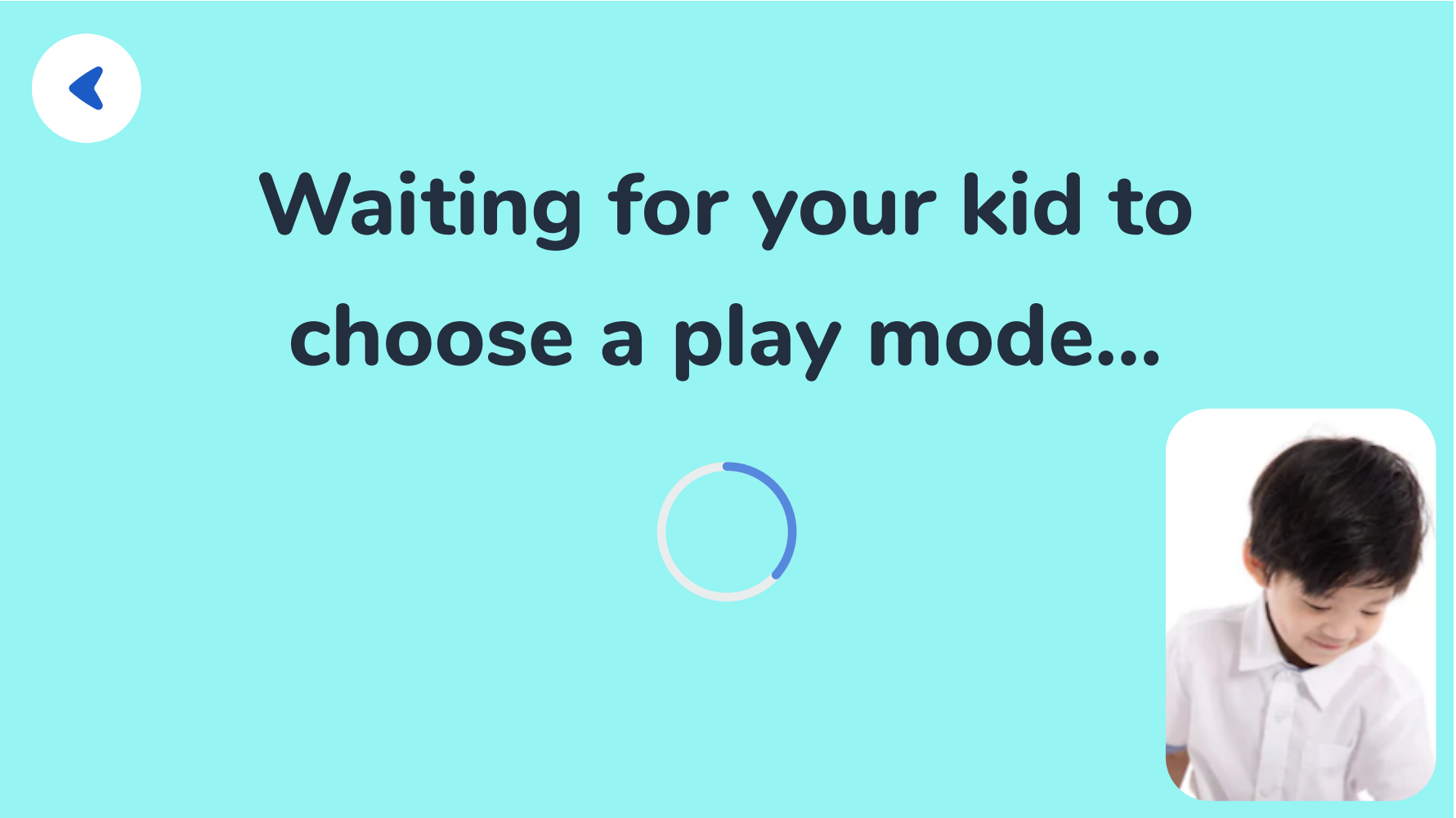
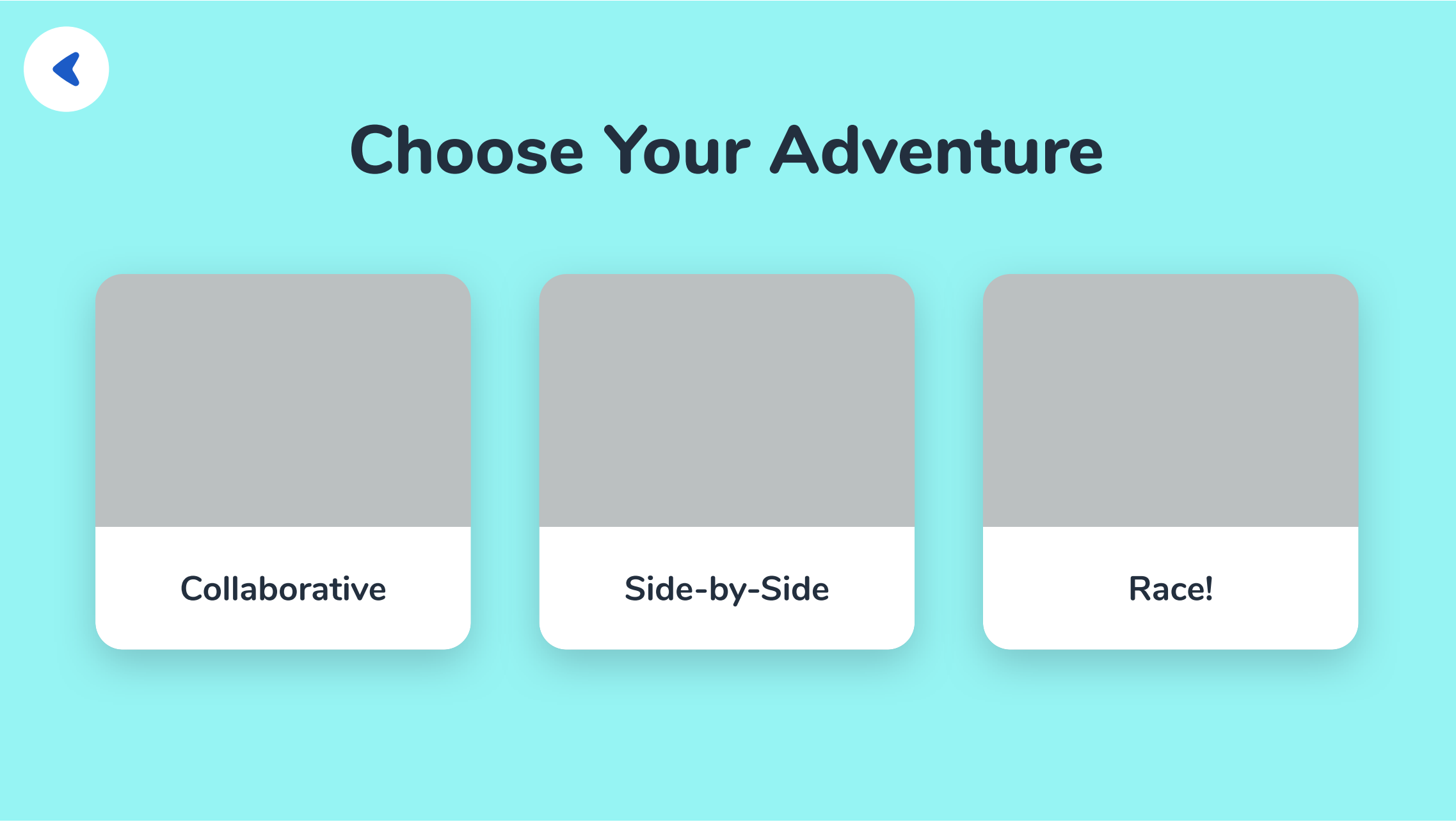
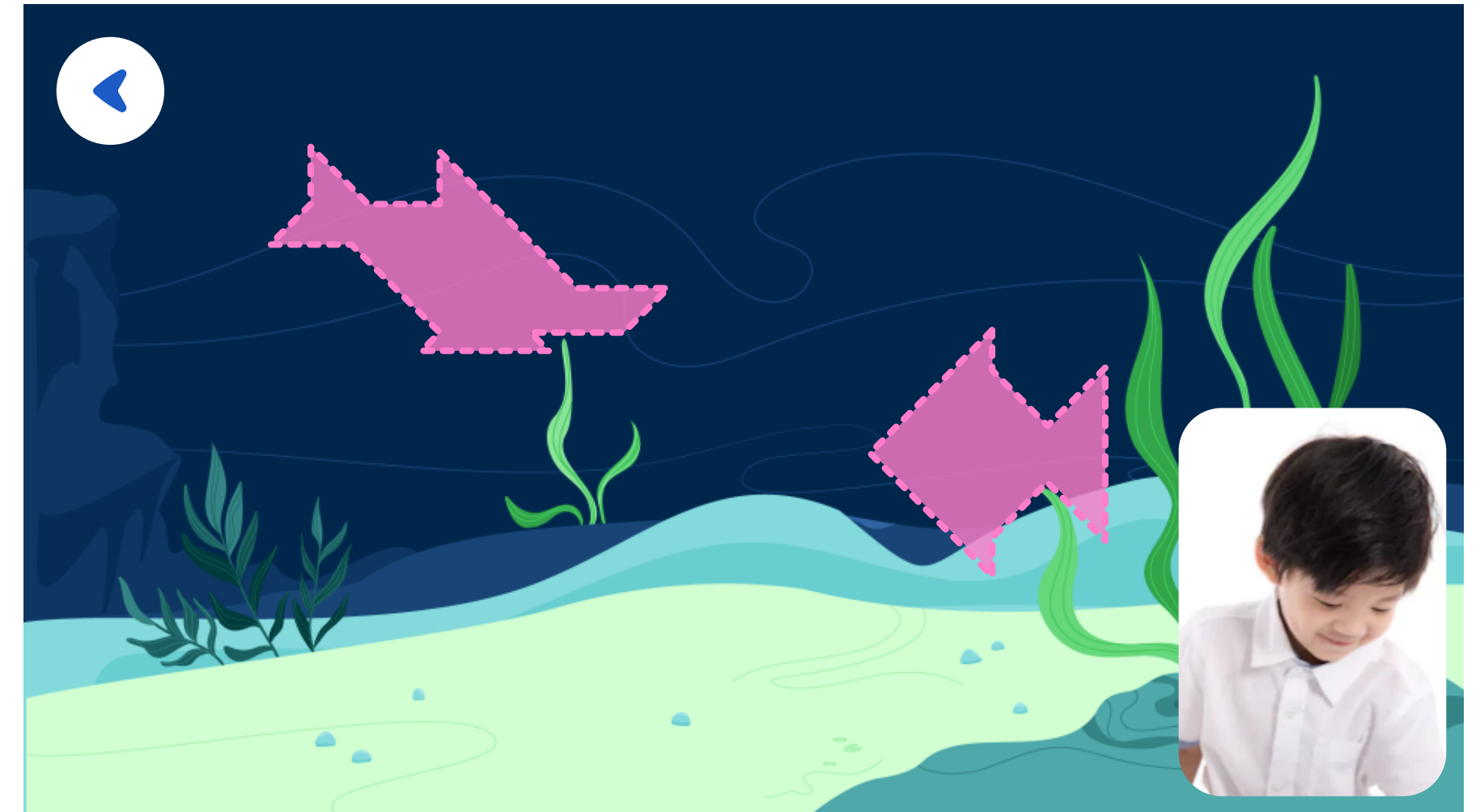
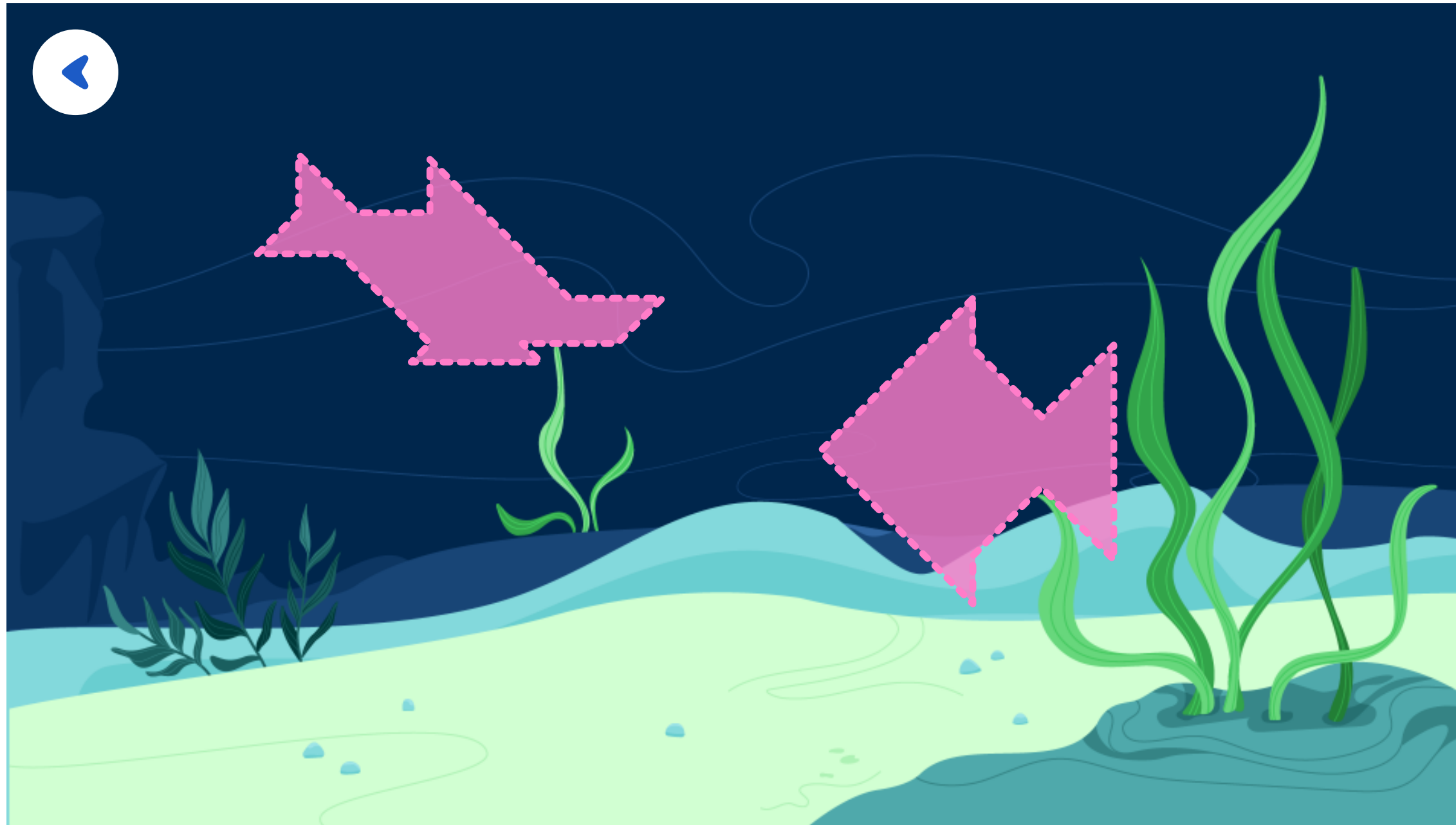


00 Mode Selection



During mode selection, the child can choose from our 3 vertical slice modes: Collaborative, Side-by-Side, or Race! Tapping a tile will take the user into the world selection screen. To avoid conflicts, the RC will see a loading image and message during this time (NOTE: we'll change this for production).

