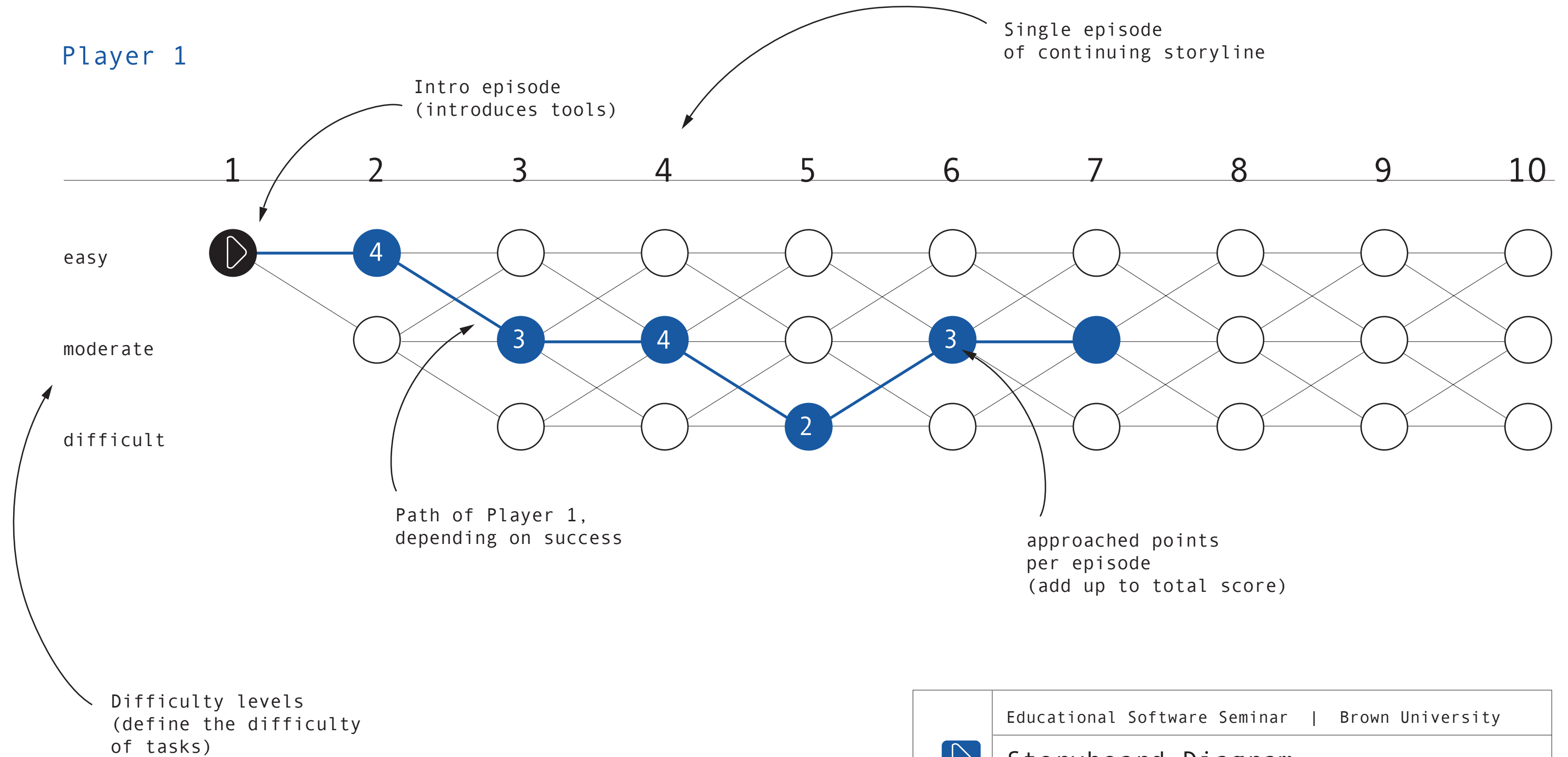

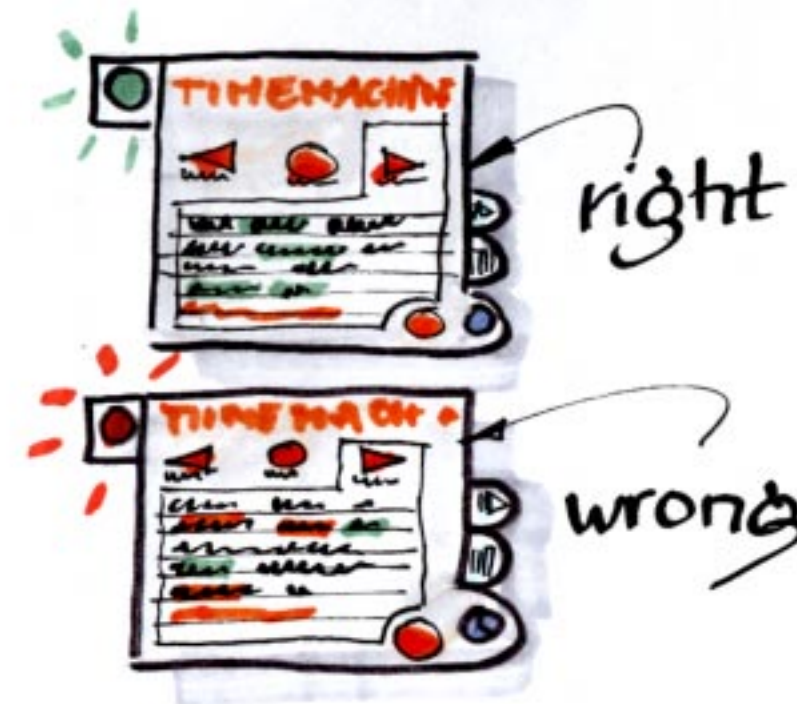
