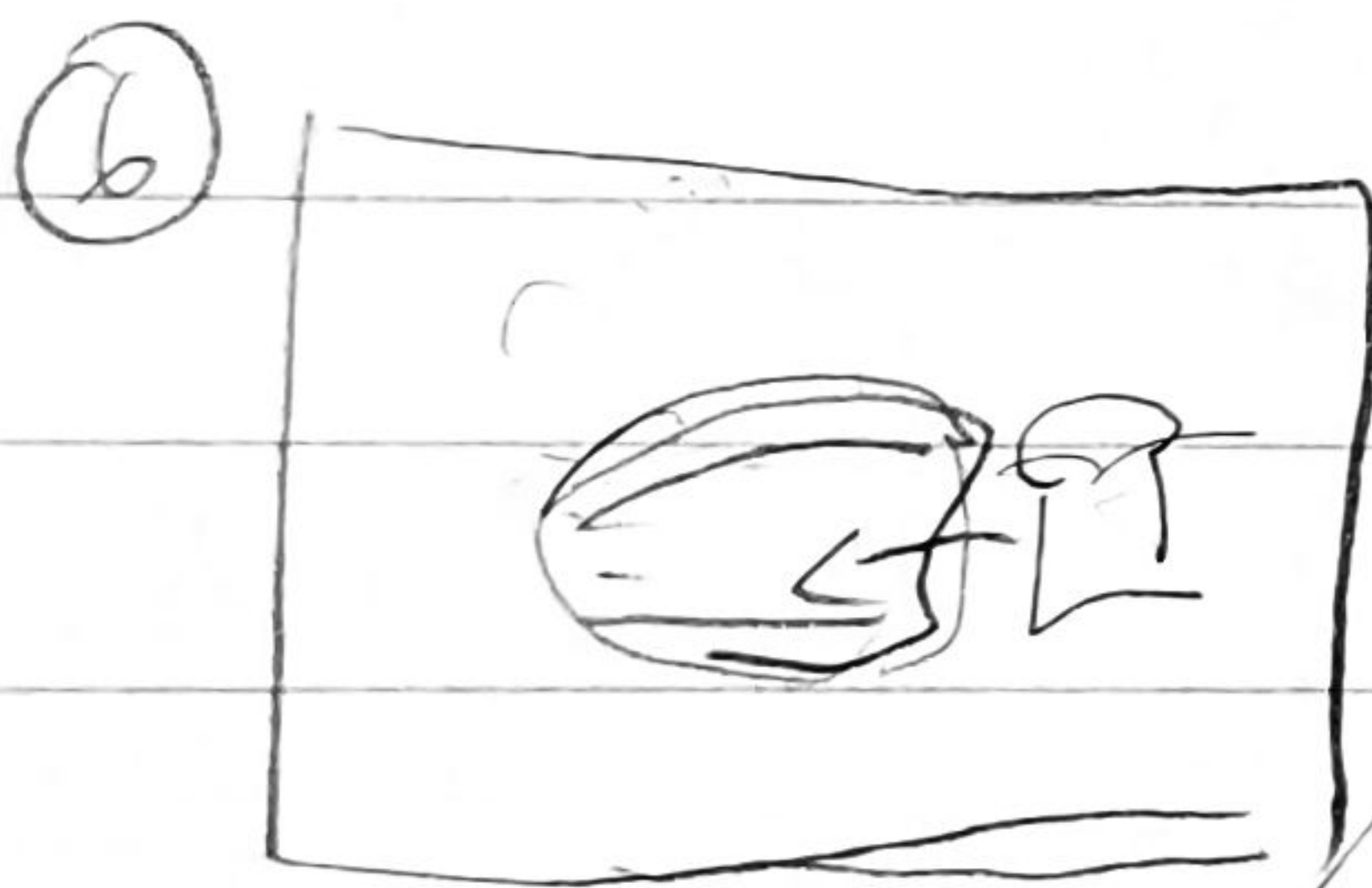
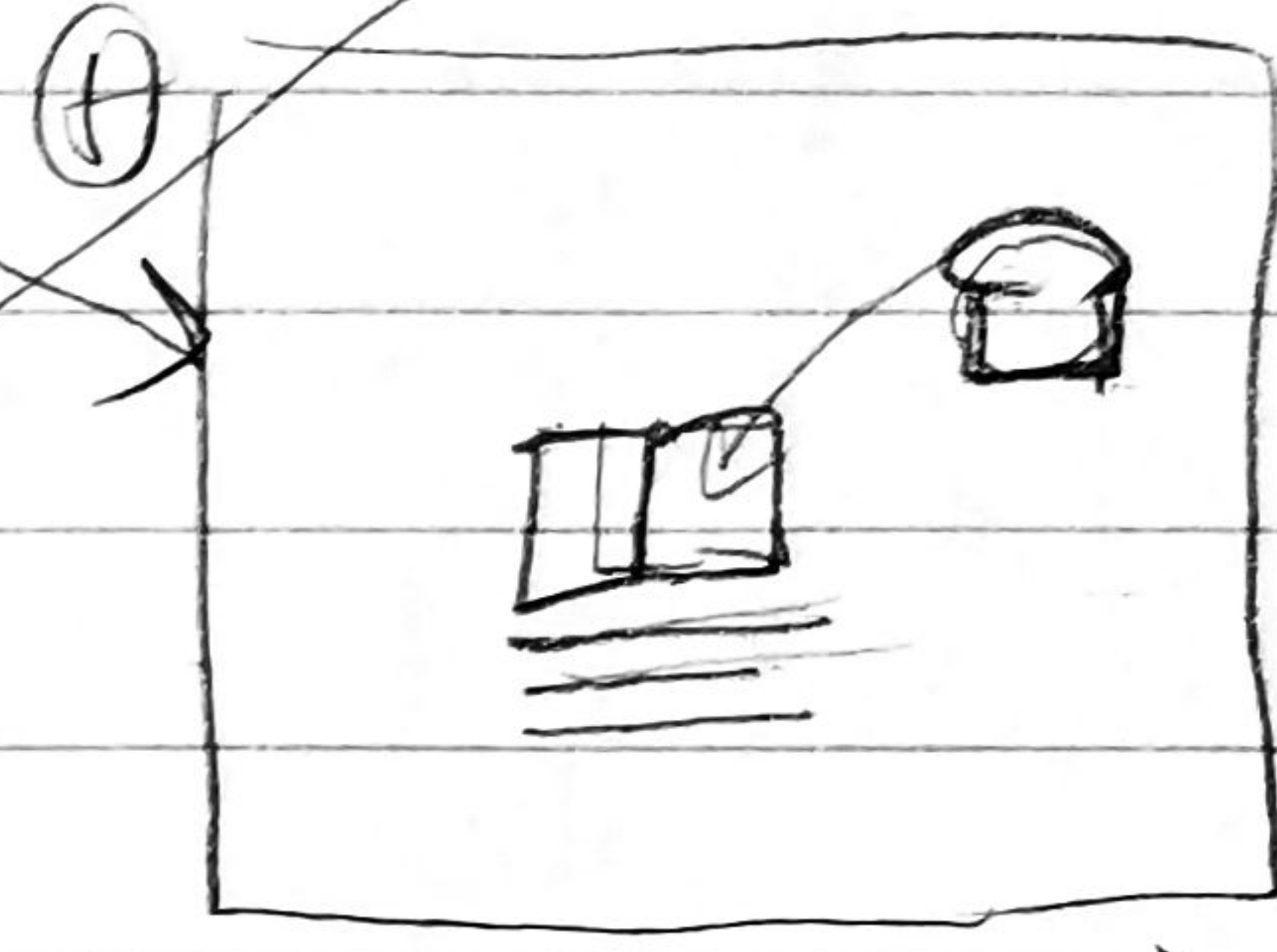




↓  
YOU HAVE  