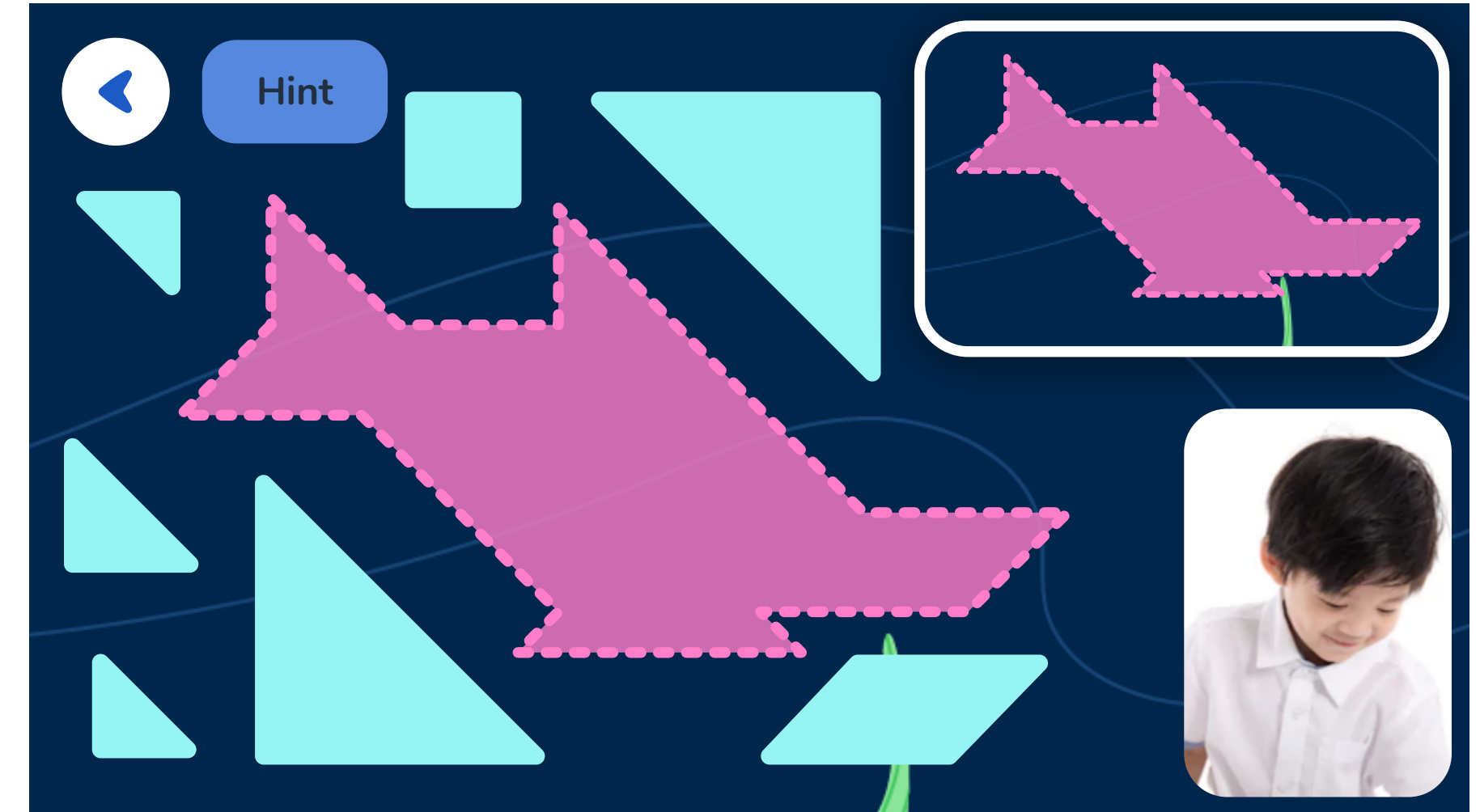
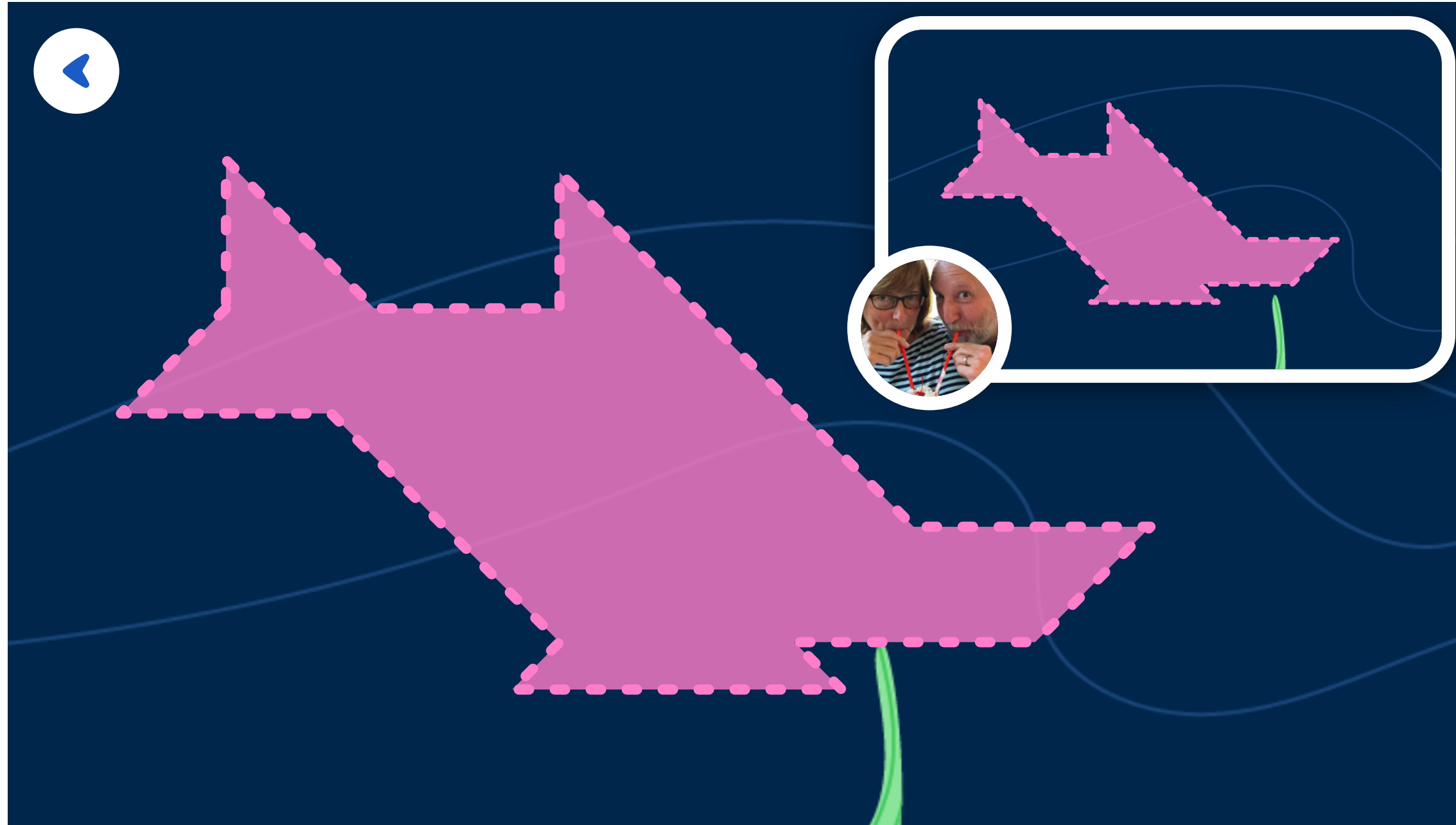
01 World Selection



For Vertical Slice, ideally we'll have two puzzles to support a playtesting scenario where an RC/Child pairing can compare & contrast two modes (e.g. Collaborative vs. Side-by-Side) without already knowing the solution to the puzzle.

Since both Child and RC can select the puzzle, whoever taps first wins. In a true race condition, the Child's input wins.

02 Default Puzzle View - Side-by-Side

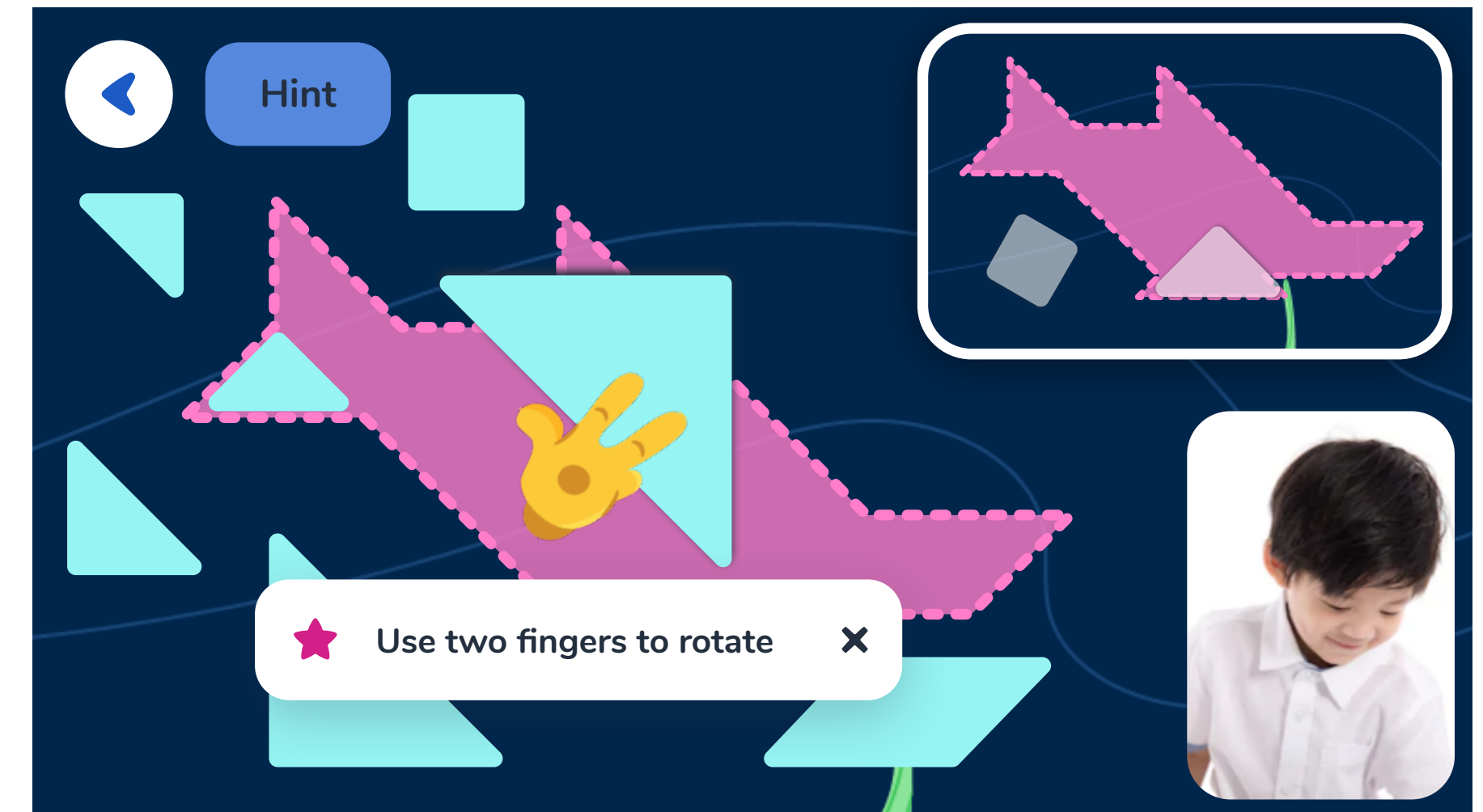
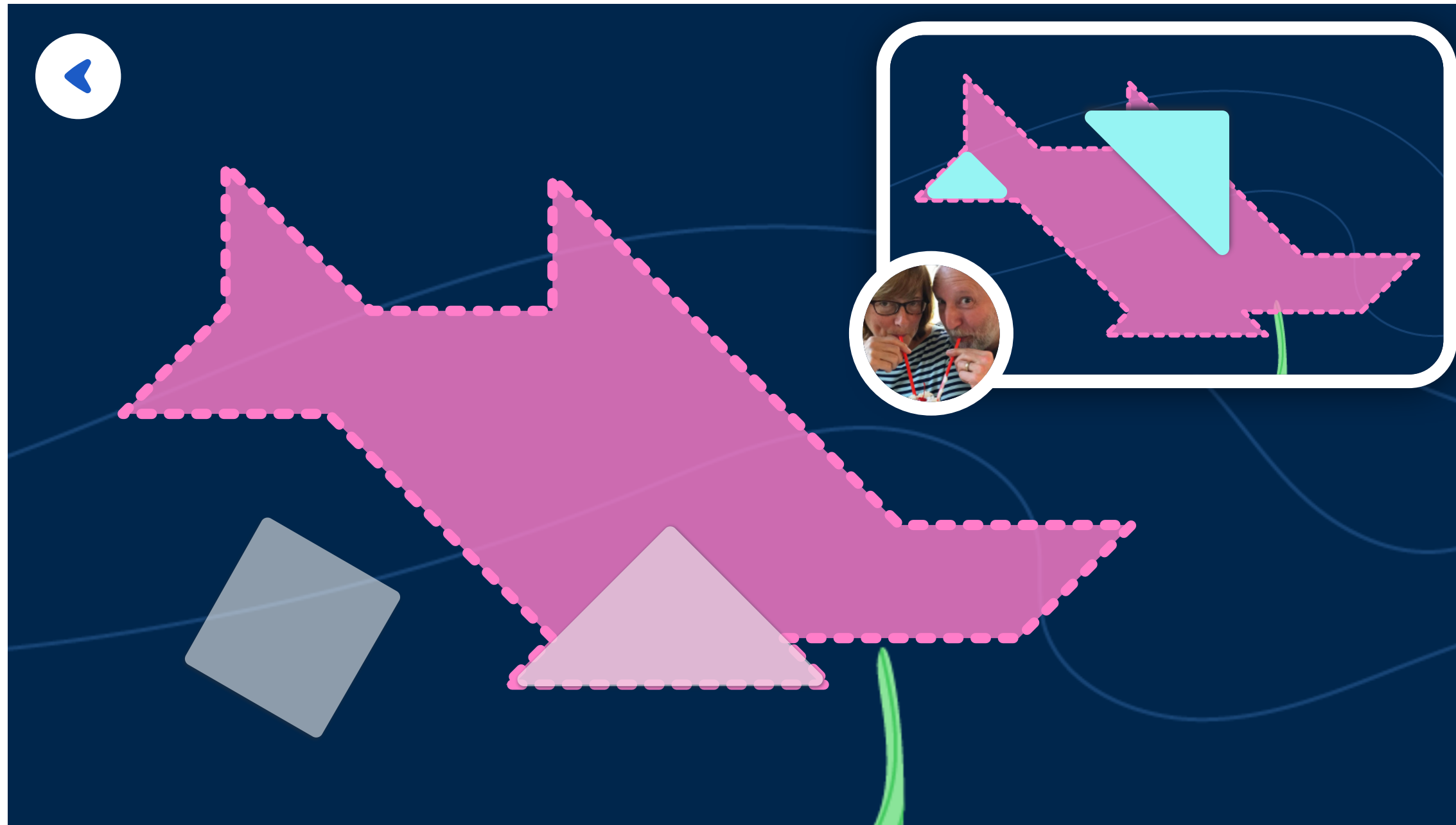