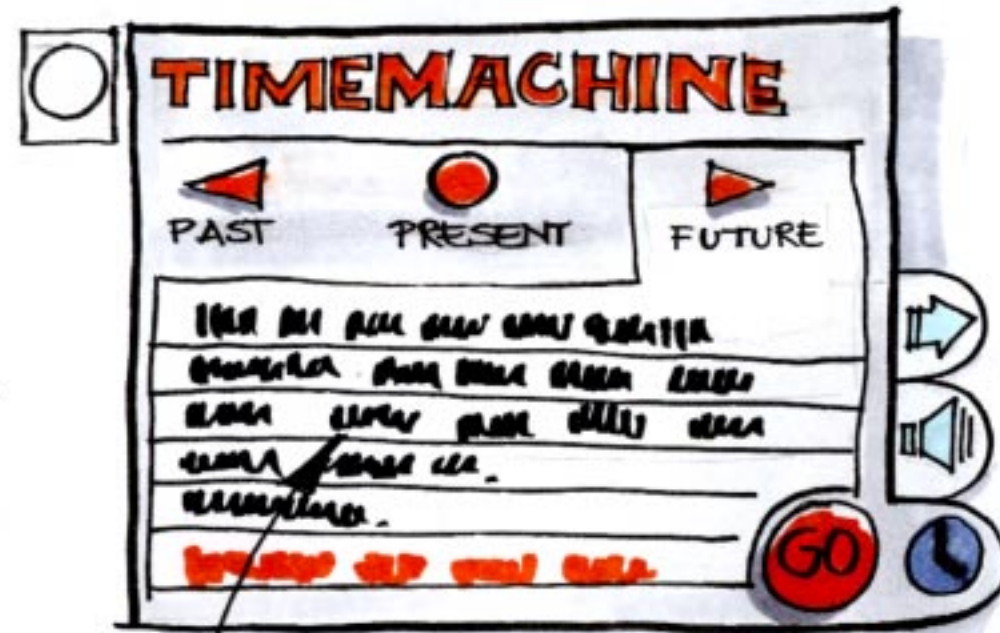


