



BEGIN

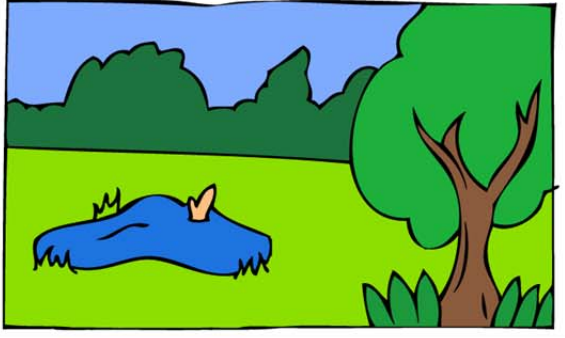
- Start Screen will display the logo at large and will have images of characters in the background.
- A quick video will play for users showing them basic instructions of how to interact with the Kinect and then the story starts.
- Hand Up Original Soundtrack plays in the background.

Story Text - Displays at Top



- Every scene contains a semi-transparent box on top of screen – it will contain snippets of the story; each line will be verbally spoken (audio recording) and as each word is read, it will light up.
- Below the semi-transparent box, an animation of the current scene will play, while the text is being read.
- Scene 1 [animation]: Mayor Pandora calls Mandy and Mason to her office, informing them of the disappearances of other J.D agents. She tells them to go to the local park to investigate the most recent disappearance.

Story Text - Displays at Top

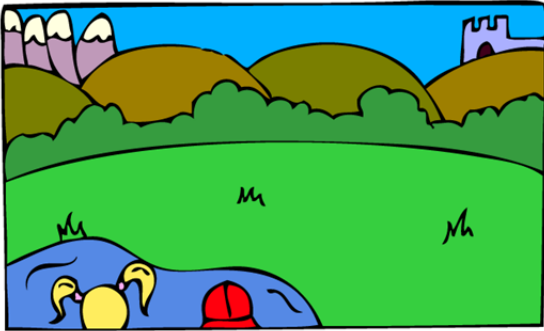


- Scene 2 [animation]: Mandy and Mason find a piece of evidence beside a pond; as they get closer to investigate, a fuzzy brown arm lunges out the pond, grabs Mason’s leg and drags him into the pond – Mandy tries to pull him out but ends up falling into the pond herself.

Story Text - Displays at Top



- Next part showcases a scene where the main characters are stuck and the user has to help them in order for the story to progress.
- The user takes on the persona of a character to complete the task.
- Sound effects: underwater, diving sounds.
- Scene 3 [interaction]: User will play one character (Mason) and will have to make swimming gestures at the Kinect in order to reach the surface.



Story Text - **Displays** at Top



Story Text - **Displays** at Top



Story Text - **Displays** at Top



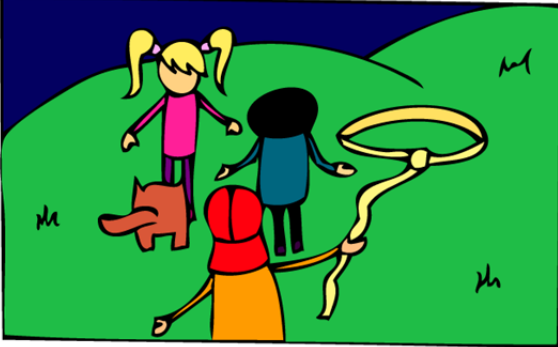
- Scene 4 [animation]: Mandy and Mason reach the surface and find themselves in the wild. From a distance, they notice a castle on a hill and decide to travel there to find clues.

- Scene 5 [interaction]: As they travel further, they encounter a forest of thorny branches. The user takes on the persona of Mandy and make gestures to use the giant garden scissors (conveniently found nearby) to cut the branches down.
- **Sound effects: Scissor cutting sound.**

- Scene 6 [interaction]: Night falls – the Junior Detectives can't see a thing. Then they come across dozens of fireflies flying around.
- The user takes on the persona of Mason and has to jump around and catch the fireflies, then stick them into an empty jam jar (also, conveniently found nearby).
- **Sound effects: Night time forest environment noises (e.g. owls hooting and cricket sounds) and buzzing sound for fireflies.**

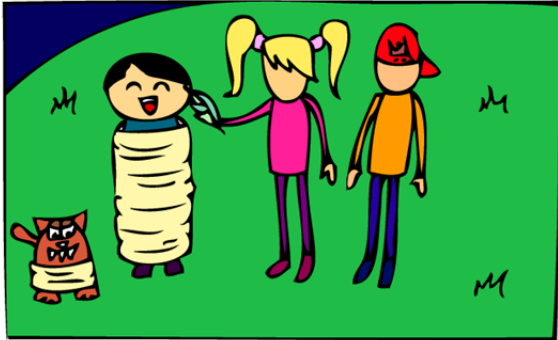
- Scene 7[animation]: Nearby, they overhear a menacing voice – Mandy and Mason hide behind the bushes and discover Herbert Fitzpatrick, their arch nemesis scheming with his partner in crime, Fuzzball.
- They decide to capture him for questioning; Mandy will distract him while Mason catches him.

