Ideation:

1. Have visuals move for 10sec / transition / 10sec more visuals / transition / 10sec of visuals / transition / repeat
	1. Moving lines
	2. Moving shapes
	3. Combination of both
	4. Repeat and fade back into moving lines
2. Have a webcam track movements
	1. Move around to activate visuals
	2. Have movement tie into how visuals are displayed
		1. Red = No movement
		2. Orange / Yellow = Little Movement
		3. Green = High Movement
3. Have a countdown timer (10sec)
	1. Have shapes that begin and shrink
	2. Moving around will activate a cube/circle that drags along the screen
		1. Once the countdown reaches “ 0.00 “
			1. Have the experience play music [FADE IN]
		2. Trigger to a screen that says:
			1. “Move your body to Draw and fill the space!” [3-SEC]
			2. Start with a blank canvas (White (?), black (?), red (?), blue (?) )
			3. Give them a 30sec:
				1. A hidden timer is already on the canvas that they reveal through ‘drawing’ on the canvas.
				2. Timer shrinks numerically as well as in scale as it counts down.
	3. If they fill the canvas before the timer runs out:
		1. Have a screen that says – “You da best!” [END EXPERIENCE]
			1. Play a cheering sound!
	4. If they don’t fill the canvas before the timer runs out:
		1. Have a screen that says – “Move them hips!” [5 SEC – RETURN TO BEGINNING]
			1. Silence the music
		2. Repeat from the beginning.



**REPEAT EXPERIENCE FROM BEGINNING**

**END EXPERIENCE**

**If they fill the screen…**

**If they don’t fill the screen…**