Player 1



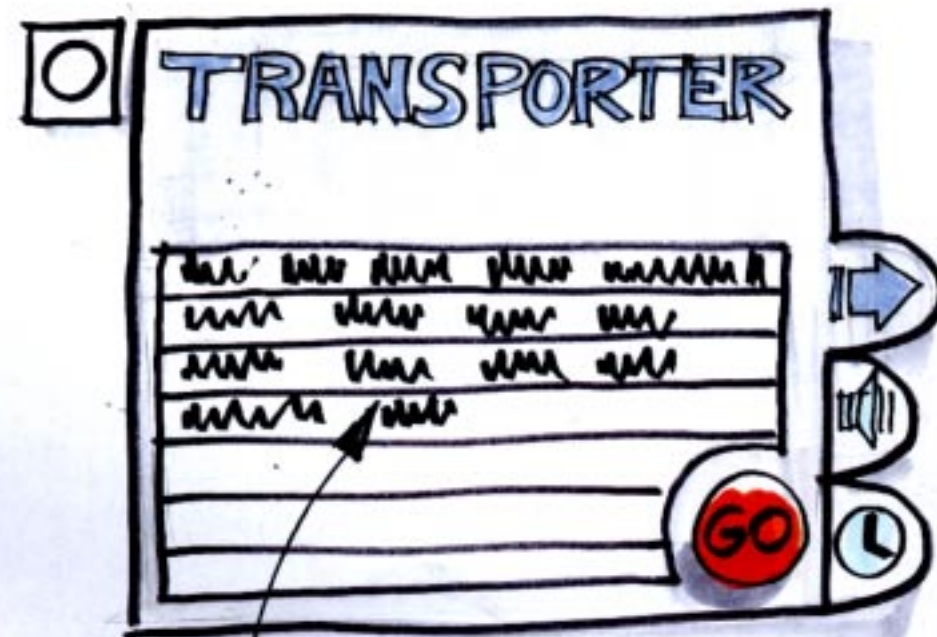
	Educational Software Seminar   Brown University
	<b>Storyboard Diagram</b>
	ESL grammar game Mt. Pleasant High School