Story Text - **Displays** at Top



- Scene 8 [interaction]: The user takes on the role of Mason. They have to swing the rope and catch Herbert with the lasso.
- **Sound effects: Spinning sound for lasso.**

Story Text - **Displays** at Top



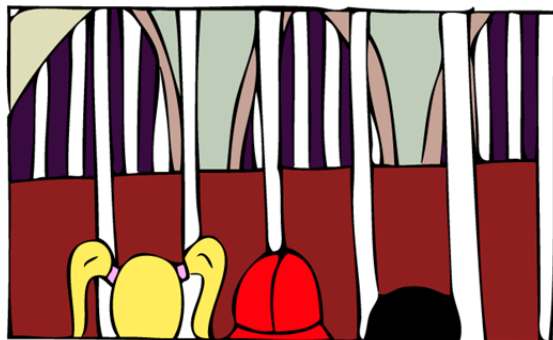
- Scene 9 [interaction]: As they question Herbert, he continues to deny kidnapping other Junior Detectives. The user becomes Mandy and tickles Herbert with a feather to try to get answers.
- **Sound effects: Male laughter for Herbert.**

Story Text - **Displays** at Top



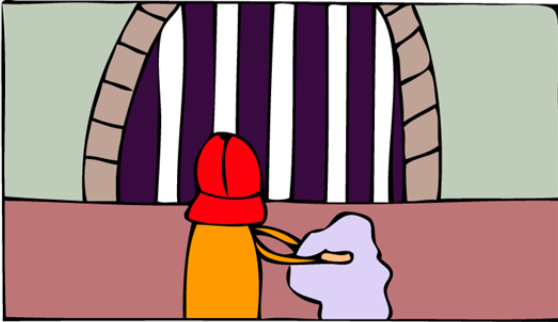
Scene 10 [animation]: All of a sudden, a giant grizzly bear charges at the group and throws a sleeping potion at them. He then chucks them into a sack.

Story Text - **Displays** at Top



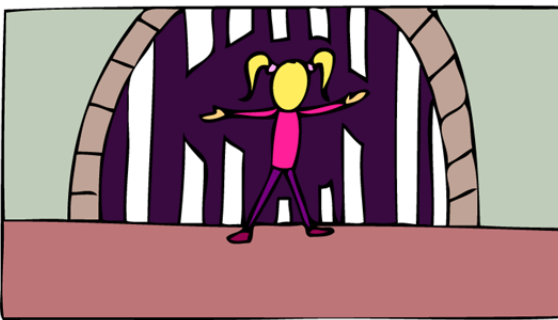
Scene 11 [animation]: The group find themselves in a dungeon. Herbert mockingly says, "I told you so" and in response the Junior Detectives apologize for mistaking him as the criminal. As they look around, they notice the other kidnapped Junior Detectives in the cells around them.

Story Text - **Displays** at Top



- Scene 12 [interaction]: The user takes on the persona of Mason and has to grab a giant rock from the ground and throw it at the cell bars.
- **Sound effects: Large bang for when the rock smashes the cell.**

Story Text - **Displays** at Top



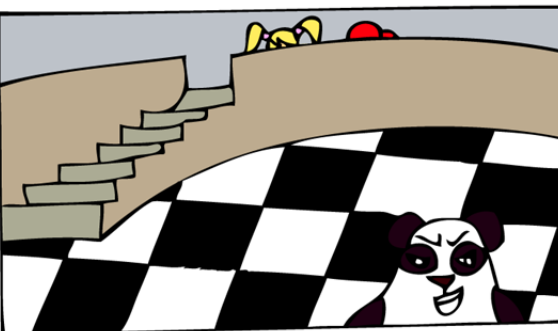
- Scene 13 [interaction]: Mason only manages to break some of the bars, to fit through the user (will become Mandy) and has to make a star shape with their bodies to get out.

Story Text - **Displays** at Top

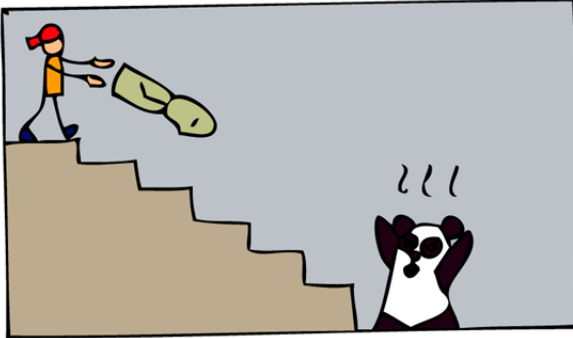


- Scene 14 [interaction]: Mandy finds a secret super strength potion (conveniently on a nearby table) and drinks it. The user (becomes her) and has to kick the doors of the cells down to free the other Junior Detectives.
- **Sound effects: Glugging sound when Mandy drinks and large bang noise when doors are kicked down.**

Story Text - **Displays** at Top



- Scene 15 [animation]: The Junior Detectives sneak through the corridor, when suddenly they overhear a familiar voice. They overhear Mayor Pandora's evil plan to exterminate the human race so only Pandas can rule.



- Scene 16 [interaction]: The Junior Detectives come up with a plan. The user becomes Mason; they need to heave an enormous statue down the stairs to distract Mayor Pandora.
- **Sound effects: Crashing sound for when the statue falls down the stairs**

Story Text - **Displays** at Top



- Scene 17 [interaction]: The user becomes Mandy and they have to run towards Mayor Pandora and then slam a portrait, which is hanging on the wall next to them, over Mayor Pandora's head.
- **Sound effects: Running noise and a smash noise for when the portrait is slammed over Pandora's head**

Story Text - **Displays** at Top



- Scene 18 [animation]: Mayor Pandora is arrested. The Junior Detectives high 5 and celebrate. They then get a phone call from the international JD Headquarters, informing them of a new mission.



THE END.

- Then the end screen will display and play the credits.
- **Hand Up Original Soundtrack plays in the background**