Once a shape is chosen, the scene zooms in and the shape becomes enlarged on the left of each user's screen. On the right, the other user's puzzle is shown.

The RC's virtual pieces will be distributed "randomly" around the shape to make best use of space.

NOTE: In this mode, we have intentionally removed the staging step, since all pieces will be in play.

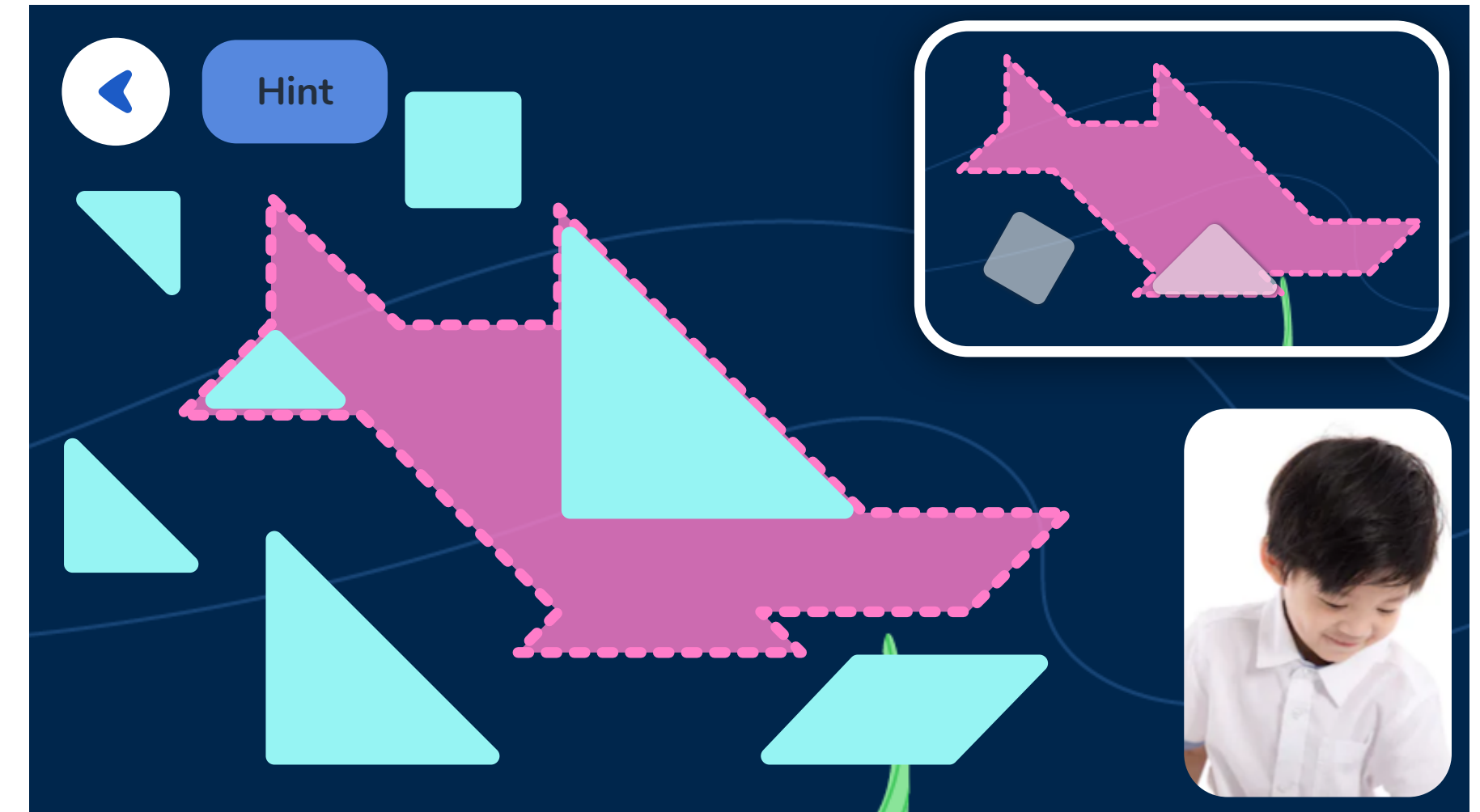
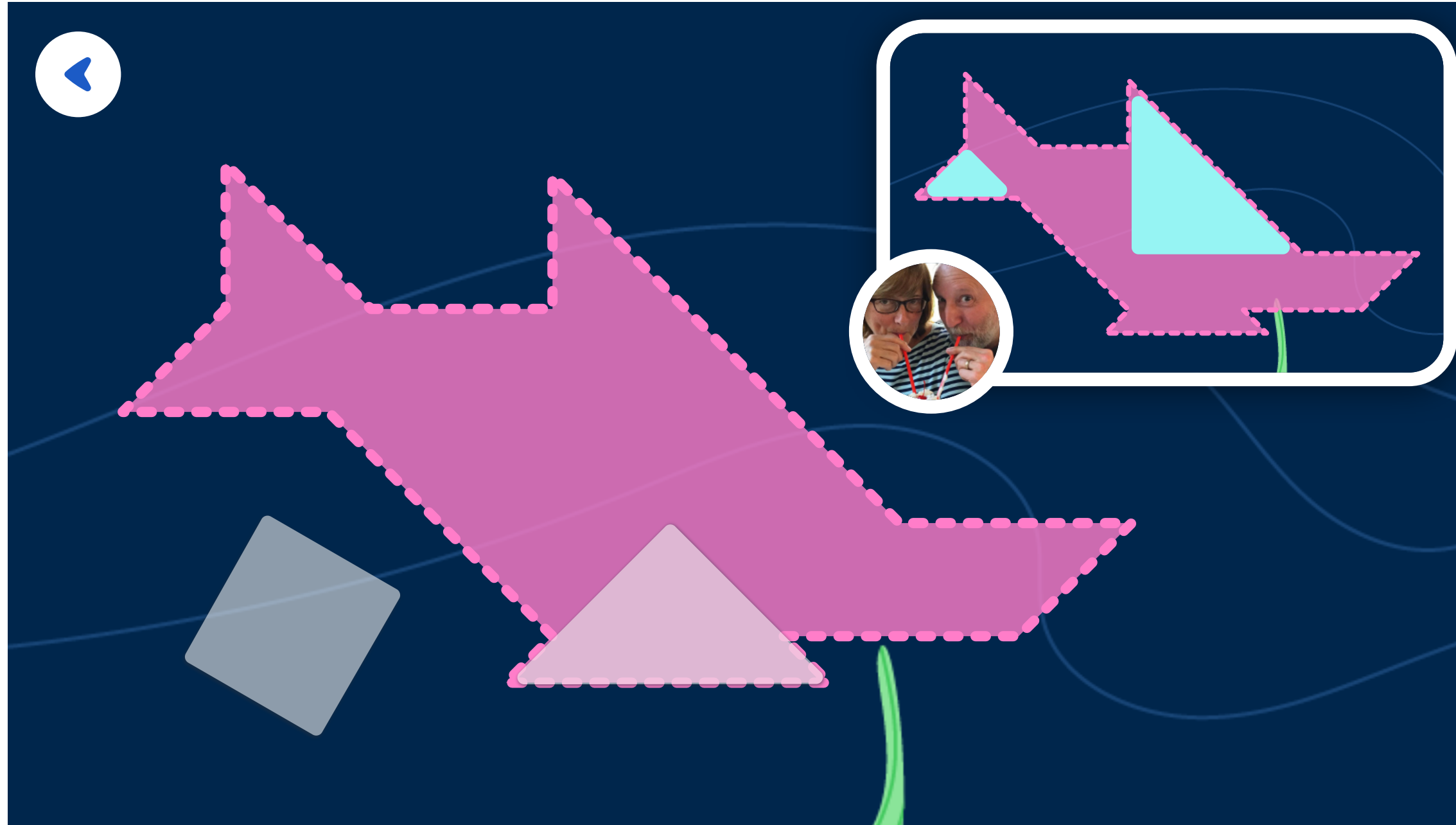
03 Moving Pieces



When the RC selects a piece (taps or or drags and releases), a tooltip will appear indicating that you can use two fingers to rotate the piece.