we're going  
to stay in the  
then we threw  
but none

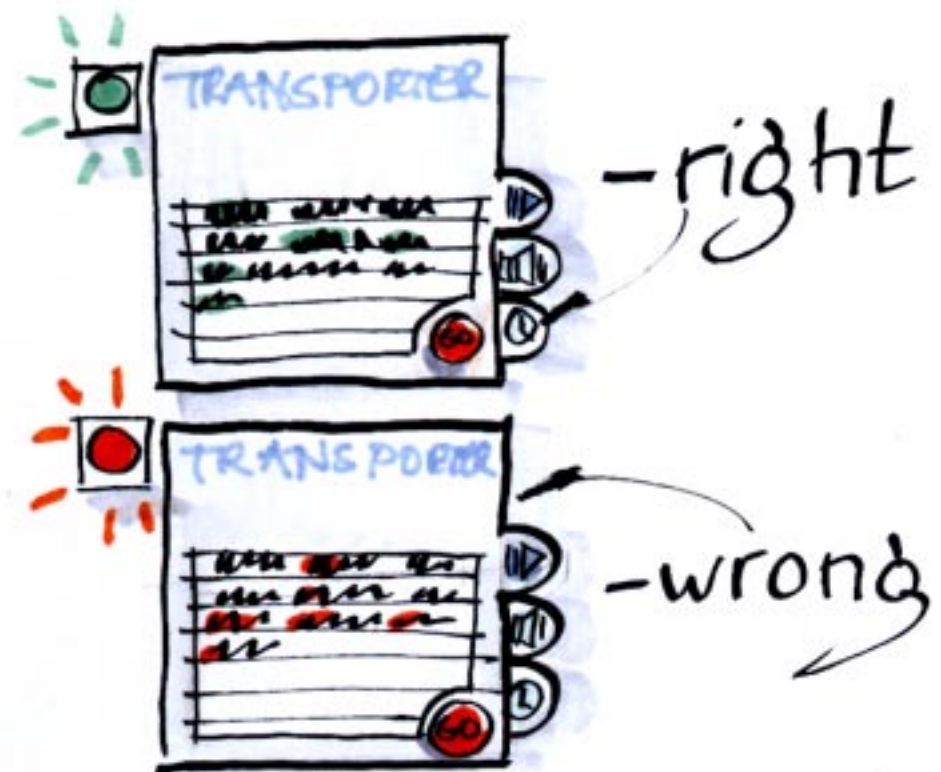
A PREGIVEN  
TEXT MUST  
BE TRANSFORMED  
INTO PAST, PRESENT  
OR FUTURE FORM

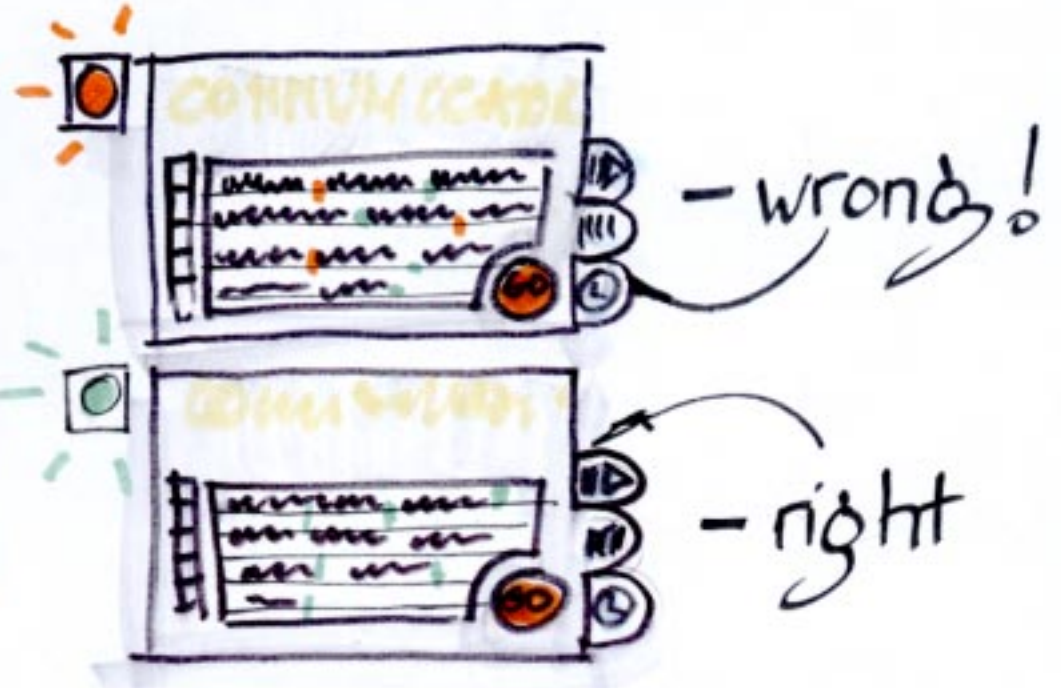
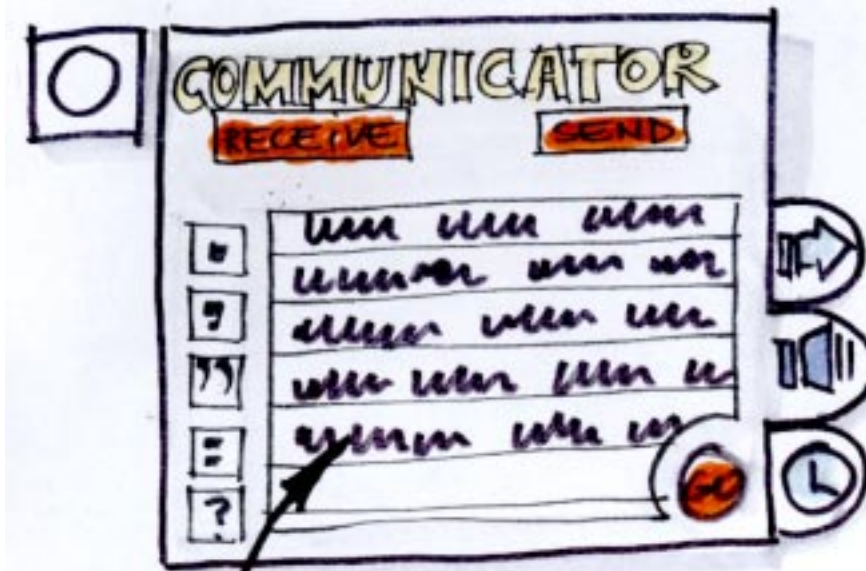




the boy  
went to.  
**I**taly

CAPITALIZATION!  
MUST BE CHANGED  
IN PREGIVEN  
TEXT!

