

# Dynamic Interactive

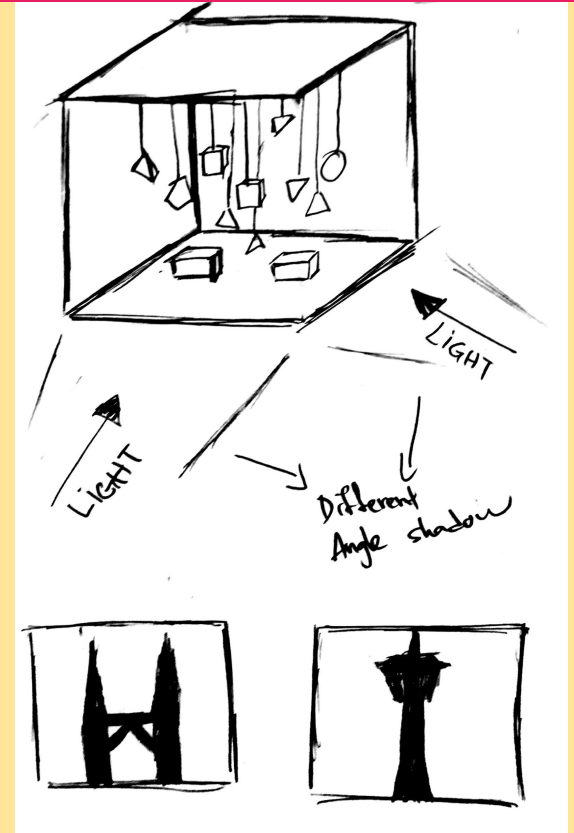
Urbanscapes

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# 1- Cast Out

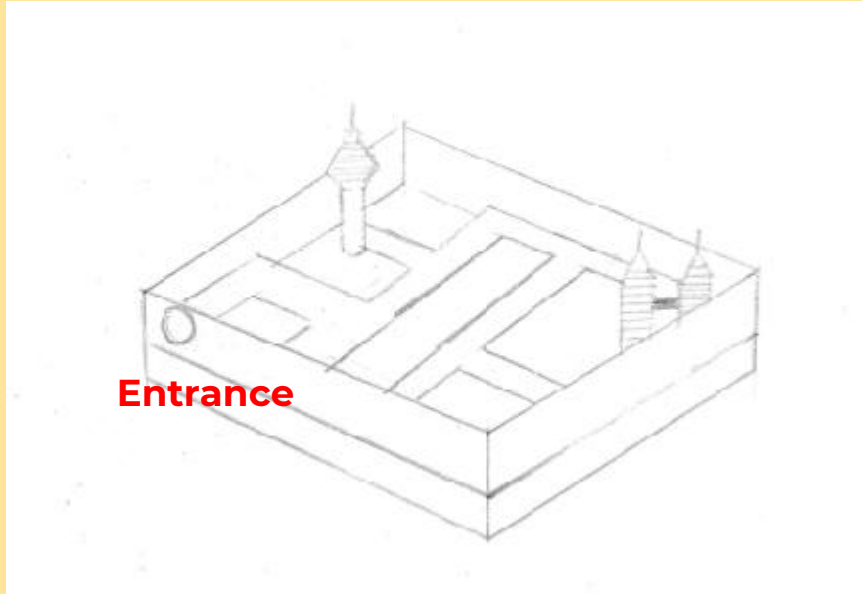
**Inspiration:** A different angle of KL city.

**How to do:** By using light and shapes with different angle of light directions to cast out different kind of shadow that show landscape of KL city.



## 2- Maze to the Journey

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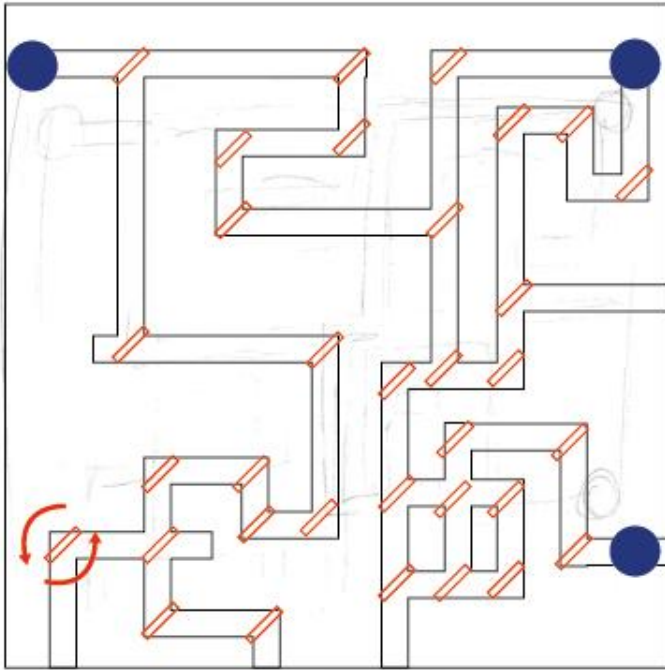
This project is a maze game. There is a light from entrance, and then user control the mirror to reflect the light and finish the Journey.

**Inspiration :** KL is big, roads are confusing and always missing direction.

**Core experience :** User will feeling exciting and challenge.

## 2- Maze to the Journey

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Step 1 : User choose challenge form a box.

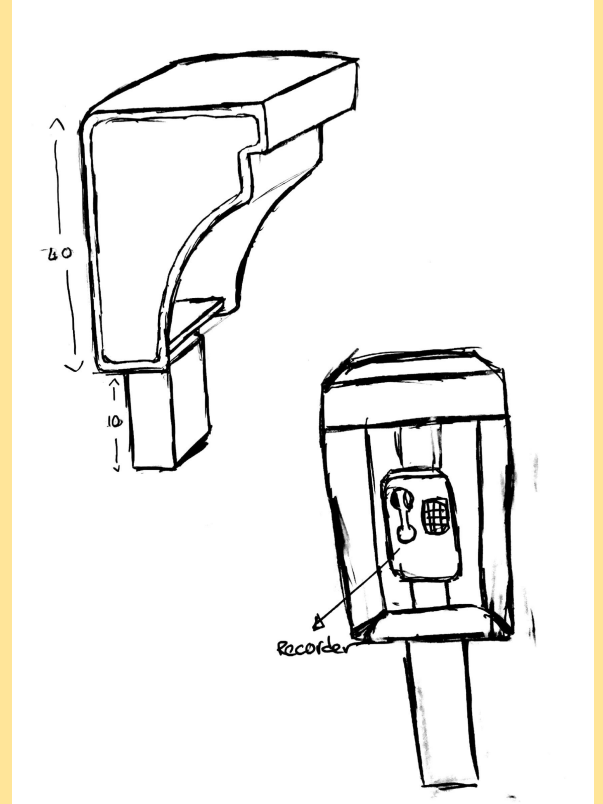
Step 2 : User adjust angle of mirror try to control the light direction.

Step 3: Try to finish journey.

# 3- Chatter

**Inspiration:** Old Public Phone Booth

**How to do:** User come to the phone booth and pick up the phone. The phone will play the question from previous user and the current user need to answer the question and also give a question to the next user to answer.



**THANK**

**YOU**