Section 1

Goal:
1. Moment of connection is magical
2. Player require little to no hand holding at the end of the game to play our experience

Phones introduce all these new challenges

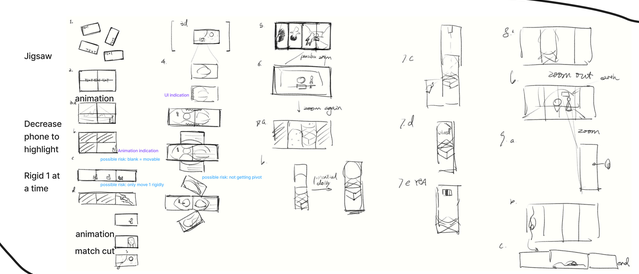
What does our space has to offer:
1. Moment of connection reveals magic
2. Tactility
   a. Physical maneuvering
      i. Free form scramble → jigsaw
      ii. Formation making via restricted actions → connect via pinch, disconnect via motion,
      iii. Formation reaction → gyroscope detection
   b. Touch screen (feedback via visuals, haptics, and audio on individual screens)

Our phone space:
1. To facilitate connection magic
   a. reposition
   b. drag
   c. zoom
2. Additional phone good things
   a. tactility (reposition)
   b. touch screen and individual phone feedback (sound and haptics)

Moment of connection reveals magic → [ ]

Our goal is to have player have a narrative experience with puzzles. And it's beautifully represented with art (processed informed by comics).

Start (activation point)	Start (informational indication))	Components of the game (player goals)		End (activation point)	End (informational indication))
[ ]	Must pay attention	Progressing the adventure (time and space) 0	Expanding scene	[ ]	[ ]
			Change content in same scene		
			Change scene		
[ ]	Optionally pay attention	Explore worldview (lore) 1		[ ]	[ ]
[ ]	[ ]	Solve puzzle (primary goal fun, secondary could be either on top as well) 0		[ ]	[ ]



Information indication list

- Must pay attention
  - Decrease other phone screens to highlight
  - Cross screen content (comic, big picture)
  - Animation
  - zoom
- Don't pay attention
  - Decrease phone screens (make phones blank)
- Optionally pay attention → Reward this
  - Ambigram

Formation changes		Action Indication	Function		Action Meaning
Free form (jigsaw)			make sense of picture	Could be as strong as film editing. - by Sam	
Rigid 1 at a time (3 cannot move)	Reconnection	1. Breaking a formation 2. Bringing in a blank phone to expand the information space	Get to 1 more frame	Reveal carefully Build to some formation	1. take away 1 frame to get new frame. 2. expand the frame.
	In-place rotation	Previously connected with another phone as part of a formation	to change 1 thing in the screen		Transforming the previous formation
	sliding / disconnect	Decreasing the information space 1. Making the formation smaller but still connected 2. Break 1 formation into 2	Take away 1 frame		1. need to take away 1 frame of information / 1 frame information is *obviously* not needed 2. The frame HAS to go away. The formation HAS to break apart.
Part free (1+) part fixed	Swapping	1. There are two free phones.	Changing the formation	Get to some formation quickly	
All move with each other					

Risk: teach them phones are free form → swap will happen at times we don't want to if we don't isolate when and where those actions happen.

This is assuming 1 player, and they have 2 hands. If more players, a. I speculate still one player will dominate. b. it'll be for *jigsaw* moment.

This possibly happens when they clearly know a formation goal to go to. (either we tell them, or they realized)