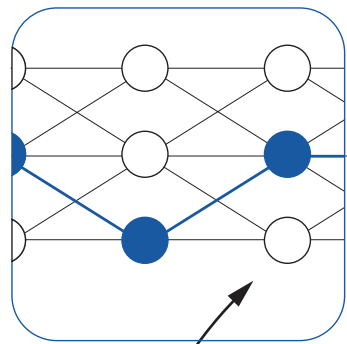




DRAG & DROP  
PUNCTUATION  
IN THE RIGHT  
POSITION OF A  
PRE-GIVEN TEXT!



The Characters



You hurry home from school because you've got plans to play basketball with your friend Jamie. All of a sudden, you're approached by your teacher, Ms. Cresto. She looks around to make sure no one's watching and whispers, "Nancy (or whatever your name is), I have a special assignment for you. There's some people of I want you to talk to, but you have to remember that this is absolutely a secret. The fate of the world depends on you!" You are startled, but flattered. She says, "come on, we have to get to AS220 in downtown Providence." You start to walk there but Ms. Cresto stops you. "No," she says, "you need to learn to use the transporter." "What's the transporter?" you ask. "It'll take you anywhere you want to go," she says, "but only if you enter the name of the place with the correct capitalization." "Wow!" You're stunned, "that's so cool!"

You don't get the capitalization right and you're still in the same place. Ms. Cresto says, "it's okay, it's hard to get the hang of these gadgets. I'm sure that with some practice, you'll be able to operate them easily." She shows you how to use it and the two of you end up at AS220.

You get the capitalization right and the two of you are transported to AS220. You can't believe this amazing new tool and Ms. Cresto congratulates you.

There's a guard/bouncer at the door to AS220. He asks you for the secret password. You look to Ms. Cresto, confused. She takes an object that's shaped like a walkie talkie out of her pocket. "This is your communicator with headquarters," she tells you, "you can use it to ask questions or send messages. But in order to hear back what they're saying, you have to punctuate your messages correctly. Otherwise, the transmission gets all scrambled." You want to ask her what "headquarters is," but you decide to try the communicator to get past the bouncer first.

You don't get the communicator to work. "You just need more practice," Ms. Cresto says and contacts headquarters herself. She shows you how to punctuate the sentence and the communicator barks back a response, "the password is 'alien.'" She looks at you and says "go ahead." You turn to the bouncer and says "alien"; he lets you into the backroom of AS220.

You get the communicator to work. The voice on the other end says, "the password is 'alien'". You say that to the bouncer and he lets you into the backroom of AS220.

In the backroom of AS220, You see a bunch of people standing around in dark suits. "You've been recruited," one of them says, "to be an agent for the OAS – the Organization Against Sadina." He tells you the story of Sadina, what they know about her, and why she must be stopped. "We've been watching you for awhile, Nancy (or whatever), we want to recruit you because we've been impressed with your intelligence and problem solving skills. Don't let us down." You are stunned. You never expected to do battle with an alien! "Wait!" You say, "I have plans to meet with my friend Jamie! She'll be worried if I never show up. What should I do?" The agents look at each other and finally, one of them says, "you can use the time machine." "The time machine!" You exclaim. "Yes. It transports you to the future or the past for a short time before you're automatically brought back to the present." Ms. Cresto tells you, "you have to enter the right tenses for it to work though." You try to go back into the past and cancel your plans with Jamie.