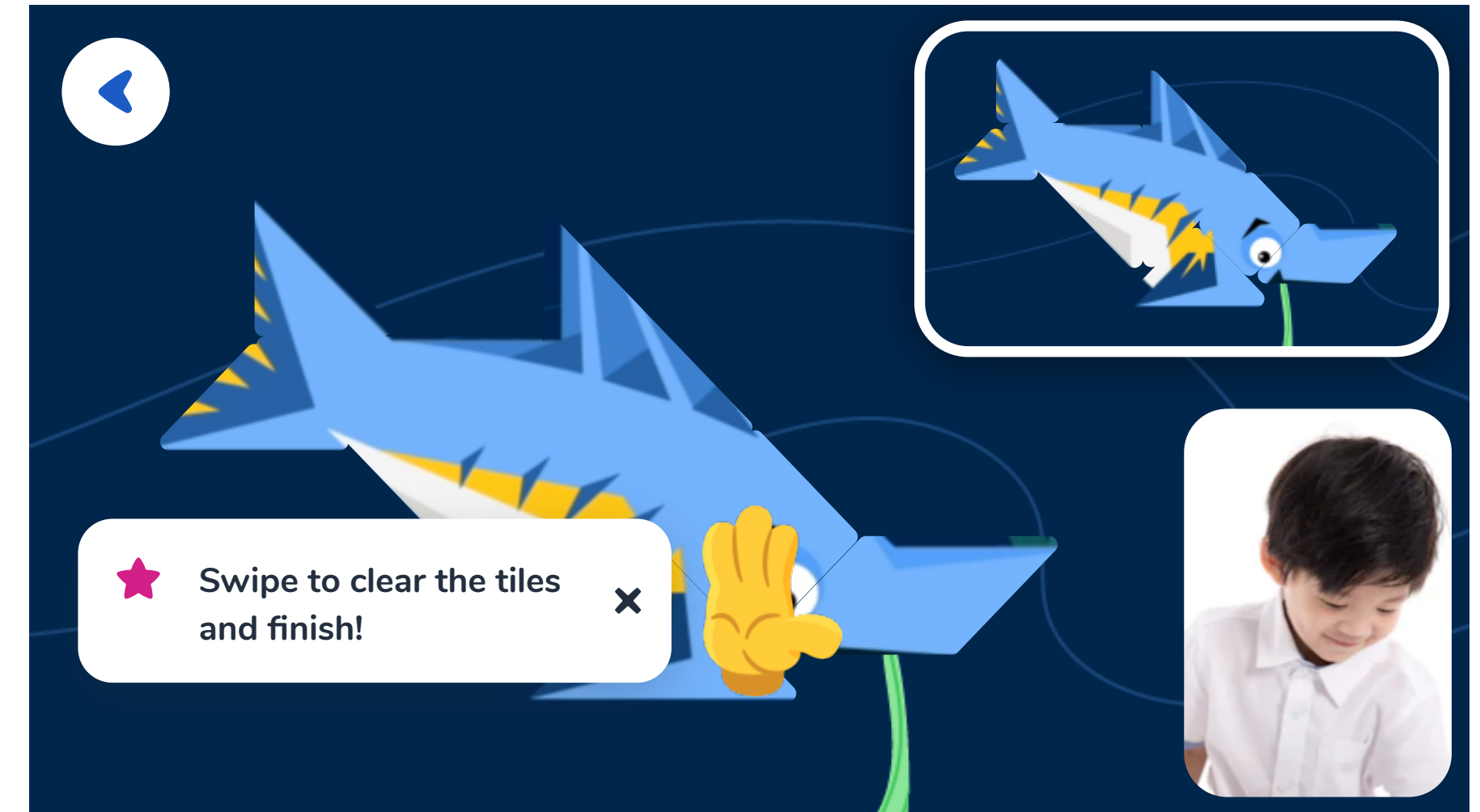
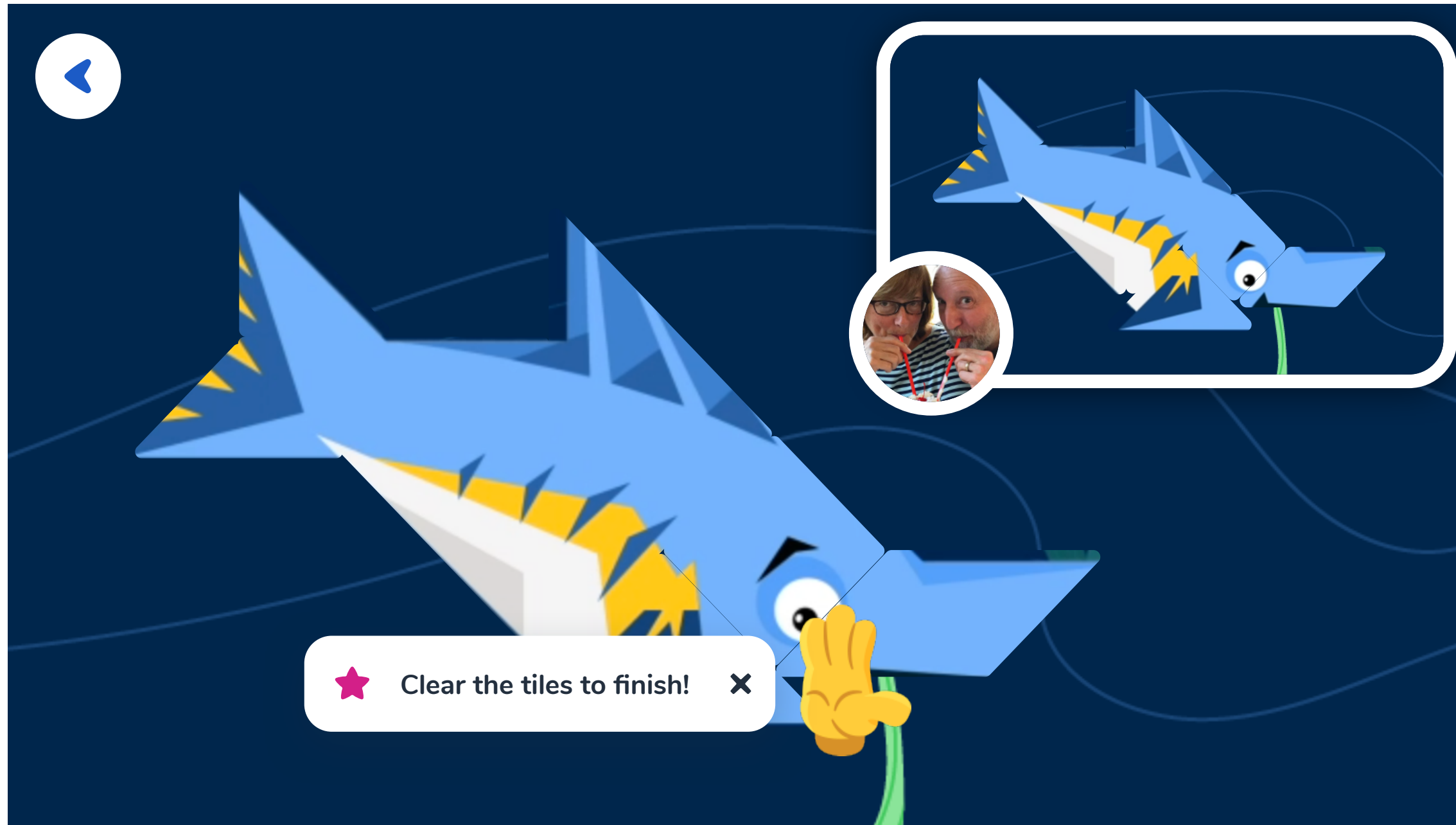
The Child's pieces appear photorealistic to give the RC a sense of the physicality and help marry them to the gestures seen in the picture-in-picture.

04 Placement



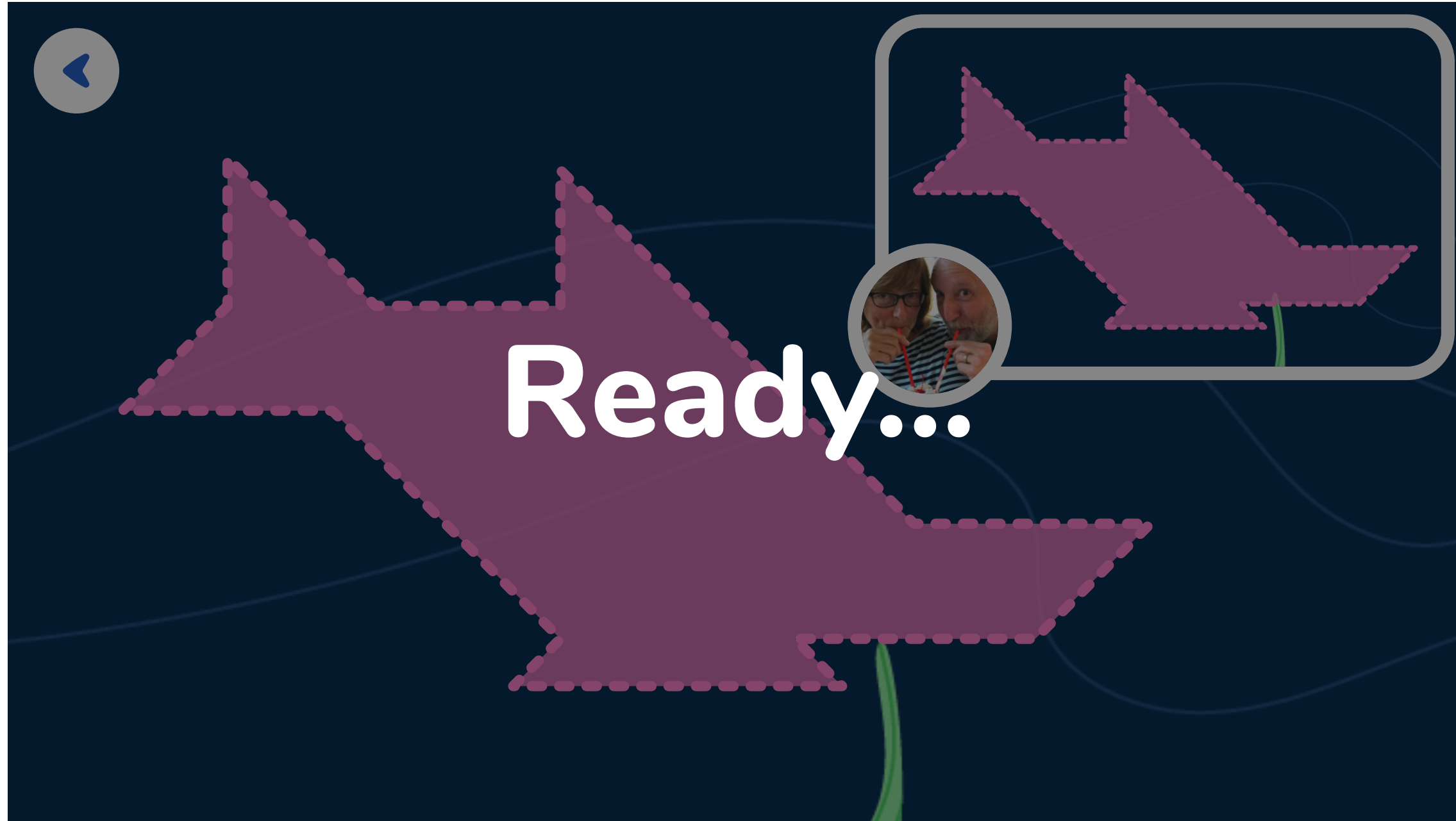
When the RC taps a different piece, the piece will be “placed” and its shadow will disappear. Pieces will not snap into place, so as to make the RC and child’s experience as similar as possible.

05 Both Puzzles Complete



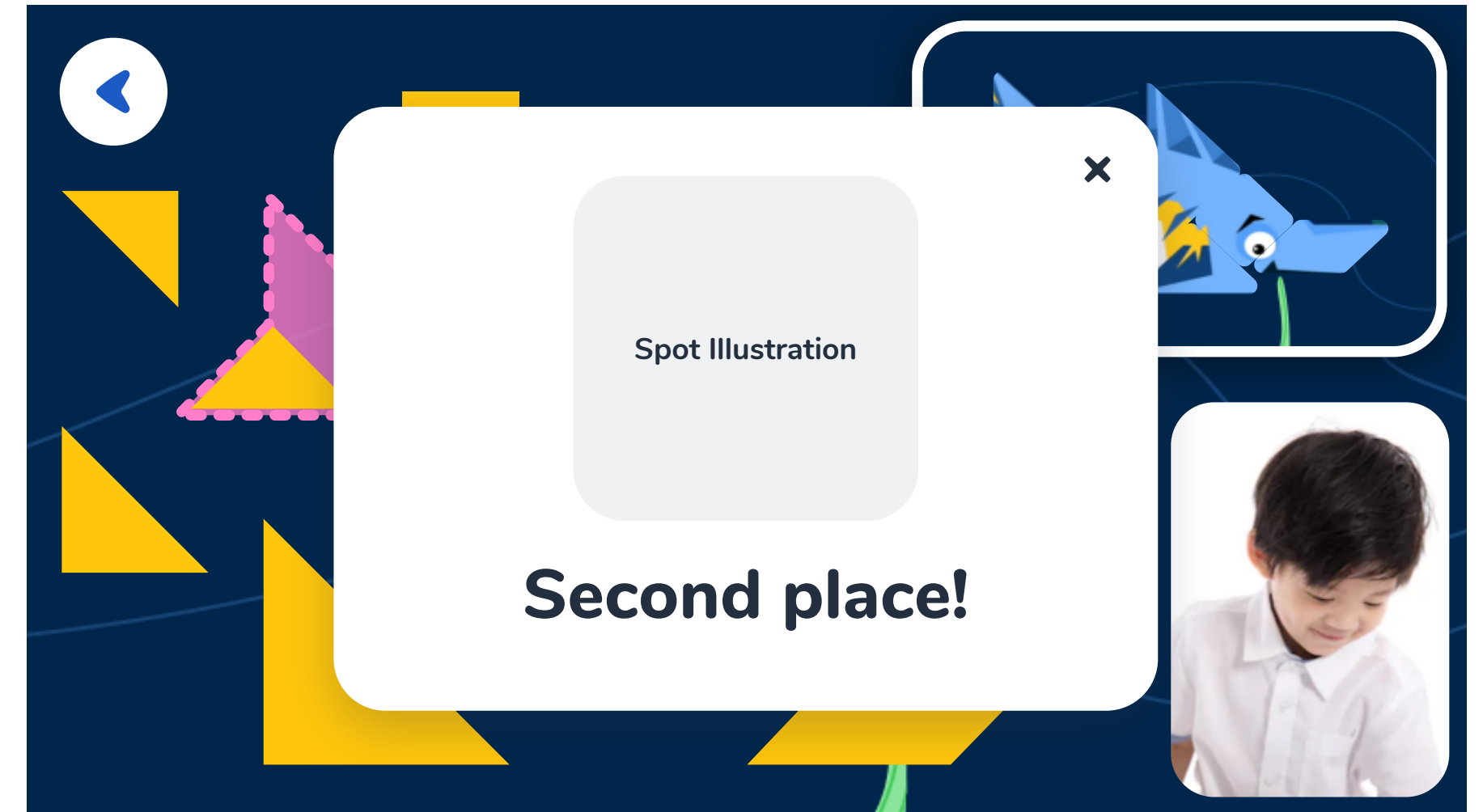
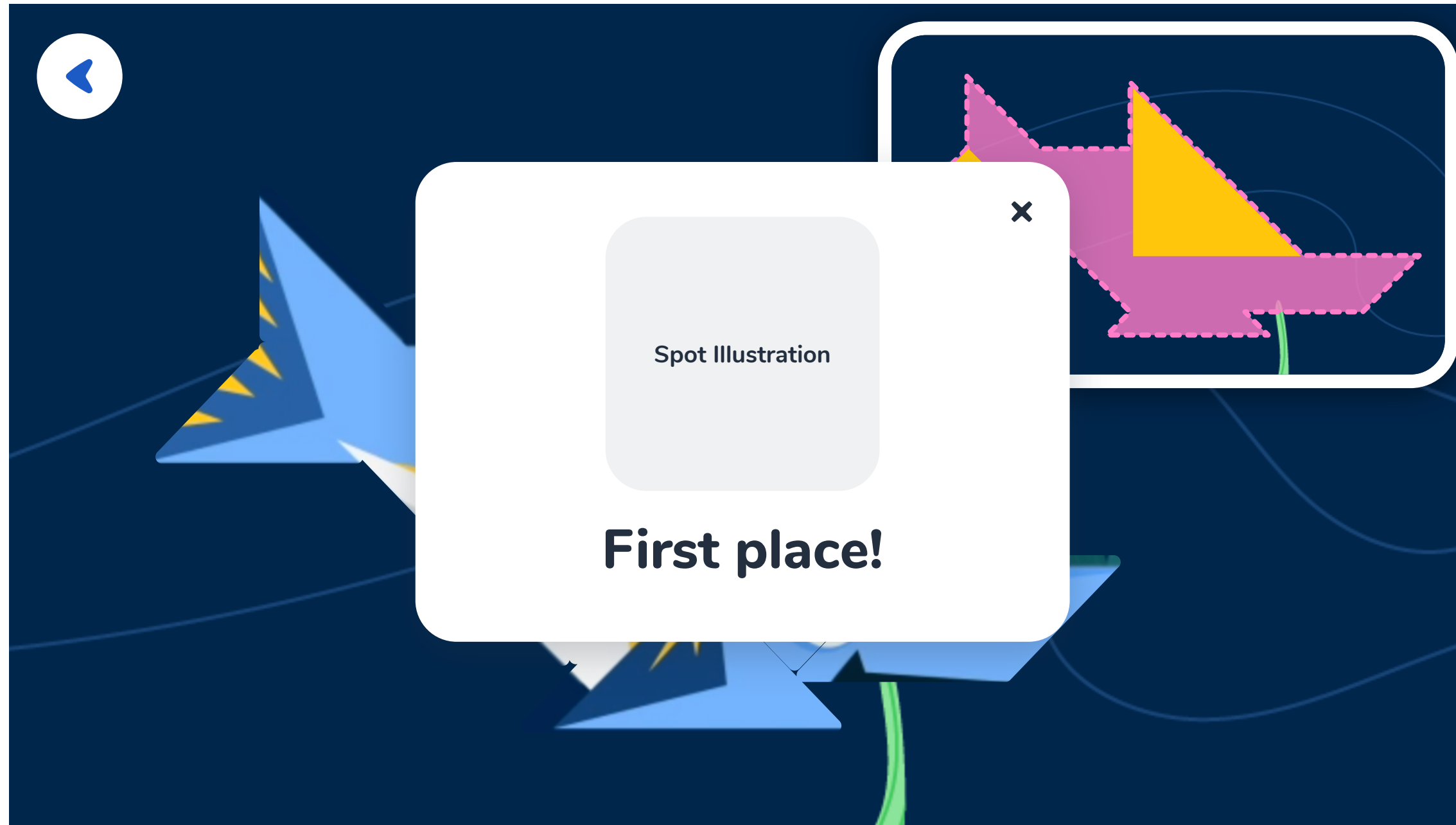
Once both puzzles are complete, the dotted outline will disappear and the projected animation “peek” will play. Tooltips indicating that the users should clear away their tiles to finish the puzzle will appear the first time the user completes the puzzle. Doing so will advance to the full animation, then return the users to the World Selection screen, this time with the Tangram complete (as its full animal shape).