↓  
TMR  
↓ SLIDE DOWN  
ANIMATION

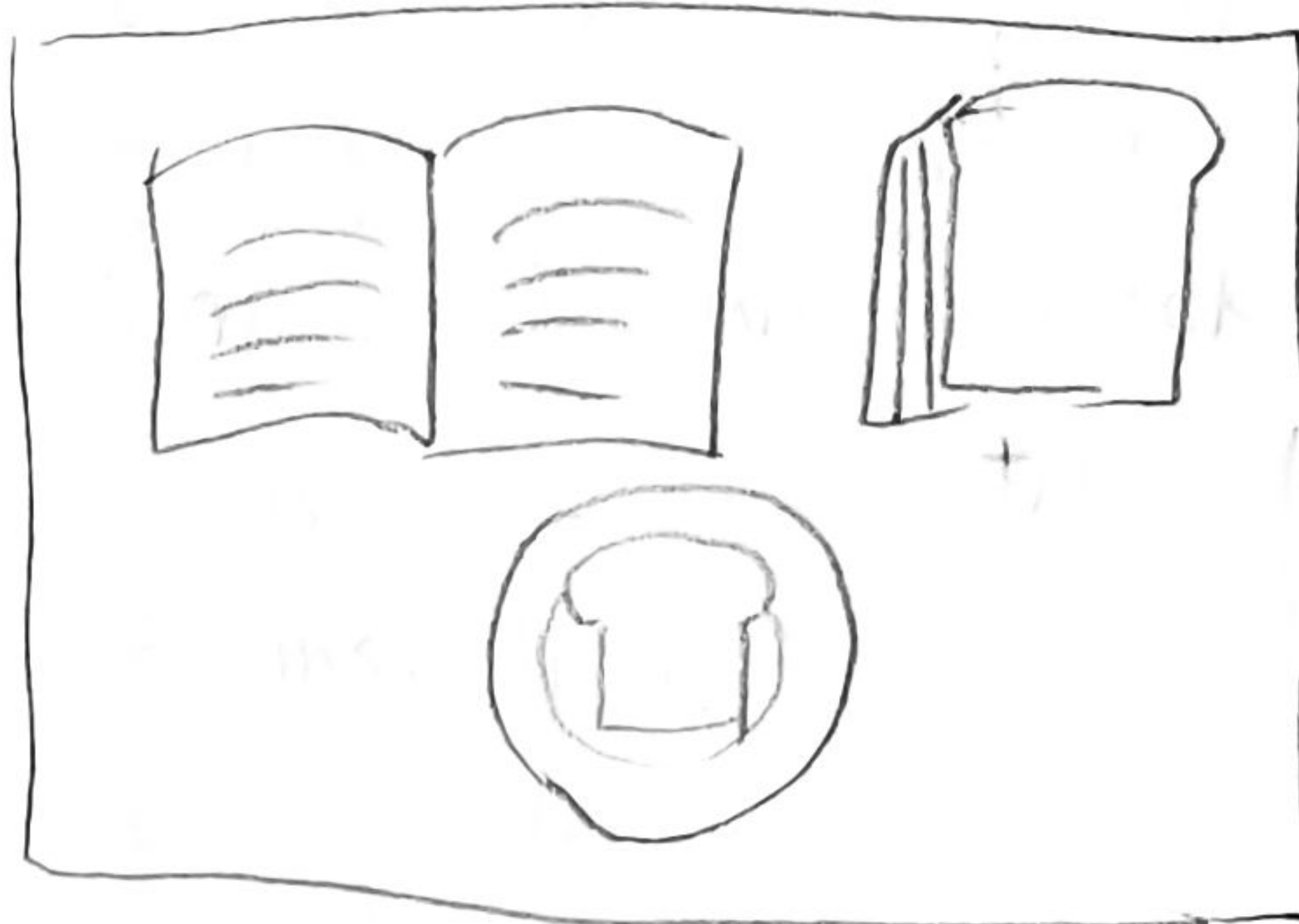
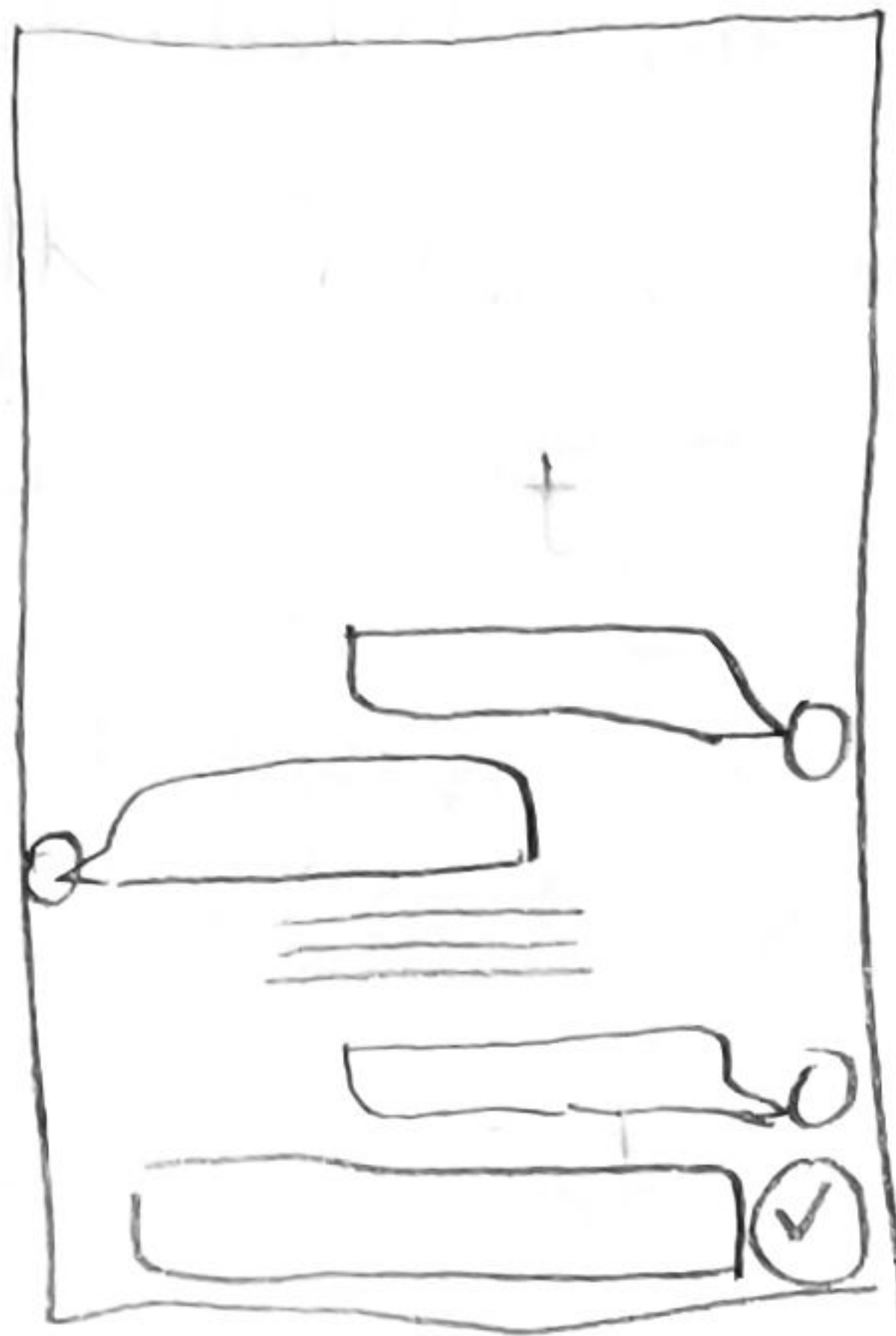