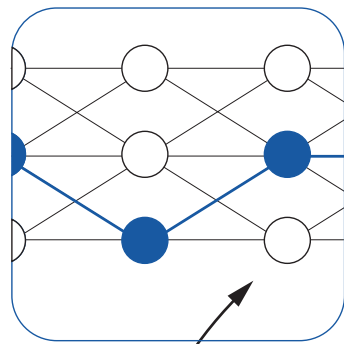
You can't get back to the past by yourself so Ms. Cresto shows you how, using the correct tenses. You catch up with Jamie and cancel your plans. Then get back to the present.

You successfully get back to the past and catch Jamie in the hallway of your high school. "I can't play basketball with you after school today." You tell her. She understands and says that the two of you can play another time. You are transported back to the present.

The agents congratulate you for being able to use all of these tools. Ms. Cresto says, "I'm so proud of you Nancy (name)! But I've got to go! I have a class to teach." She leaves and someone walks out from a hidden door. It's the chief of OAS! He says, "Nice going. Welcome to the organization." With that, you receive your first mission profile. You're on your way to stopping Sadina's evil plans!



The Intro



You're at a Providence Bulls basketball game. Everyone's having a good time and Mikkell Jordan, the most famous basketball player in the world, is having a great game. All of a sudden, the lights go out. When they come back up again, Mikkell Jordan is nowhere to be seen. Everyone starts panicking. You see some henchmen running to a locker room and you want to get a closer look. You have to use the transporter to go there yourself.

You are not successful. Everyone in the arena is moving around, so you can't follow the henchmen. However, you spot Dmitri in this throng of people and fight through the crowd to approach him. He tells you that Sadina has kidnapped MJ to perform experiments on him. She is about to escape in her spacecraft, located in the stadium parking lot. You must teleport to the lot...

You are successful and are able to follow the henchman into the locker room. There, Sadina and another henchman are tying up MJ, telling him that they will use him for experiments on Planet No. You spot a stray basketball in the corner and realize that you could use it to knock out Sadina. You must use the communicator to ask headquarters where Sadina's weak spot is.

You are not able to teleport to the parking lot. Desperately, you radio to headquarters to tell them that Sadina is about to escape. However, Chief has an idea! He advises that you travel back in time to steal the keys out of the ignition of Sadina's spacecraft..

You arrive at the lot before Sadina does, and you notice that she has left the keys to her spacecraft in the ignition. You take them. She arrives with MJ and is outraged. You offer to trade her MJ for her keys.

You are not able to hear the transmission clearly. However, the pressure is on and you must stop Sadina. You raise the ball and aim for her head, hoping to knock her out.

You are successful. Chief tells you that Sadina's weak spot is her heart of darkness. You pick up the basketball and take aim at her chest.

You are not able to go back in time and steal the keys. Sadina escapes with MJ. The only hope is that someday, when Sadina is conquered, MJ will be returned.

You successfully steal the keys in the past, so in the present Sadina cannot escape. You decide to make a trade: the keys for MJ. Sadina angrily speeds off in her spacecraft cackling, "I'LL BE BACK!!!"

Instead of negotiating, Sadina attempts to snatch the keys out of your hand. However, though she gets the keys, she loses her balance and MJ manages to free himself from her grasp. The two of you narrowly escape. Sadina flies away, cackling "This is not over... I'LL BE BACK!!!"

(You get enough questions right). Sadina trades the keys for MJ. She takes off in her spacecraft cackling, "This is not over... I'LL BE BACK!!!"

You miss Sadina's head, but nevertheless cause enough confusion to free MJ while the henchmen are distracted. Sadina comes running after you, but MJ picks you up. With his long strides, you are able to escape.