06 Default Puzzle View - Race!



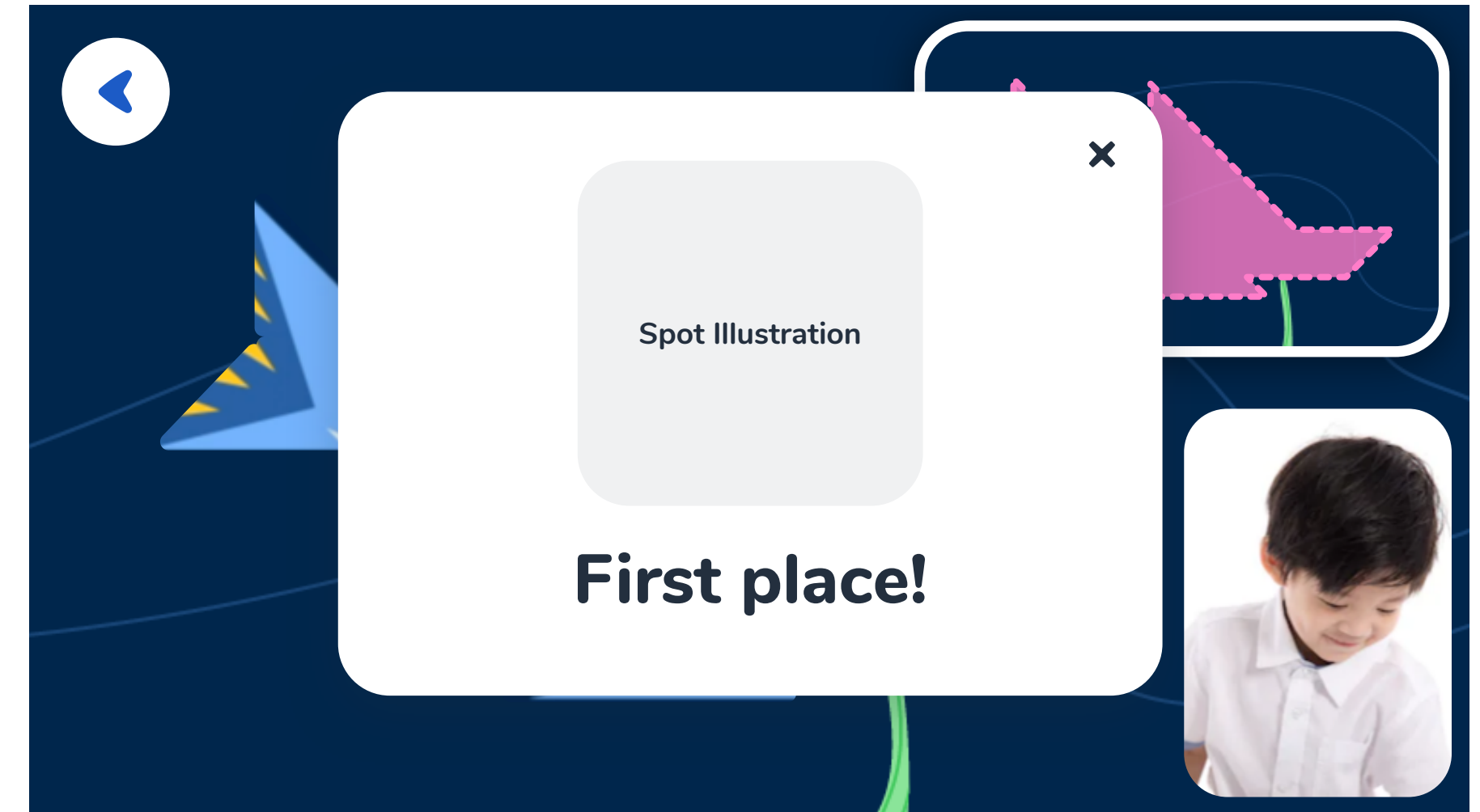
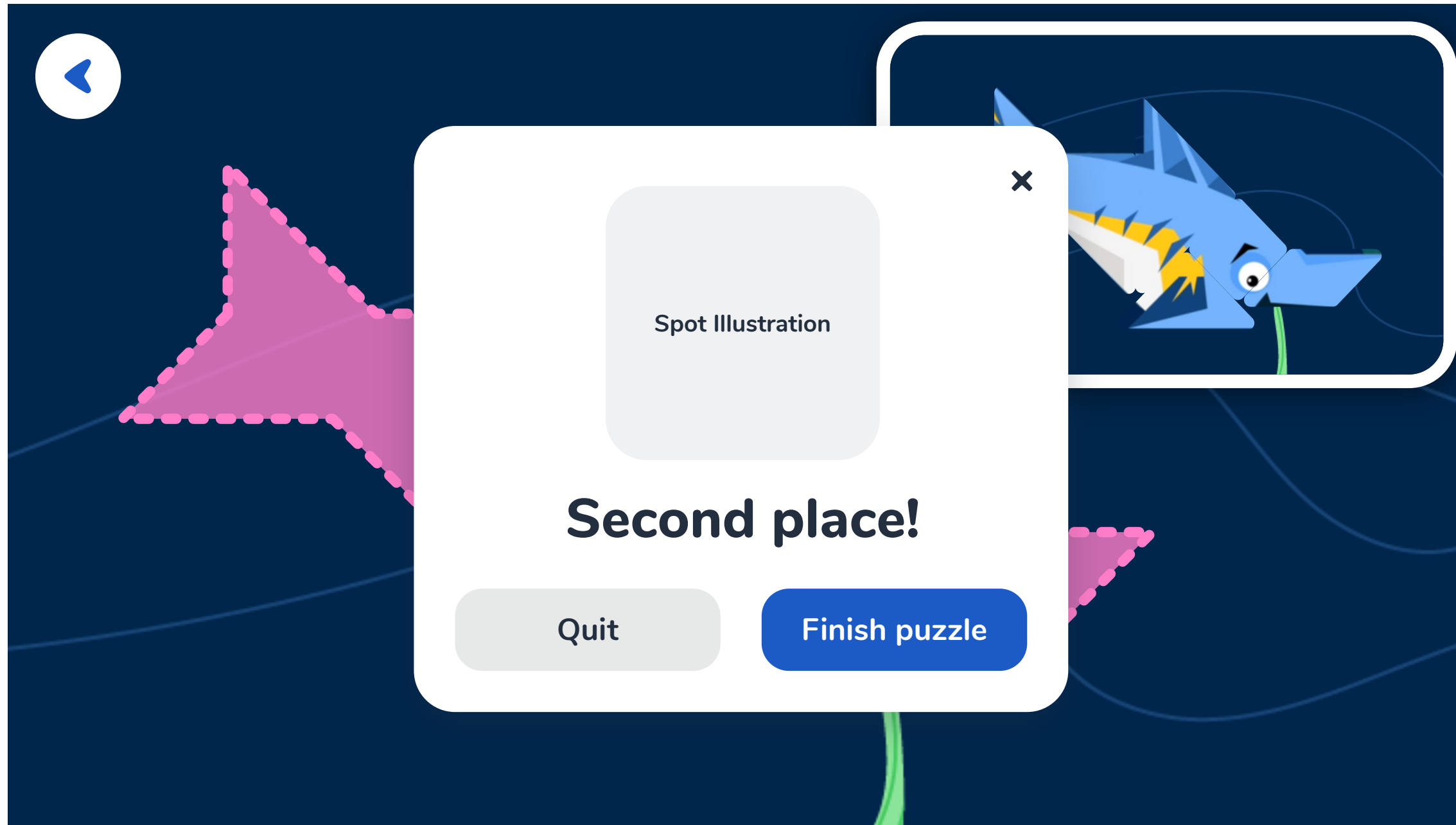
In Race! mode, a countdown timer will play before the Child and RC are allowed to begin placing their Tans.

