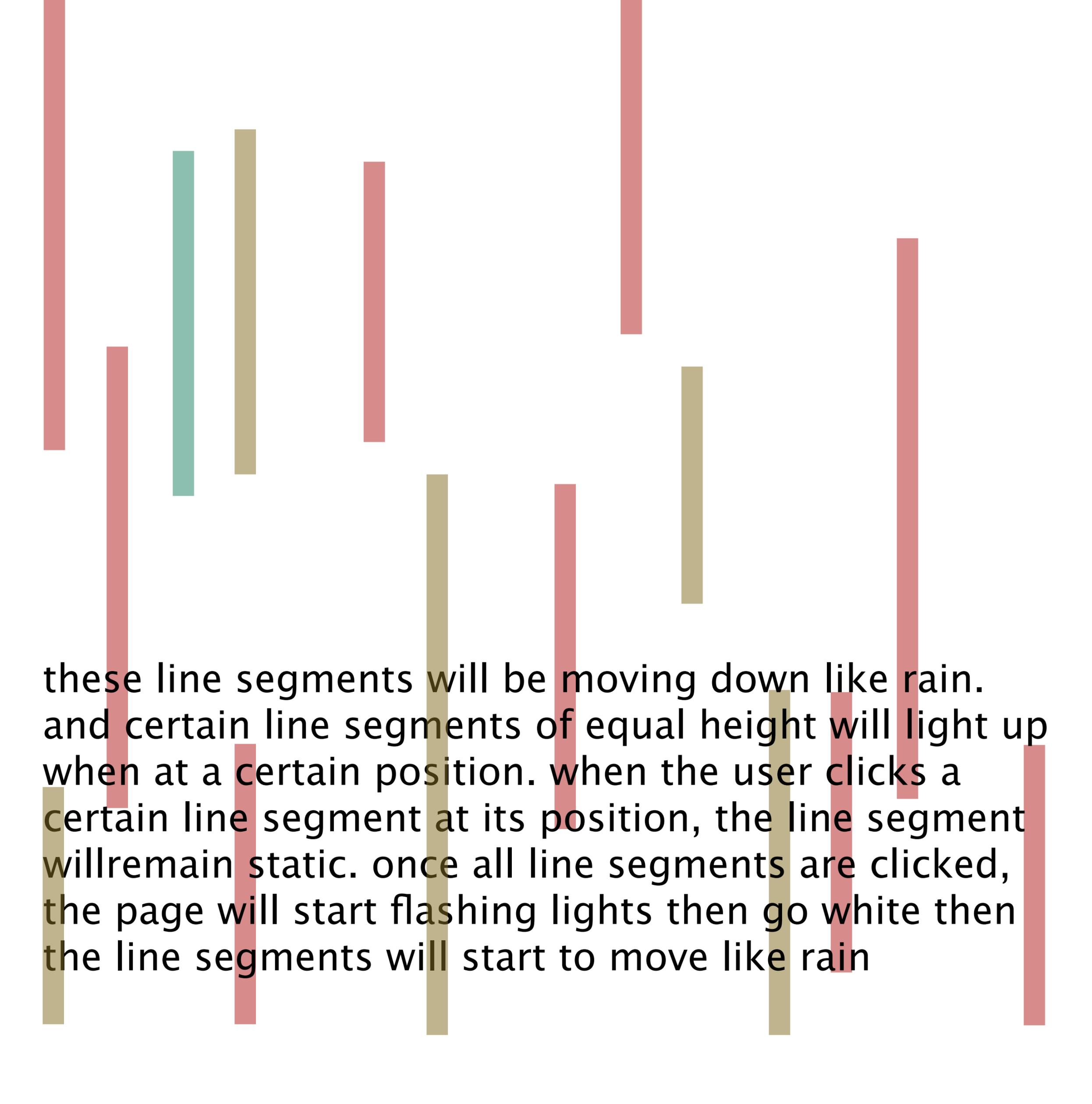


a game of snake will start to appear, once the user starts to engage with it another game will appear alongside the pre-existing game. then if the user attempts to engage again, another game will appear, and so on. this is to represent the overflow of stuff in the space.

