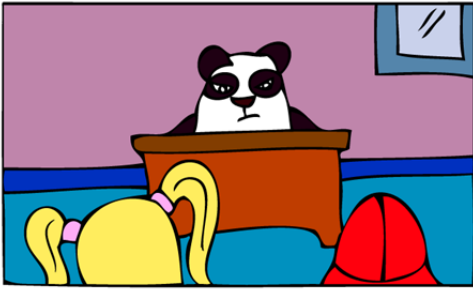
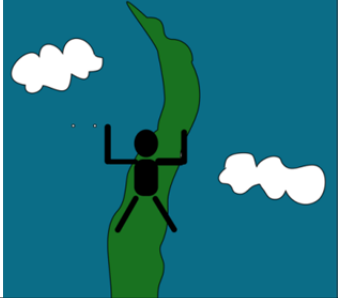

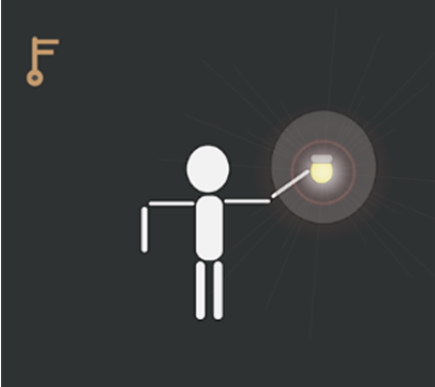



### 3 State Wireframe:

1	 An illustration of Mayor Pandora, a panda, sitting behind a wooden desk. In front of the desk are two yellow beanstalk-like structures and a red beanstalk. The background is a simple room with a purple wall and a blue floor.	<p>[Animation]</p> <p>Simple animation. Mayor Pandora sitting at a desk telling kids about their mission.</p> <p>JD Agents going missing and peculiar giant beanstalk growing in the middle of the city. Instructed to climb up and find out what's going on.</p>
2	 An illustration of a black stick figure climbing a tall, green, beanstalk-like vine against a blue sky with white clouds.	<p>[Interaction]</p> <p>Agents climb up vine. Simple up and down movements with their arms and legs.</p> <p>(bit like the swimming example, we discussed during tutorial)</p>
3	 An illustration of two children, a girl in a pink dress and a boy in an orange shirt, standing in a grassy field at night. They are reaching up to catch glowing fireflies. A jar is on the ground.	<p>[Interaction]</p> <p>Agents reach top and it's pretty dark. Have to catch fireflies to see.</p> <p>Fireflies are array of images. Collision detection is between x,y coordinates of images and hands.</p>
4	 An illustration of a white stick figure holding a flashlight that illuminates a glowing key on the ground. The background is dark.	<p>[Interaction]</p> <p>Agents move around in the dark. Jar of light reveals jungle background scenery. Must find a key that was lost when a previous JD agent when missing.</p> <p>Can only see area of background that is around jar of light. Sound reflecting each item within this area will play. E.g. owl on branch will hoot if user moves light near that area. Collision.</p>
5	 An illustration of a close-up of a brown bear's face with red eyes and a growling expression.	<p>[Animation]</p> <p>Rapid zooming in of bear's face. Screen fades out to black. To be continued. Loud roar.</p>