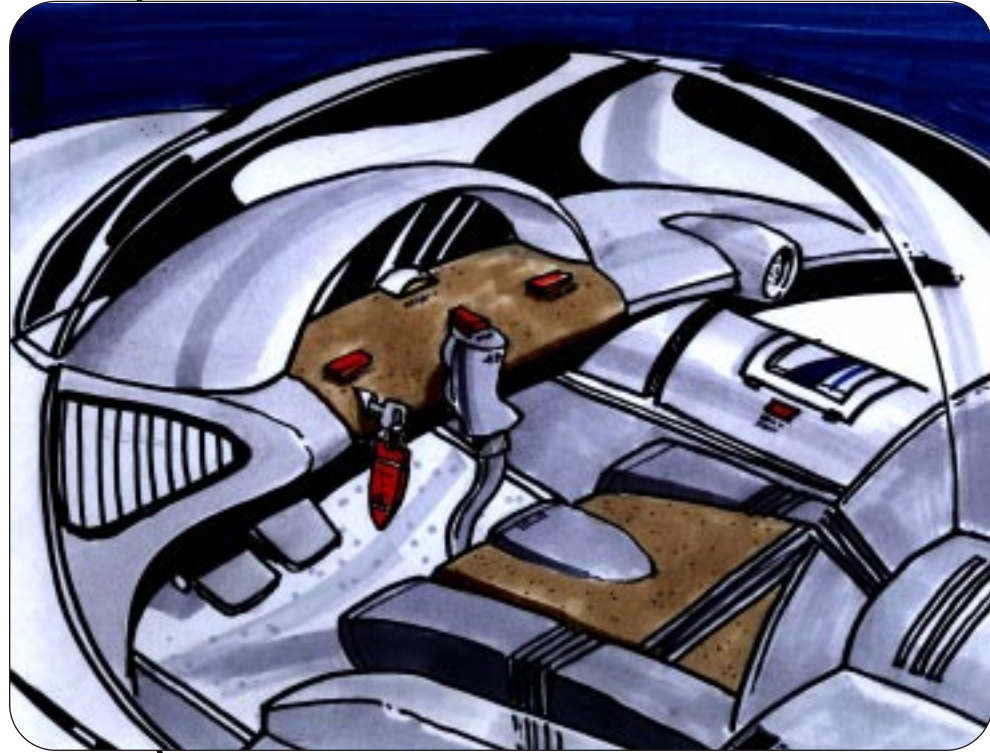
You miss her head, but hit her heart, which just happens to be her weak point. She collapses to the floor, and her henchmen run to help her. You seize the chance to free MJ. Though you free MJ, the henchmen whisk Sadina away, thus fleeing the scene.

You miss Sadina's heart, but nevertheless cause enough confusion to free MJ while the henchmen are distracted. Sadina comes running after you, but MJ picks you up. With his long strides, you are able to escape.

You hit Sadina square in the heart. She collapses to the floor, and her henchmen run to help her. You seize the chance to free MJ. Though you free MJ, the henchmen whisk Sadina away, thus fleeing the scene.

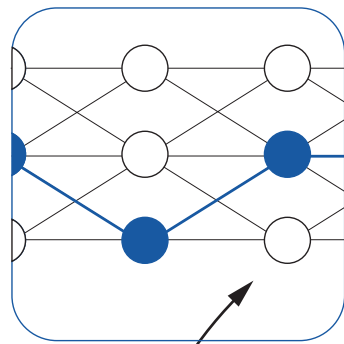


The Basketball Game



The Basketball Game





Your phone rings. On the other end is famous French fashion designer Christian Bior. He is terribly distraught! All his clothes have been stolen and he needs to put on a fashion show by tonight! He begs you to help him. You try to transport yourself to Paris, sometime in the past.

You can't get to Paris. But you think for a minute and immediately suspect Sadina. This is just the kind of stunt she might pull! You hop on your motor-bike and drive over to her hideout (located in Providence). You call back to headquarters to get the secret combination.

You get to Paris a couple of hours before the theft and you see that in the designer's studio, all his assistants are pushing around racks of clothes. All of a sudden, the fire alarm goes off and everyone runs outside. You look away for a second, distracted; when you look back, the clothes are gone. You run outside and see that there is a car speeding away from the studio. You come back to the present and try to contact headquarters to see where the road leads to.

You can't get the combination and can't get into the building. But through a spy-hole, you see that all of Christian Bior's clothes are inside. You call headquarters on your communicator and they come to help you out, opening the door with the right combination. Inside, Sadina is nowhere to be found. You try to transport yourself and the clothes to Paris.

You get inside and see all the dresses. Sadina is nowhere to be seen. She's escaped again! You gather up all the clothes and try to transport yourself back to Paris.