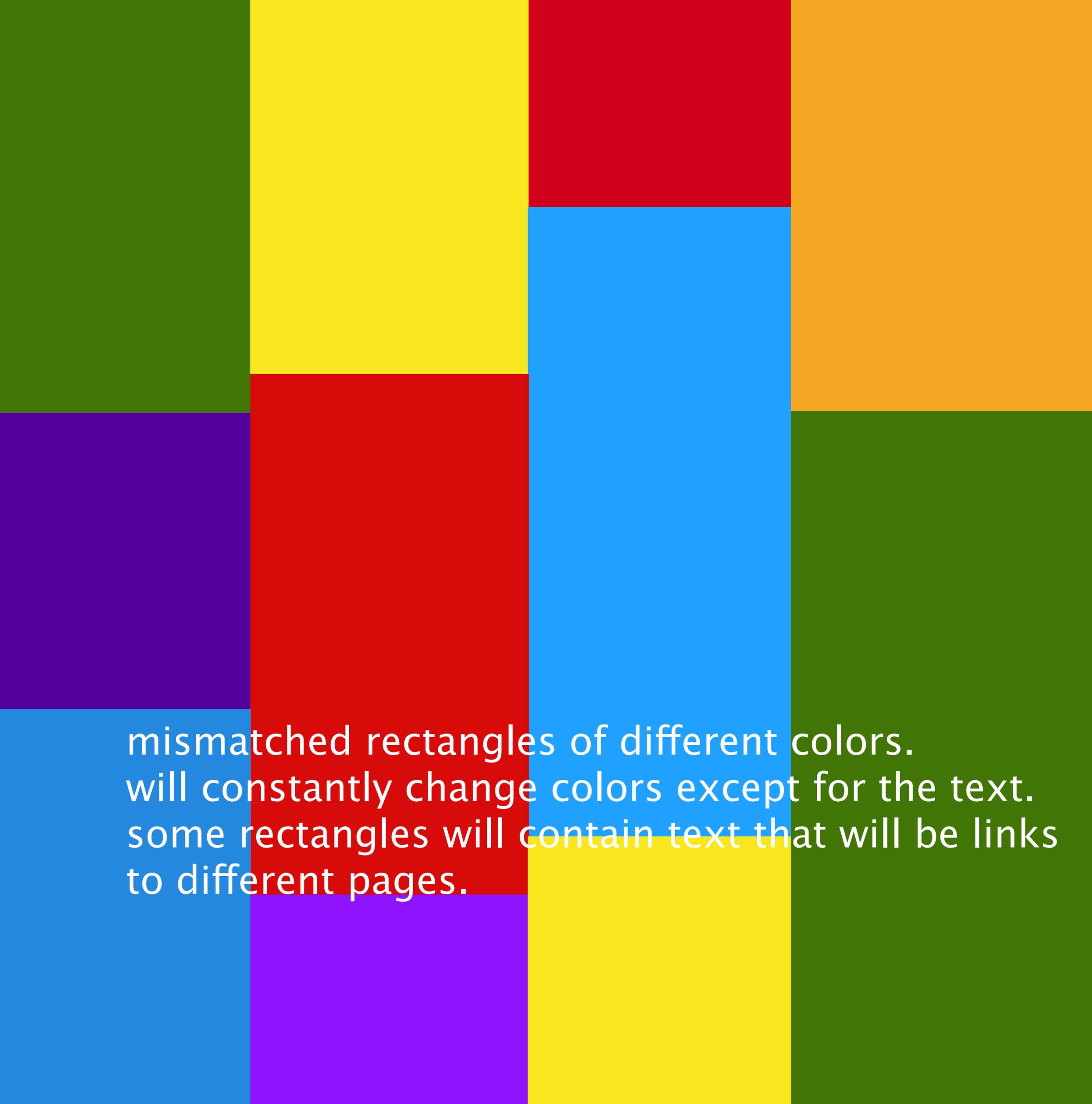
a maze with various A to B (around 3 paths), the user will select the first A which will prompt directions to use arrow keys. the specific navatar stationed at A will jump to indicate initiation. then the user will be able to navigate that navatar to point B. once reached point B, the maze will grow to a new point C.



these line segments will be moving down like rain.
and certain line segments of equal height will light up
when at a certain position. when the user clicks a
certain line segment at its position, the line segment
will remain static. once all line segments are clicked,
the page will start flashing lights then go white then
the line segments will start to move like rain



pinwheel spins following the direction of cursor.
depending on the color of the triangle,
clicking on each triangle will emit a certain sound.
and if clicked many times, it will create a melody



mismatched rectangles of different colors.
will constantly change colors except for the text.
some rectangles will contain text that will be links
to different pages.