



Scared City

Group 12

Storyline

Sensory Data Weapons

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

Metal Sheets

Only walking
around at
night

Sandbags

Chaos (trash,
cars crashed,
sounds)



Testing Portion

- Prototypes
- Walk throughs



Video