text animation

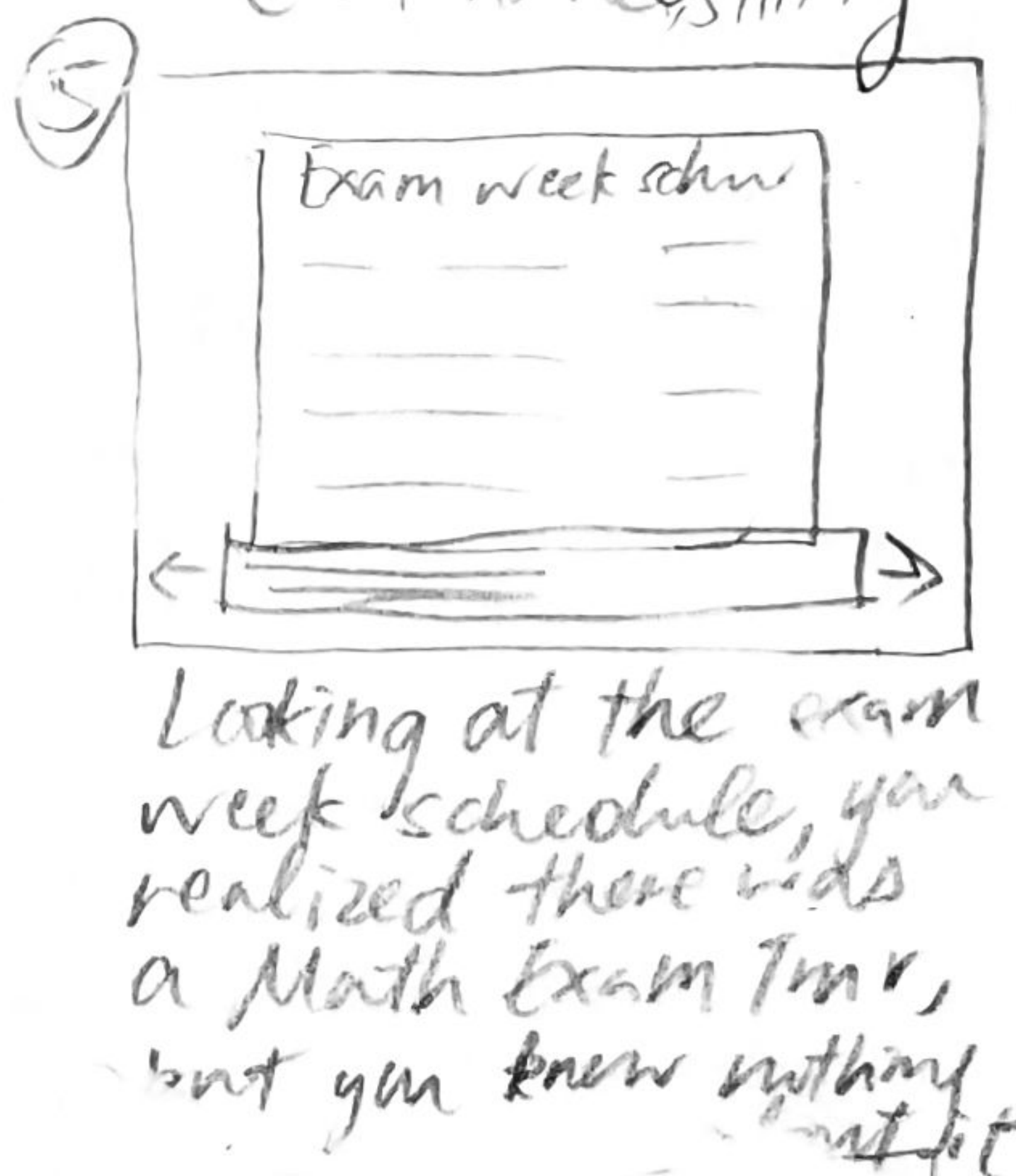
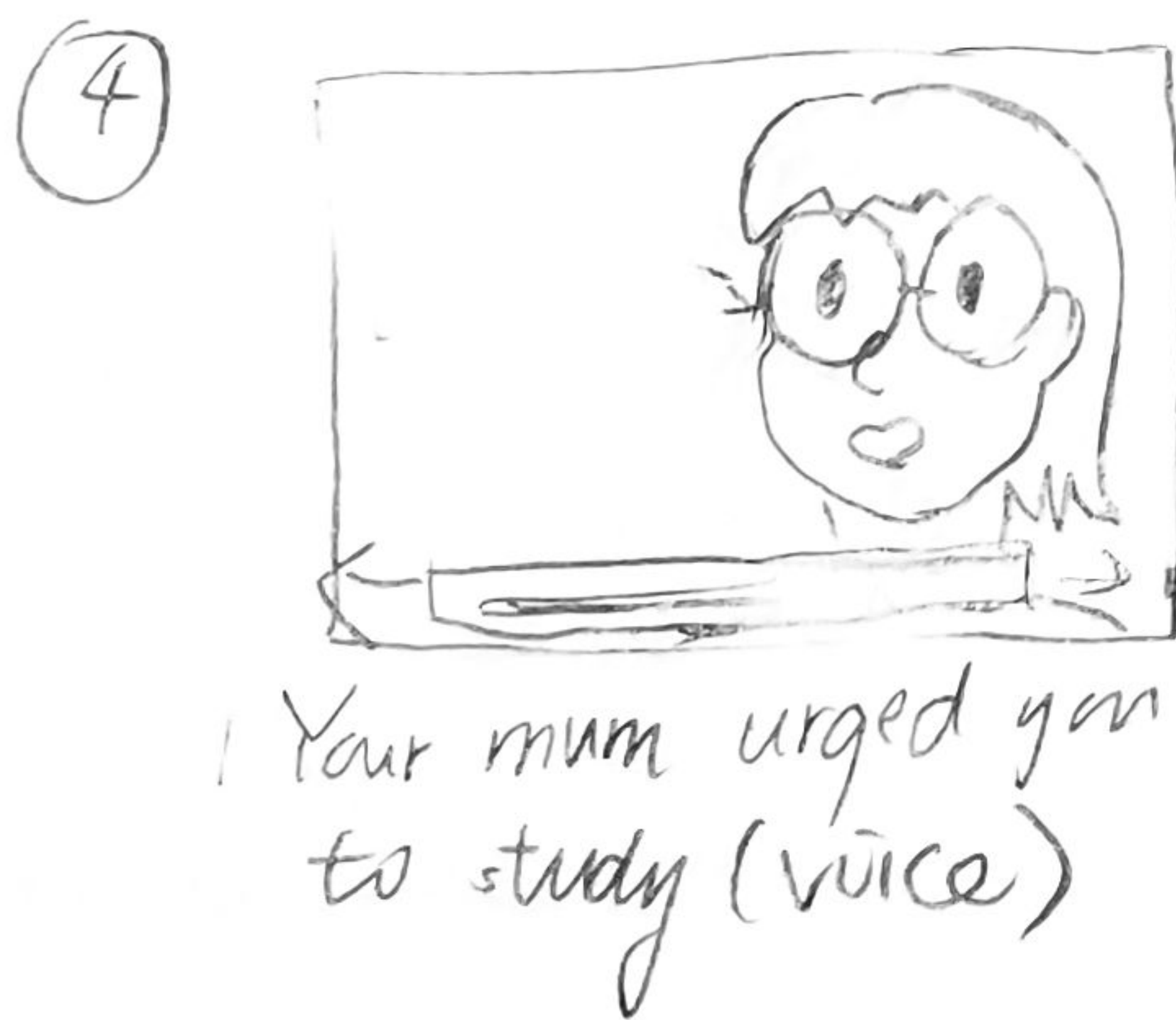
