

CoC Cabinet Interaction Wireframe

1. Recipient receives a mystery box in the mail
2. Recipient opens box to find a crate inside of it (How easy will it be to open?)
3. Inside the crate the recipient finds:
 - a. A letter
 - b. A Micro Arcade Cabinet
 - c. An AC Adapter
 - d. Straw/excelsior (used as padding to protect the contents of the crate during transport)
4. The recipient takes the letter out of the crate, and reads it:
 - a. The letter is addressed to the recipient and refers to him/her as an “initiate”
 - b. The letter references a “secret society” called the “College of the Creatives” (CotC), and state that the college sent them the package
 - c. The letter cryptically challenges the recipient to test their “worthiness” by unlocking the cabinet’s secrets to become a member of the CotC
5. The recipient then takes the micro arcade cabinet out of the straw/excelsior bedding
6. Below the cabinet the recipient finds an AC adapter in the straw/excelsior bedding
7. The recipient plugs the AC adapter into the cabinet, and then plugs the AC adapter into a wall outlet
8. The cabinet powers up, goes through its boot up sequence (consisting of boot up characters and a logo march)
9. After it finishes booting up a blinking cursor appears on the screen. The cursor then begins typing out the following sentence : “Hello, (recipient name), would you like to play a game?”
10. Below the initial sentence a “Yes/No” option appears.
11. The recipient can choose a yes or no response (with various pre-programmed prompts available to “nos” pushing the recipient towards a “yes” response, and participation)
12. After the recipient chooses “yes”, he/she enters into a story-driven choose your own adventure style text based game (think: gamebook/hypertext fiction) that incorporates details from the recipient's lives to place them in a series of increasingly morally grey situations where their choices shape the story:
 - a. The game has a series of branching story threads that lead to multiple quick endings and a game restart
 - b. Only after correctly answering the series of questions presented to the recipient in a row can he/she progress to the next step of the CotC initiation. After correctly passing the initiation test, the console congratulates the initiate and invites them to continue unlocking the cabinet’s “secrets”
 - c. After the congratulation screen, the recipient is thrown into a home screen GUI where several app icons (app list?) live, most greyed out with the exception of a virtual enigma machine icon, which is in color and clickable.

- i. Initiating the virtual enigma icon opens a virtual enigma app that challenges the recipient to “enter a code to progress to the final stage of the “initiation”.
 - ii. As this is all happening the recipient hears a “thunk” caused by a hidden compartment falling open at the back of the cabinet.
- 13. Inside of the hidden compartment the recipient finds:
 - a. A “Pocket Guide for CotC Initiates” wrapped in parchment paper/newsprint sealed with wax (imprinted with the CotC logo)
 - b. A CotC decoder challenge coin.
- 14. Inside of the initiate’s pocket guide recipients find the following chapters:
 - a. About This Guide (including a list of founding members)
 - b. History of the College
 - c. How to Become a Member
 - i. What to Do First
 - ii. Initiate Requirements
 - iii. Love of Creativity
 - iv. Rules of the CotC & How to Use this Guide
 - v. Signs of a Member
 - d. Contributing to the College
 - i. College Spirit and Membership
 - ii. Do Your Part
 - iii. Special College Opportunities and Activities
 - e. Index
 - f. References
- 15. Nested and hidden inside of the initiate’s pocket guide the recipient will find a hidden code (that uses symbols found on the decoder coin) and a layered stain glass/stacked tryptic like drawing by Diego Rivera that has religious, socialist and college symbolism/motifs that mirrors the etching on the right side of the cabinet and cryptically instructs the user on how to find the magnet and navigate the maze to unlock and open the tiny drawer
- 16. Using the tryptic and hidden code in the initiate's pocket guide and decoder challenge coin, the recipient navigates the magnet maze found on the right side of the cabinet, activating a switch that unlocks a hidden compartment found on the side of the cabinet
 - a. Pushing on the newly unlocked and found compartment (from right-to-left), the recipient reveals a tiny drawer housing al hidden key
- 17. Using the key found in the tiny drawer, the recipient moves a hidden latch out of the way to find a hidden keyhole that unlocks the final hidden compartment in the front of the cabinet
- 18. Inside the final compartment, the recipient finds a letter sealed with wax (imprinted with the MoFa logo) with a enamel pin pinned to it
- 19. Opening the letter the recipient finds:
 - a. A letter to the recipient explaining the reason why they got this all (including the reason we sent it to them/what we’d like to do with them), what MotherFather is,

our contact info, and the final hidden code for the enigma machine (this code that fully unlocks the cabinet, allowing them to fully use it to play all Pico 8 games)

- b. A CotC enamel pin attached to the top of the letter
20. Using the final hidden code and decoder challenge coin the recipient decodes the last code found on the letter
 21. The last decoded code is then input into the virtual enigma machine by the recipient:
 - a. After a congratulation screen, the device returns the recipient to the home screen GUI where all of the icons are now all illuminated in color, and click-able
 - b. The remaining icons take the recipient to a settings app, messaging app, and the full Pico 8 application with downloadable carts (turning the cabinet into a fully functional mini arcade cabinet with multiple downloadable and playable Pico 8 games)