2C1603

each item on the desk will do different things.
a click on the computer will play a video,
a click on the stack of paper and a pencil will
allow the user to write text.
a click on the books will let direct the user to a
passage

each color empty square will have an iconograph depicting an object on my shelf. when a square hits the filled square on a shelf perfectly, the user will click to ensure that it stays in place. once all the empty squares are gone, a congrats sign will appear
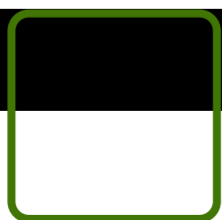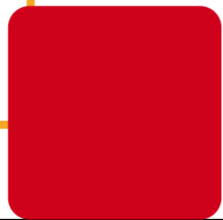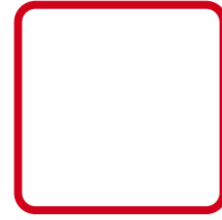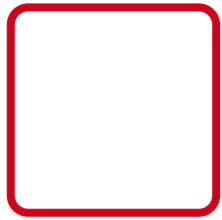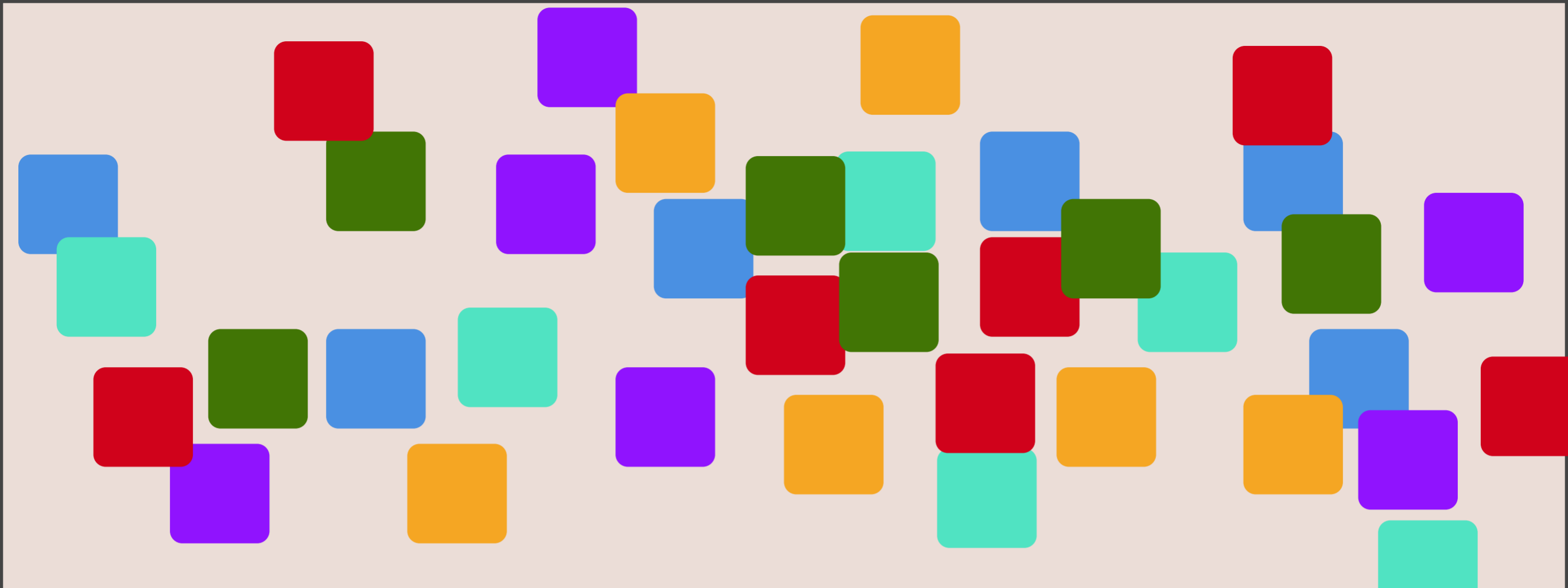
as you click on each icon, the drawer associated with the color will slowly fill up. once filled up, it will turn into that color completely.