07 Winning - Kid



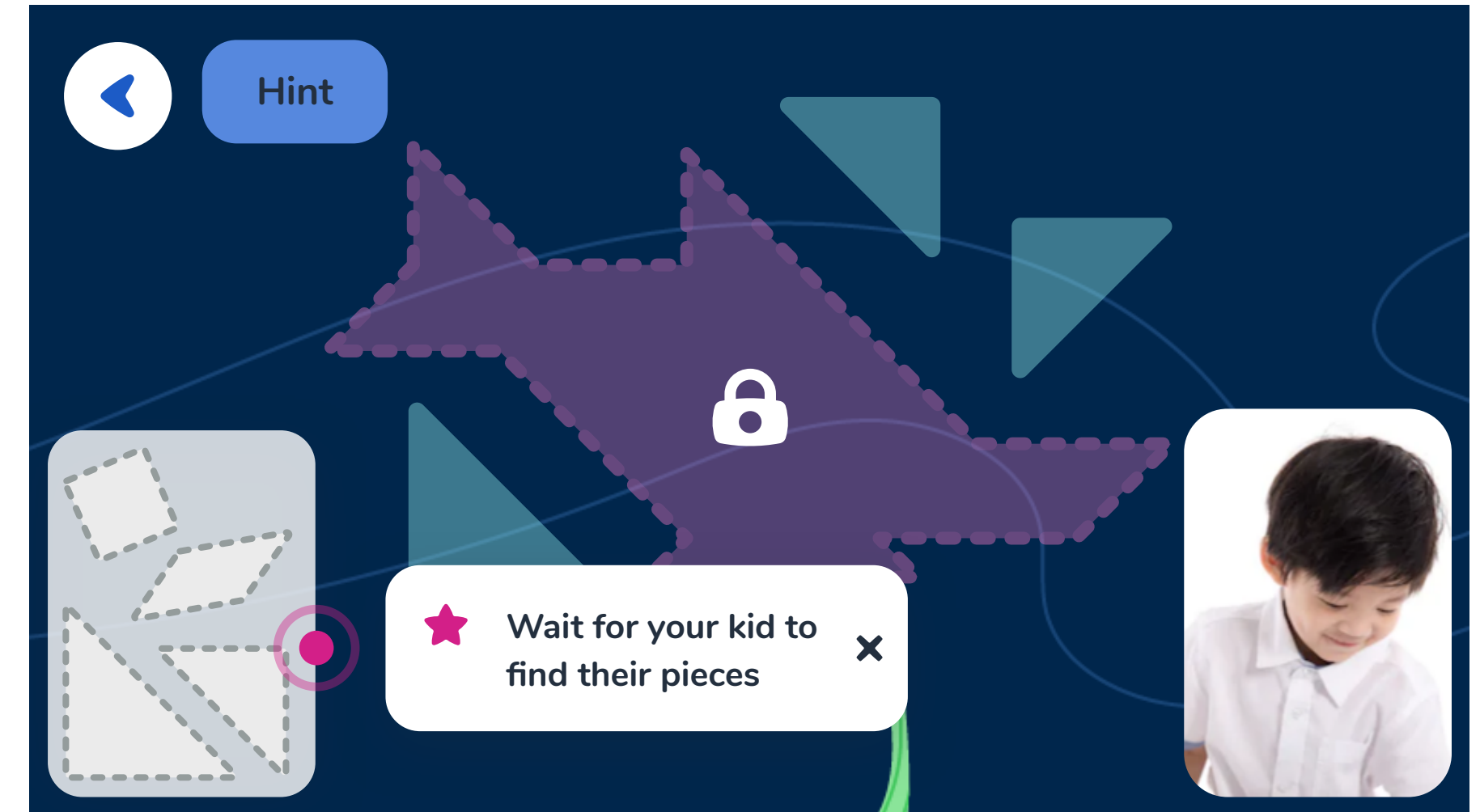
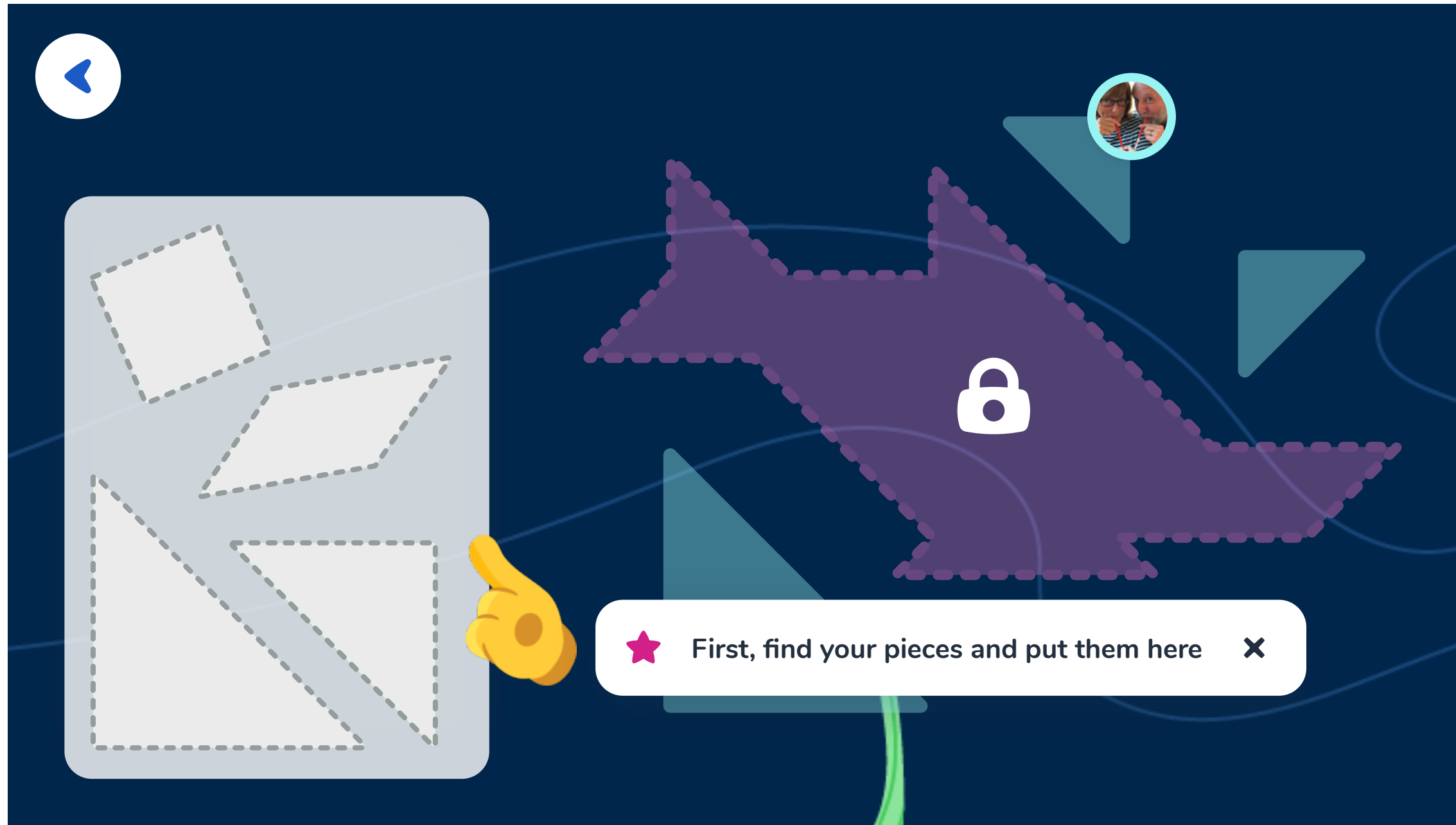
When one person completes their puzzle, a modal will appear with a celebratory message for the winner and a consolation message for the non-winner. When the Child wins, the following behavior is observed: tapping outside of the modal or pressing the “X” will dismiss it and automatically complete the RC’s Tangram, putting the view in the same state as **05 Both Puzzles Complete** in Side-by-Side mode.

08 Winning - RC



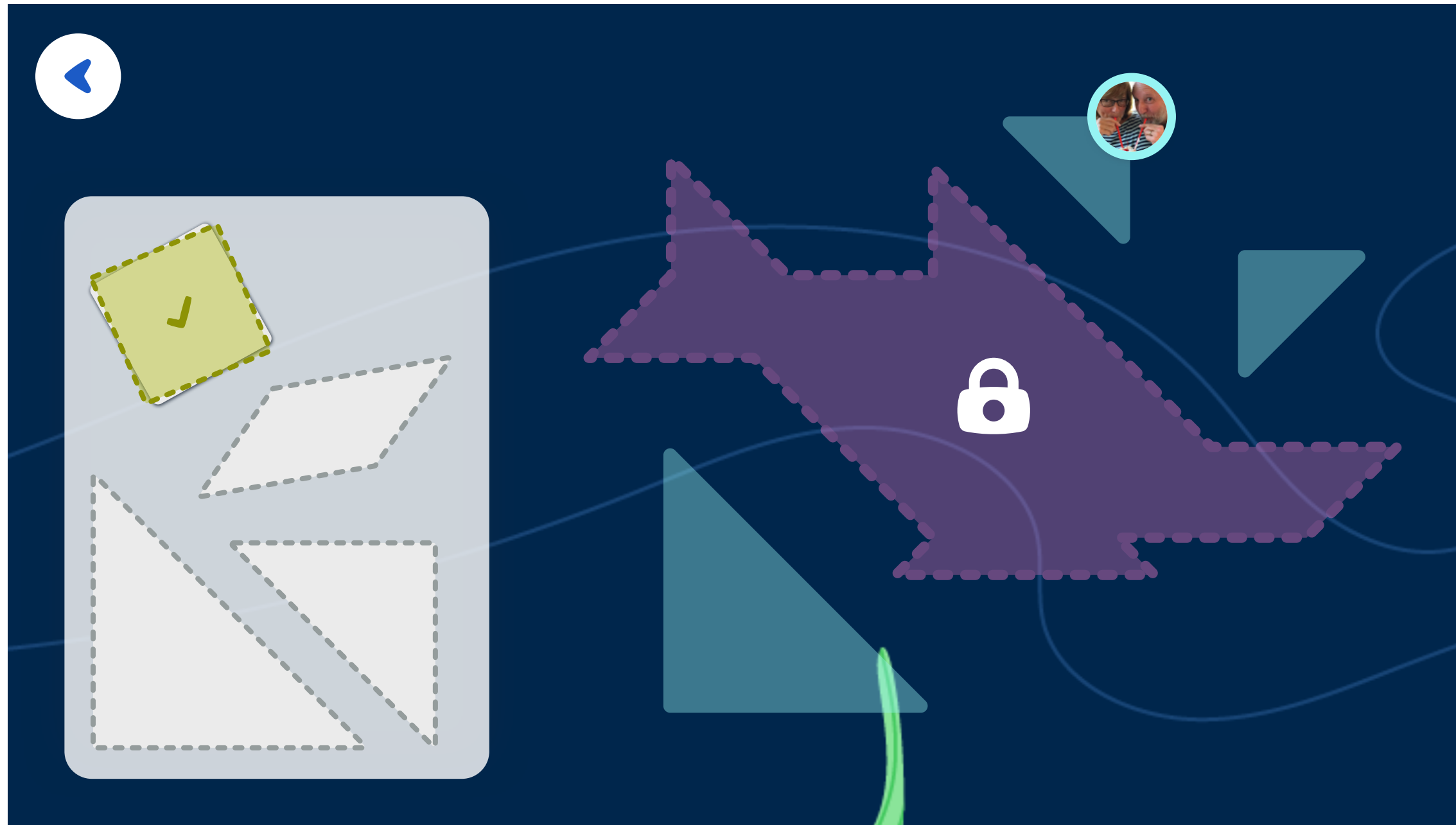
When the RC wins, the modal will appear, but the Child will have the opportunity to either Quit or Keep Playing, which will dismiss the modal and allow them to finish their Tangram. Once the Child has finished their Tangram, the view will be in the same state as **05 Both Puzzles Complete** in Side-by-Side mode. Tapping outside the modal or pressing “X” will assume the “Keep playing” scenario.

09 Default Puzzle View - Collaboration



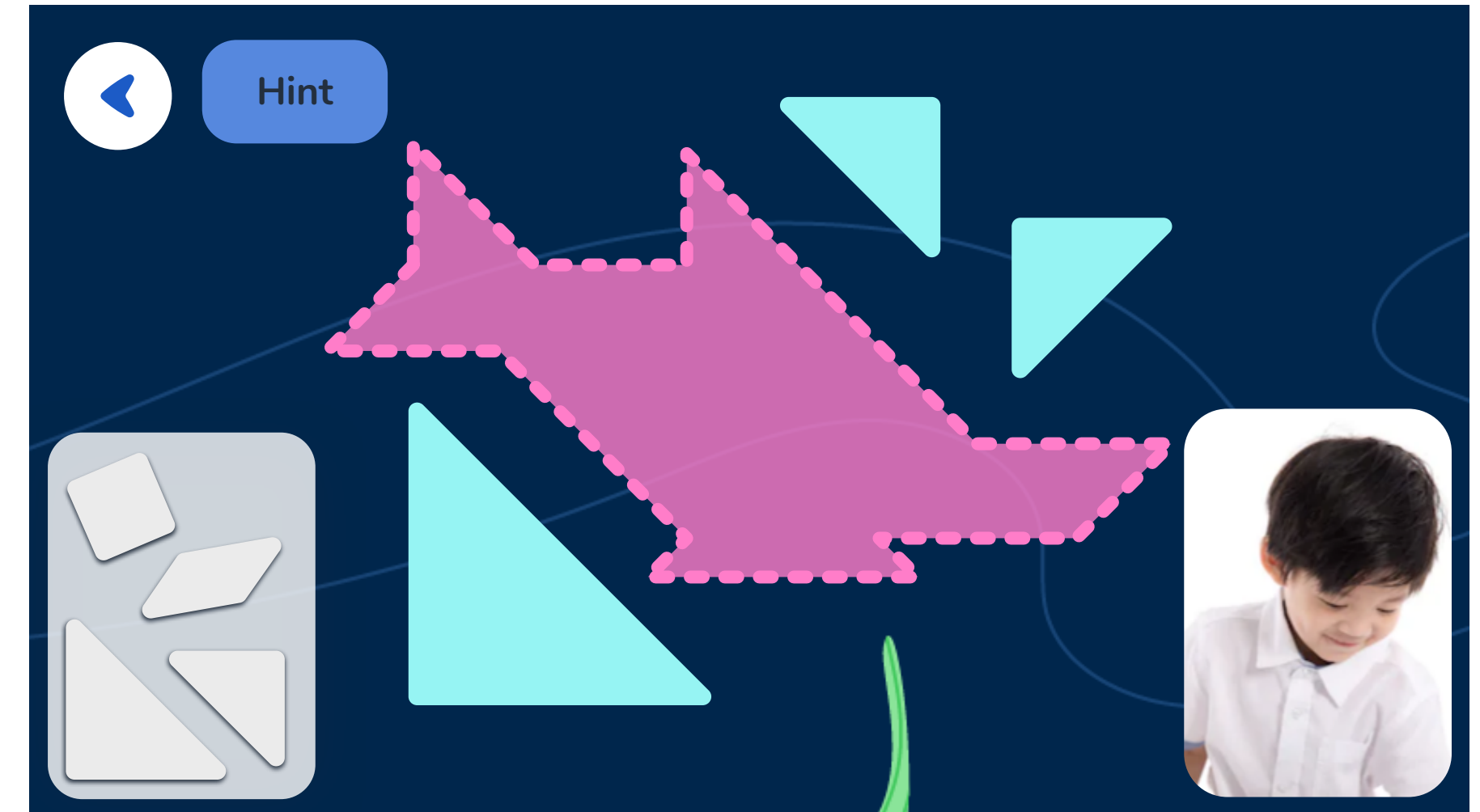
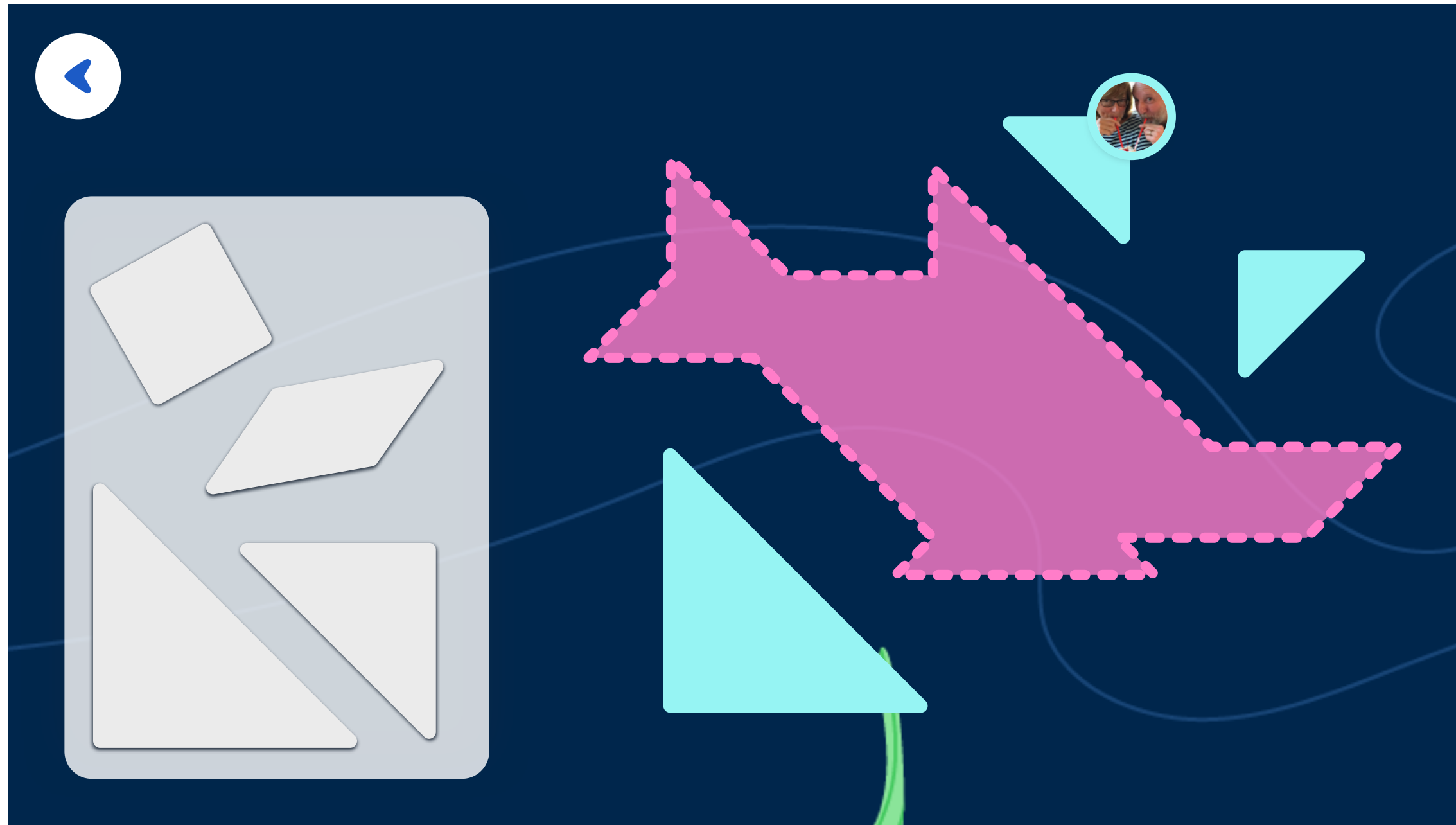
In collaboration mode, both RC and Child are working on the same puzzle. The first step (“staging”) allows the Child to find the pieces that are complimentary to the RC’s so that there’s no conflict during puzzle solving. The staging step must be complete before the shape unlocks and pieces can be moved.