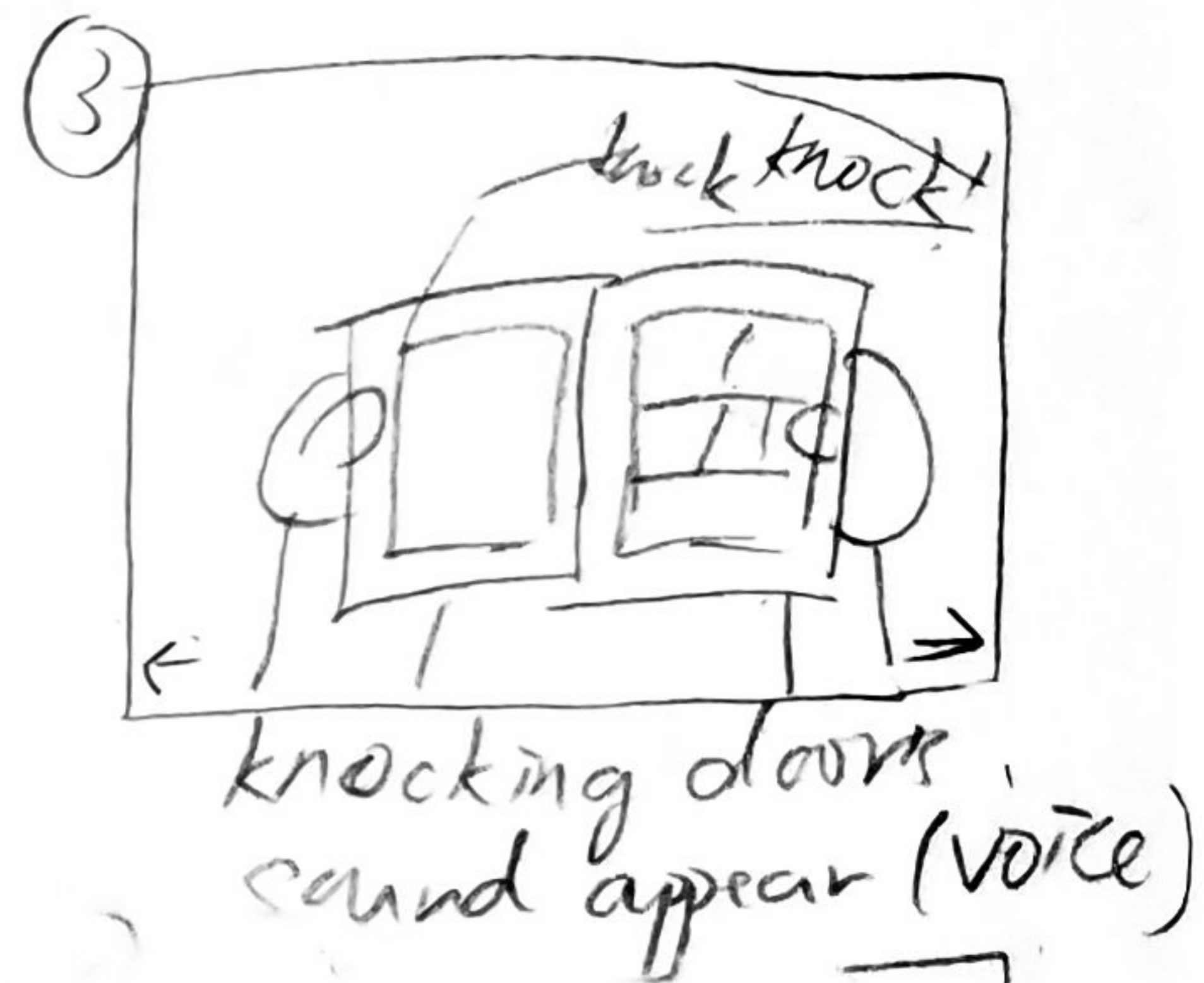
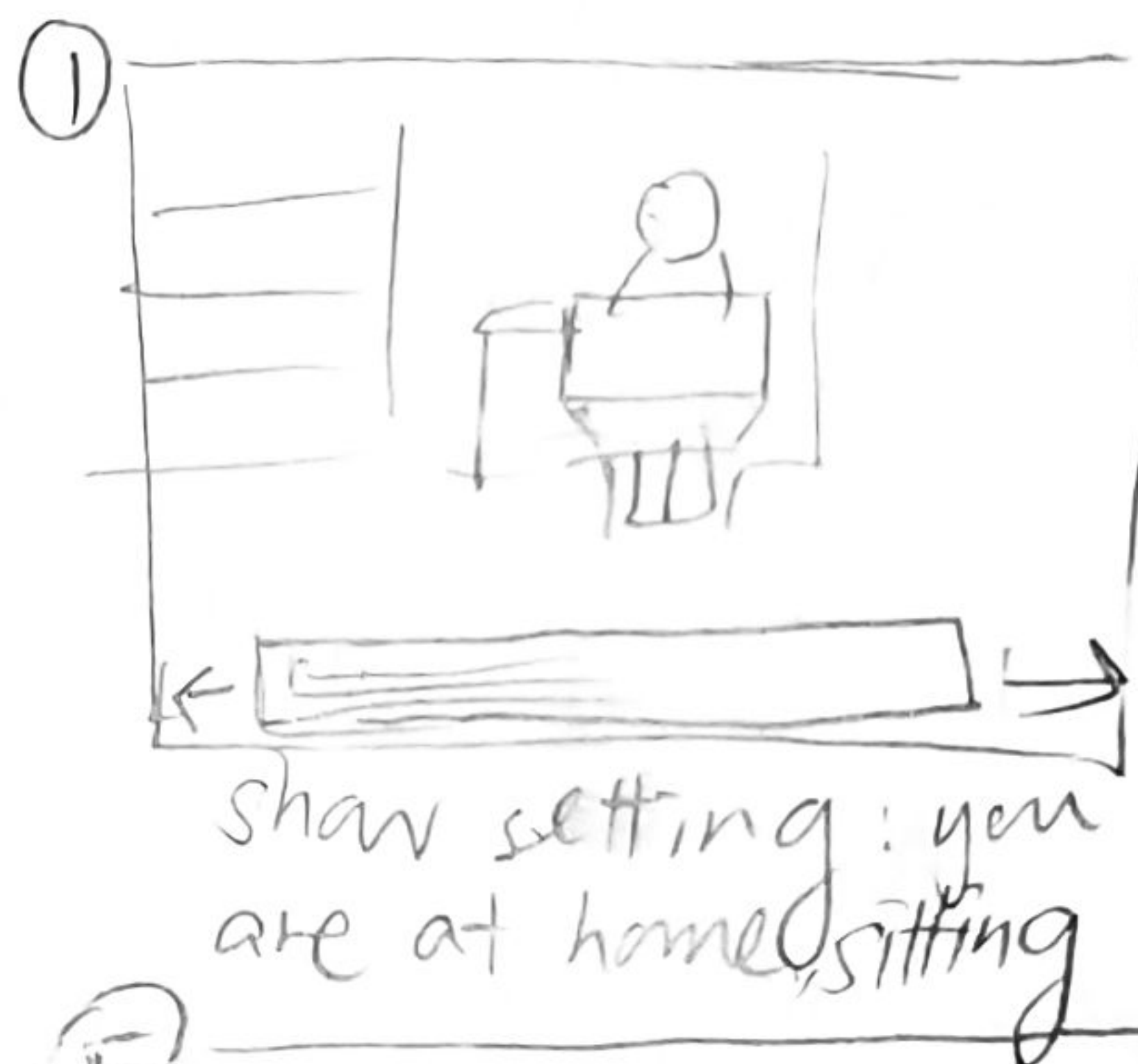




