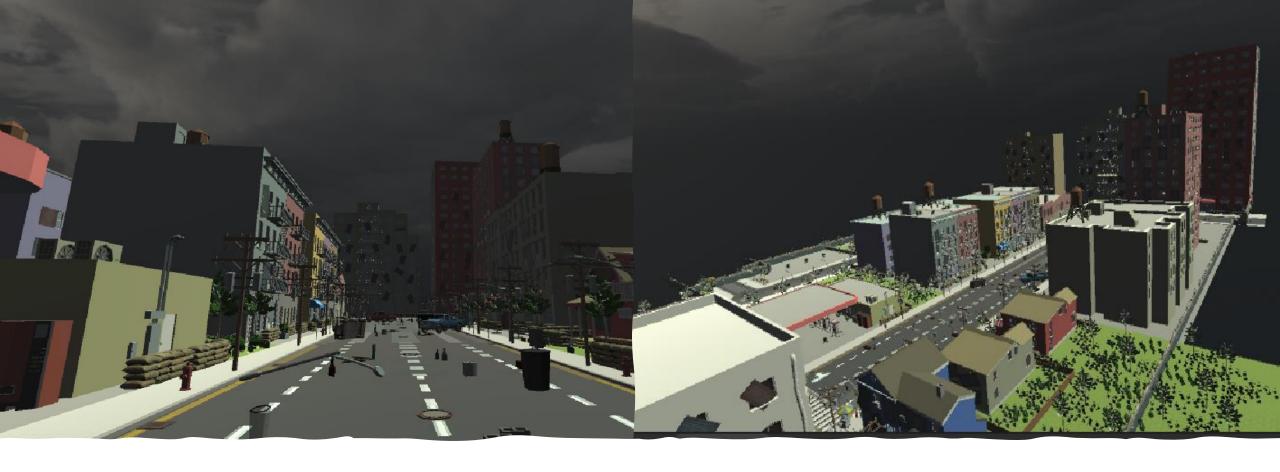


## Storyline

## Sensory Data Weapons

- Sounds of destruction
- Alarm noises
- Erie music
- Narration





Highlights

**Metal Sheets** 

Only walking around at night

Sandbags

Chaos (trash, cars crashed, sounds)



## Testing Portion

- Prototypes
- Walk throughs



## Video