You can't get the message from headquarters and must waste valuable time looking over a map of France. You find out that the road leads to Nice. You try to transport yourself to Nice.

Headquarters tell you that the road leads to Nice. You try to transport yourself there

You fail to transport yourself and Bior's clothes to Paris. You send the clothes by delivery with a note attached. They don't get there in time and Christian isn't able to have a fashion show, but he's glad to have his clothes back.

You get to Paris with all of the clothes. Christian has been waiting for you, trying to delay his show. Finally, the show can go on. You both breathe a sigh of relief.

You can't transport yourself or the clothes there so you send another agent with the clothes on the next flight, hoping she'll make it in time. She barely makes it there with the clothes; finally, the show can go on. Christian tells you that he is relieved and grateful

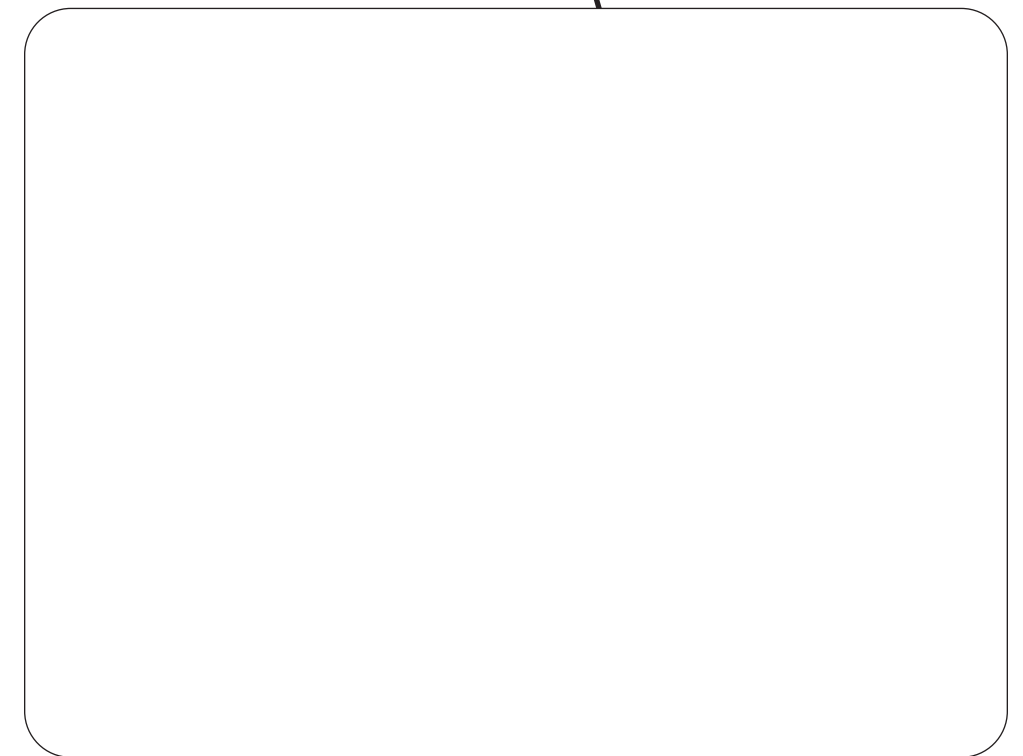
You are transported to Paris with the clothes and help Christian put on the fashion show. It's a big success and everyone's happy.

You can't get to Nice but contact the police department in Nice. They are able to recover the clothes and bring them back to Paris, just in time for the show. You are relieved that the clothes made it back on time.

You get to Nice and catch Sadina with the clothes. In your haste to get the clothes, Sadina escapes with one dress. You bring the clothes back to Christian and help him with the fashion show.

You can't get to Nice but contact the police department in Nice. They are able to recover the clothes and bring them back to Paris, just in time for the show. You are relieved that the clothes made it back on time.

You get to Nice and catch Sadina with the clothes. In your haste to get the clothes, Sadina escapes with one dress. You bring the clothes back to Christian and help him with the fashion show. He's super grateful and asks you to take a bow on the runway at the end of the show.



The Fashion show