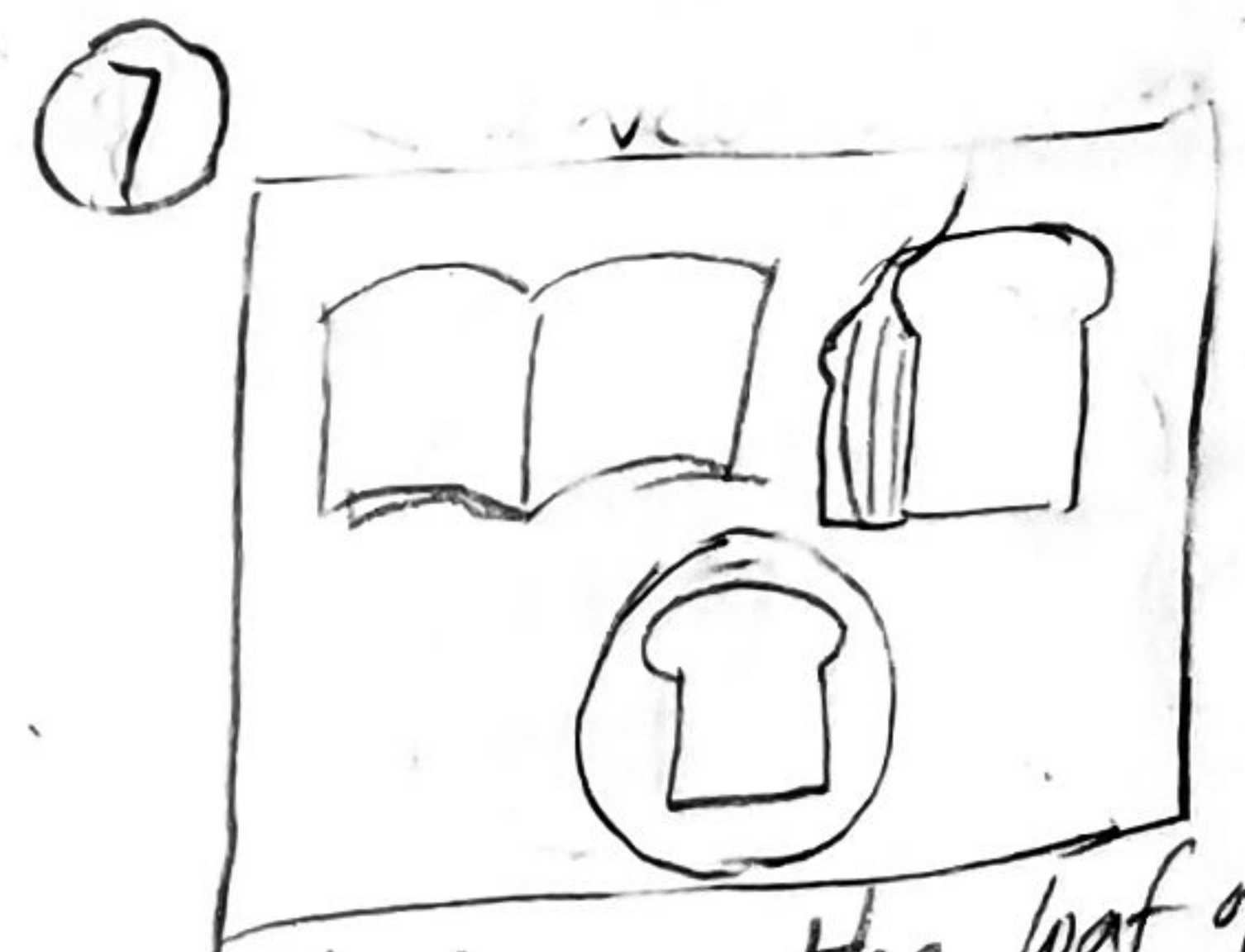
# Command Line Interface



## GUI