10 Staging



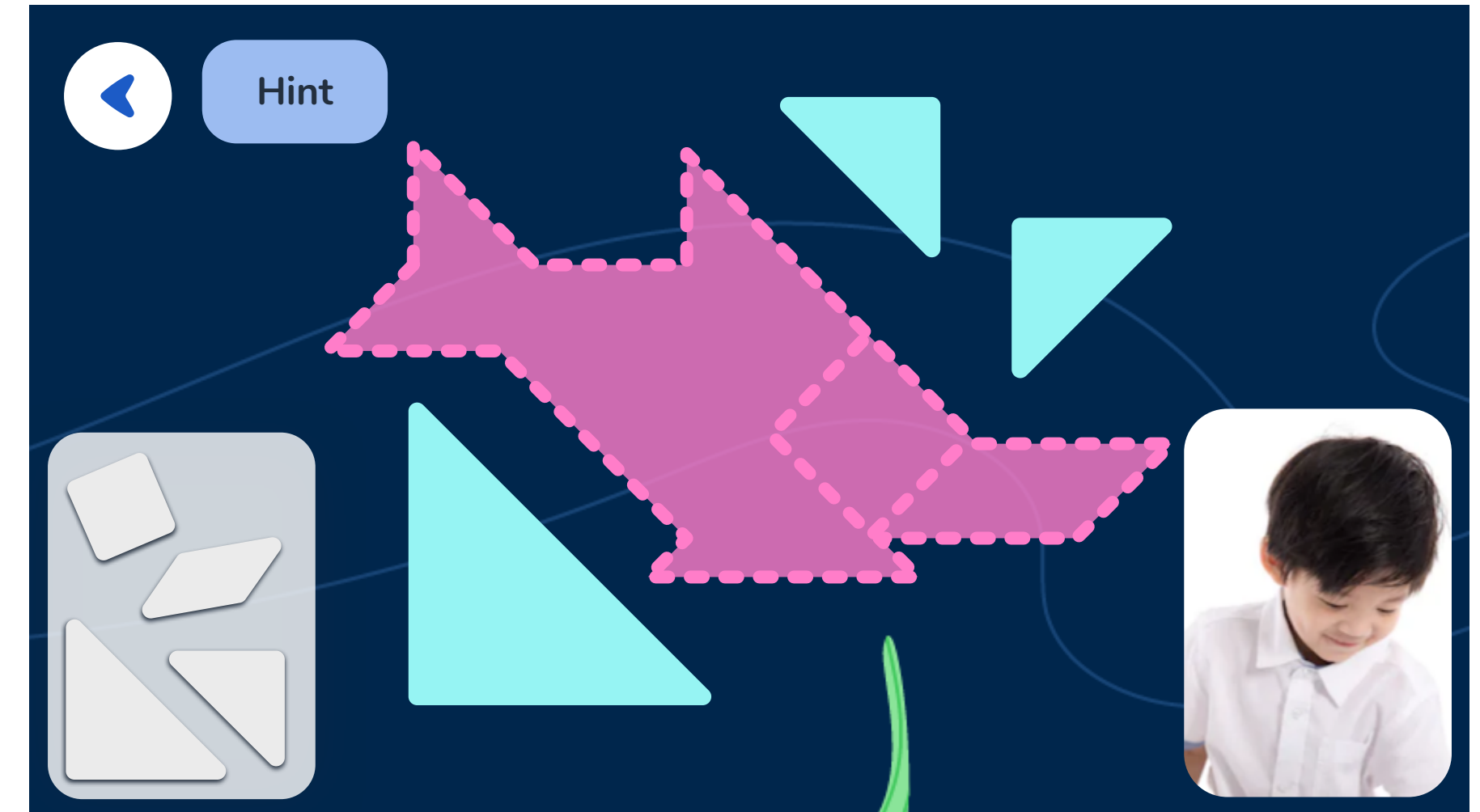
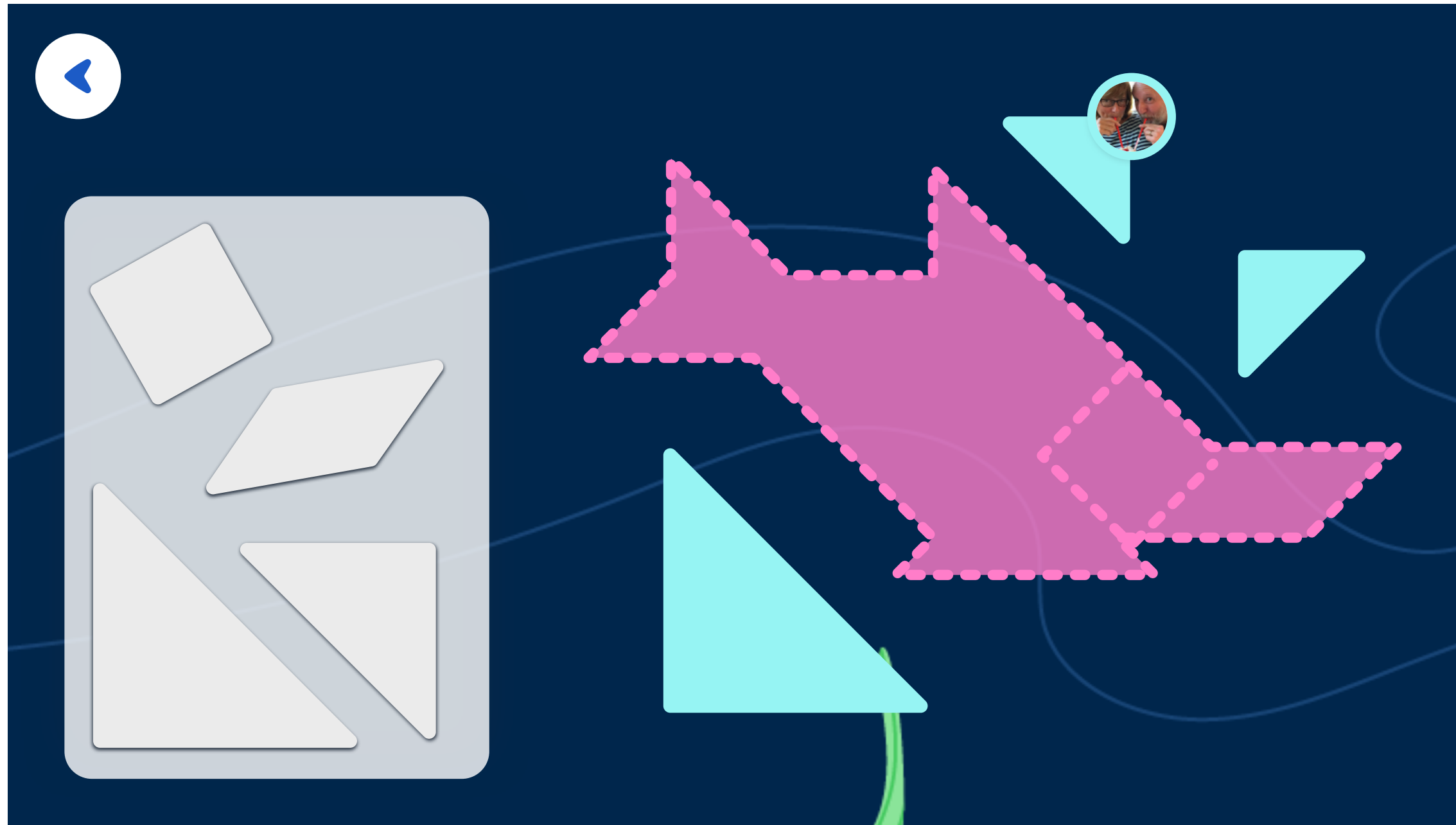
In collaboration mode, both RC and Child are working on the same puzzle. The first step (“staging”) allows the Child to find the pieces that are complimentary to the RC’s so that there’s no conflict during puzzle solving. The staging step must be complete before the shape unlocks and pieces can be moved.