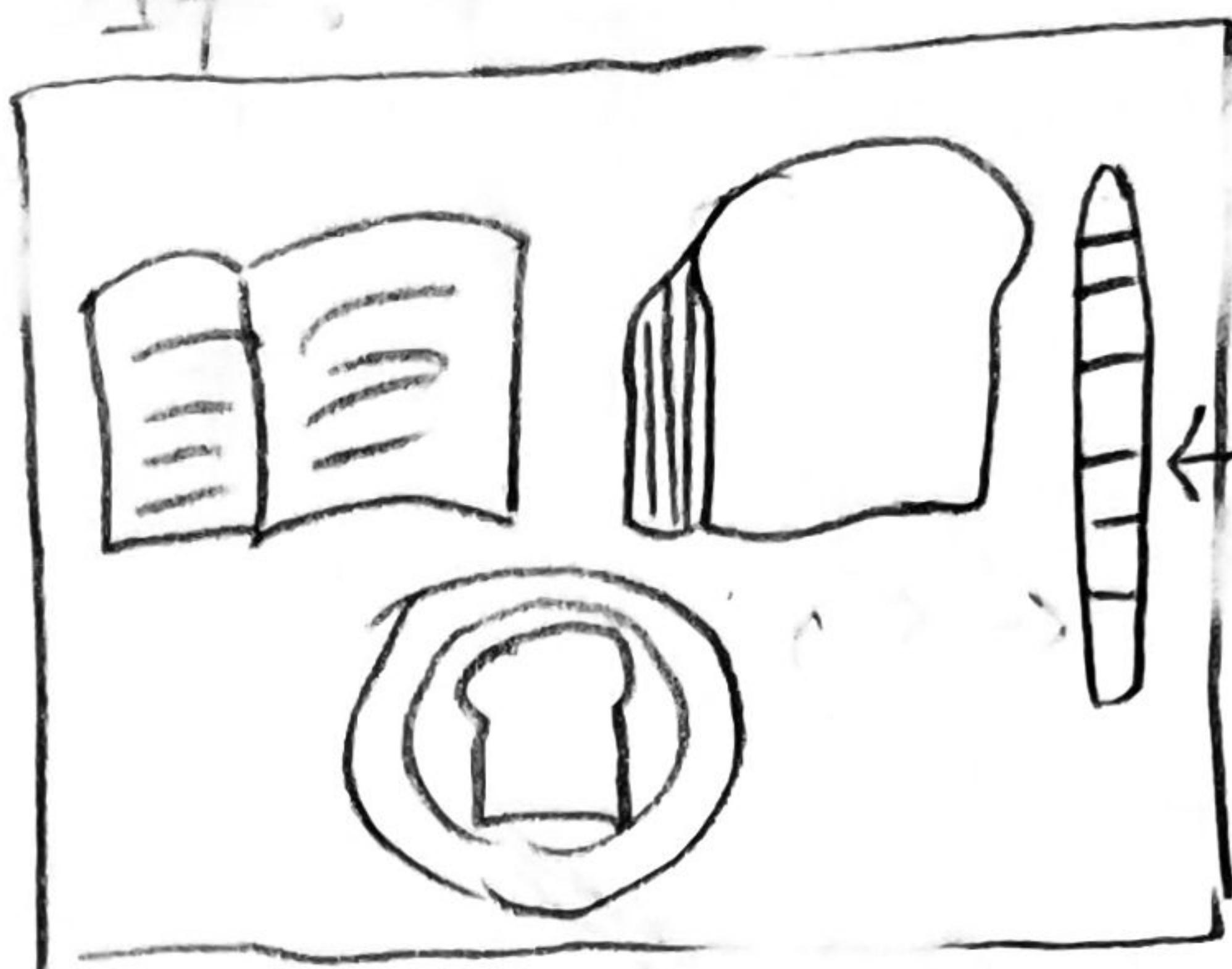
Doraemon gave you the Memory Bread and explained it (the game) to you



- click on the loaf of bread → get a piece of bread
- toggle to press on the book
- put on the plate
- click the plate → can sum it



(8)



memorising  
level 10

how many pieces of  
bread are left