11 Staging Complete



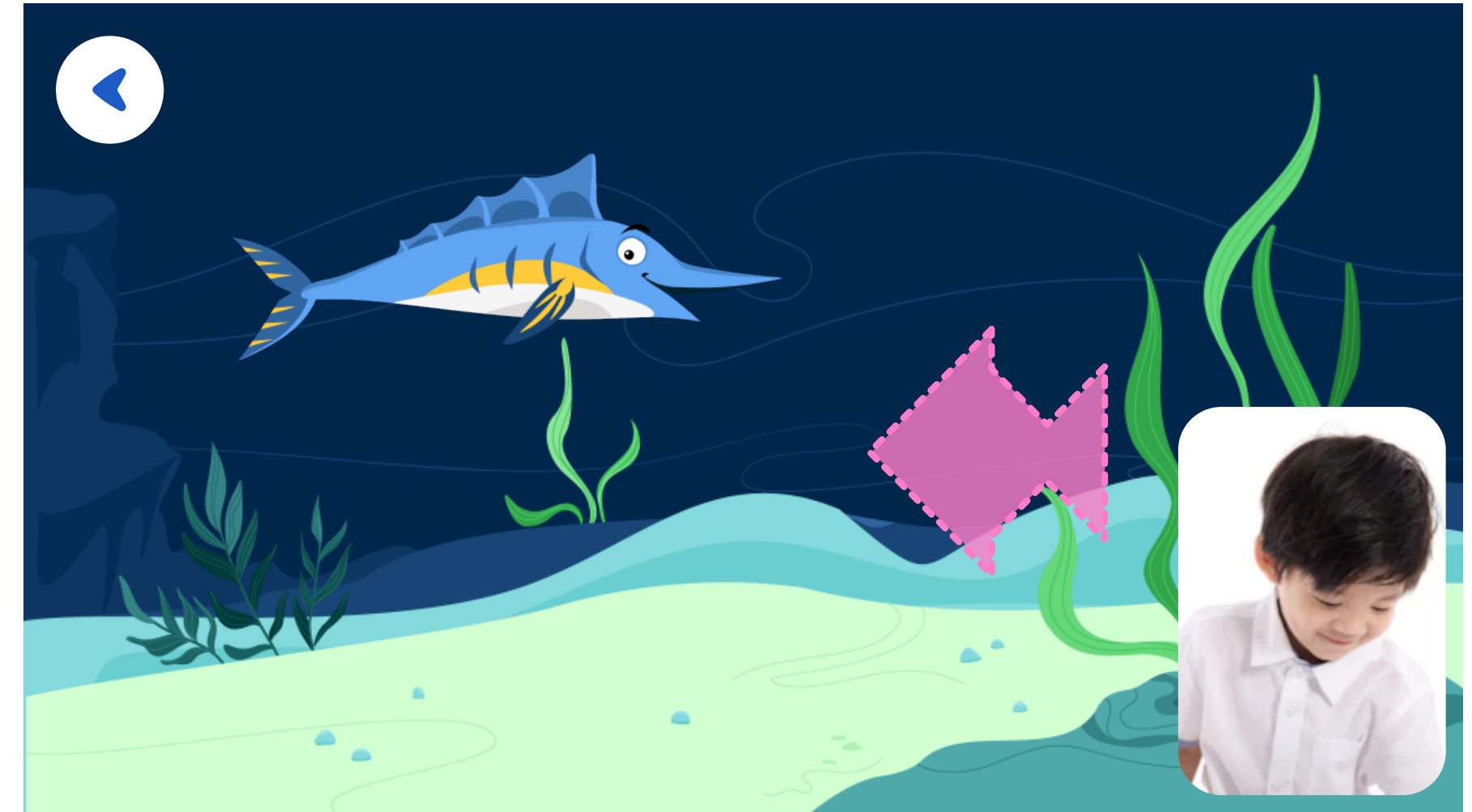
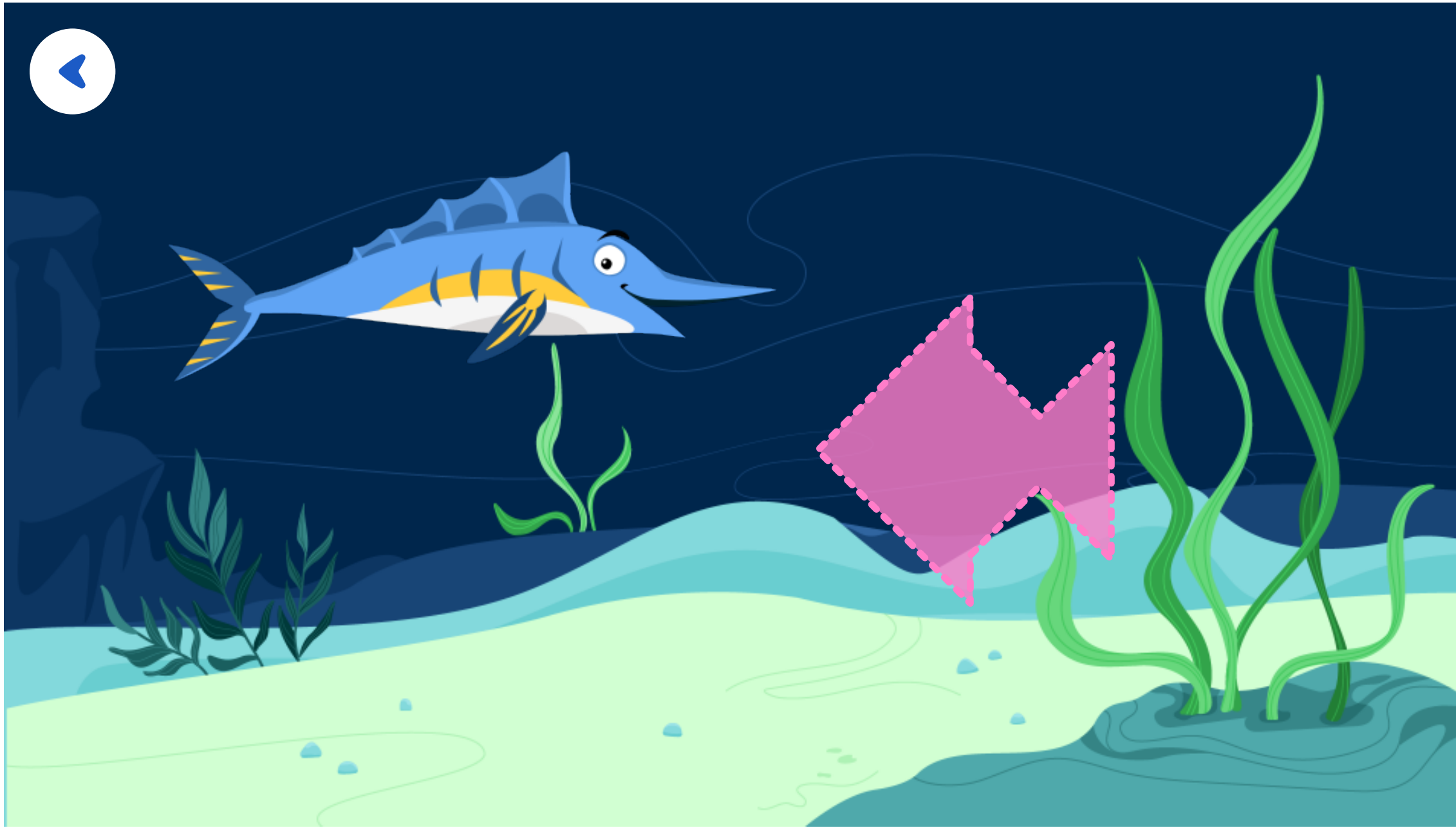
In collaboration mode, both RC and Child are working on the same puzzle. The first step (“staging”) allows the Child to find the pieces that are complimentary to the RC’s so that there’s no conflict during puzzle solving. The staging step must be complete before the shape unlocks and pieces can be moved.

12 Hint Activated



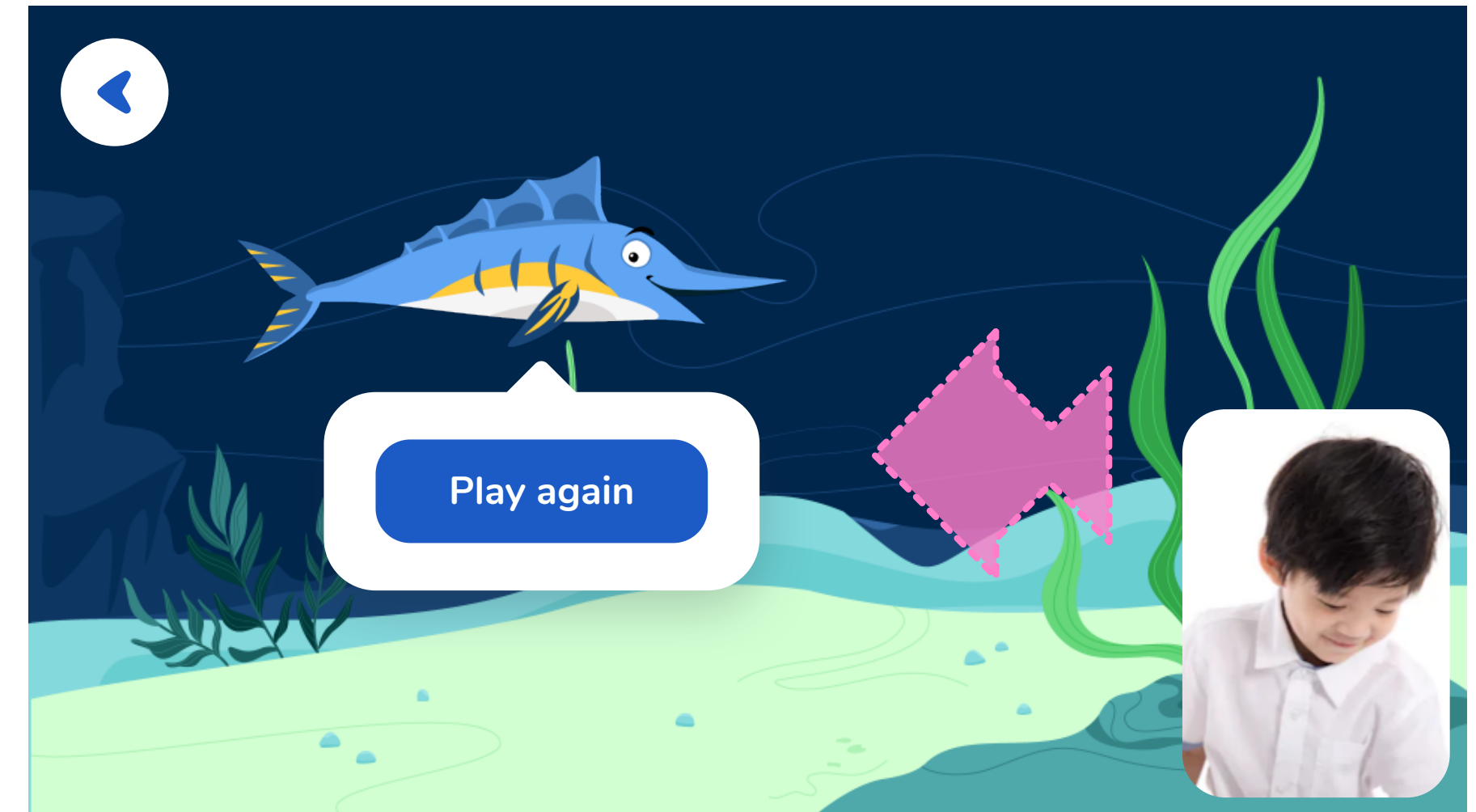
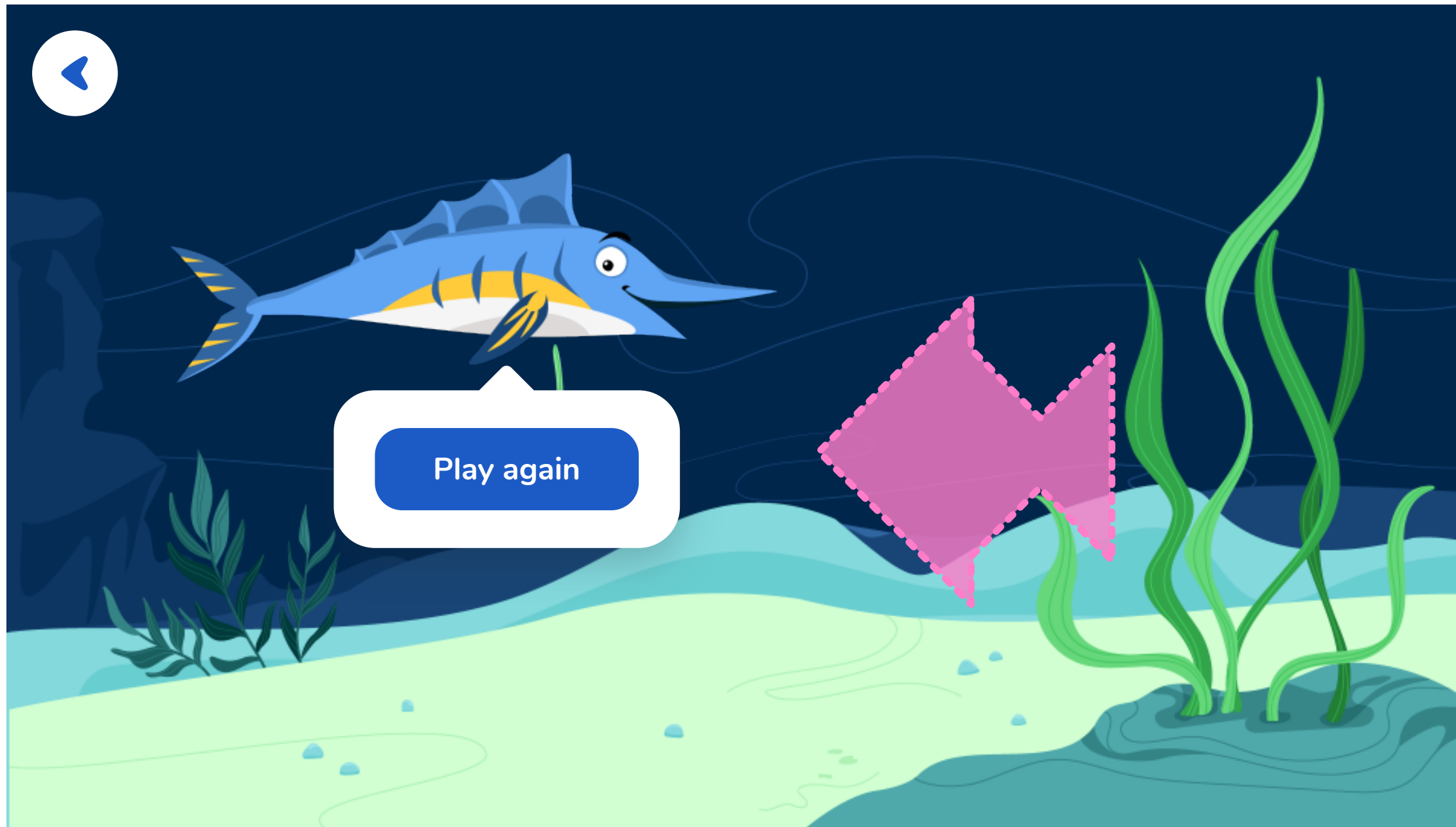
When the “Hint” button is pressed, an outline of one of the not-already-placed pieces will appear for 4 seconds, then fade, and the button will return to its default (not pressed) state. Pressing “Hint” again will show a different piece’s outline, and so forth, until all not-yet-placed pieces have been revealed. Pressing “Hint” again will cycle back through the hints.

13 World Selection - Completed Puzzle



After swiping away the pieces and seeing the animation of the critter, the view will zoom back out to the full scene. Now, the completed puzzle shape will be replaced by its critter.

14 Play Again



Tapping on a completed critter will play its animation and reveal a popover menu with the options to “Play again.” This is necessary to ensure that kids don’t accidentally tap on the completed critter, dive immediately into the puzzle (which is reset) and get sad that all of their hard work is erased.