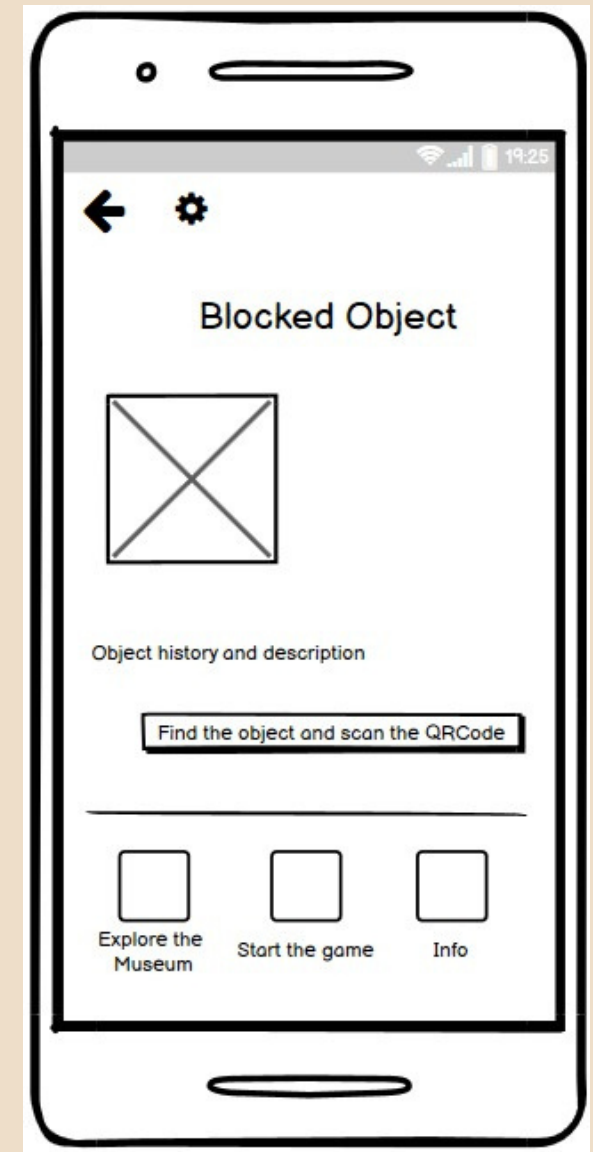
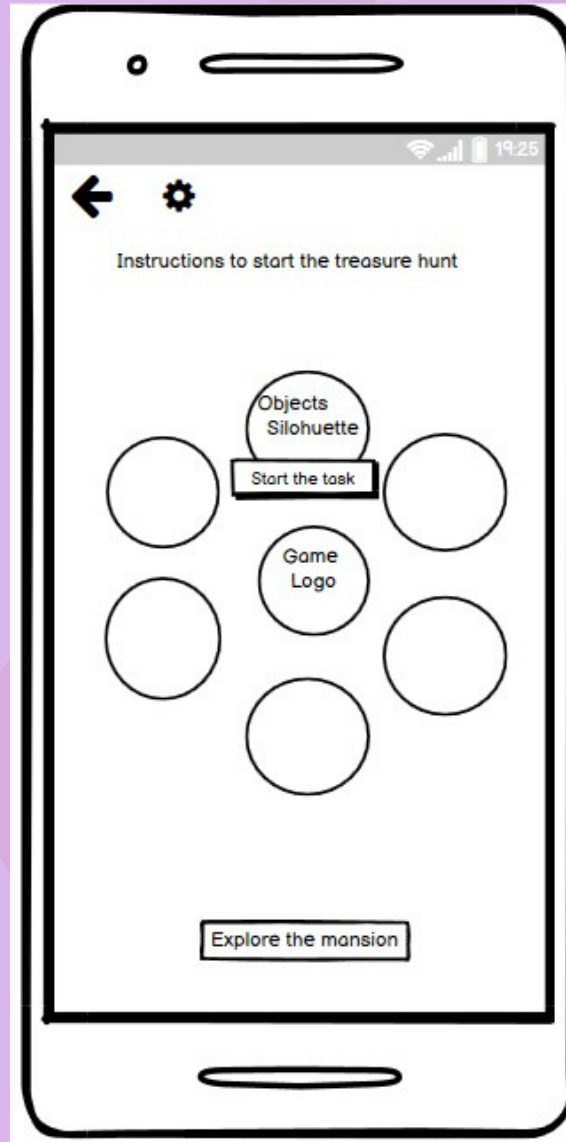
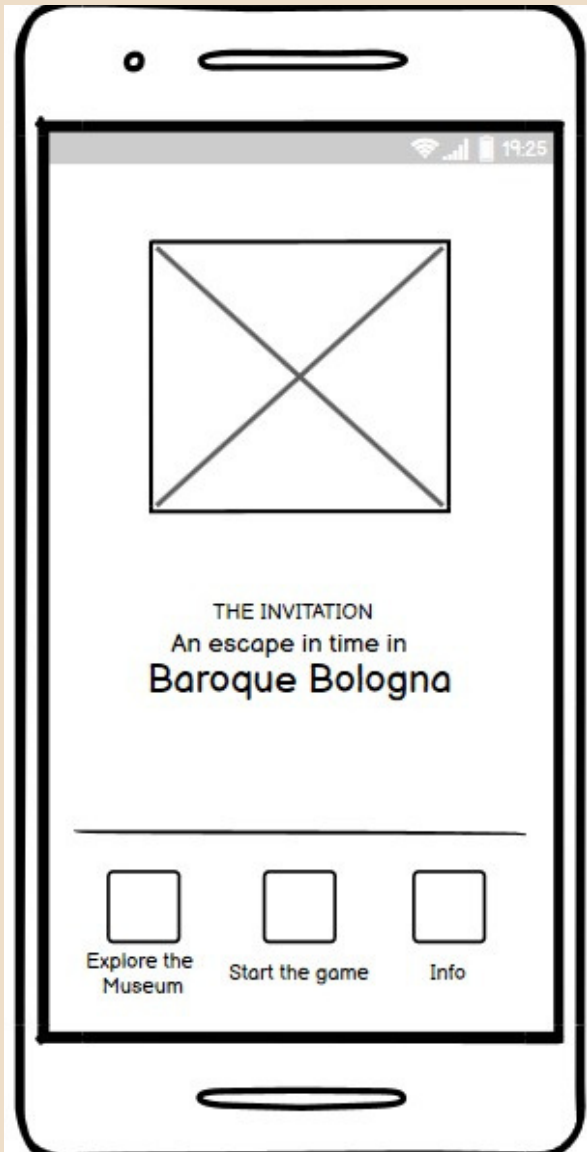


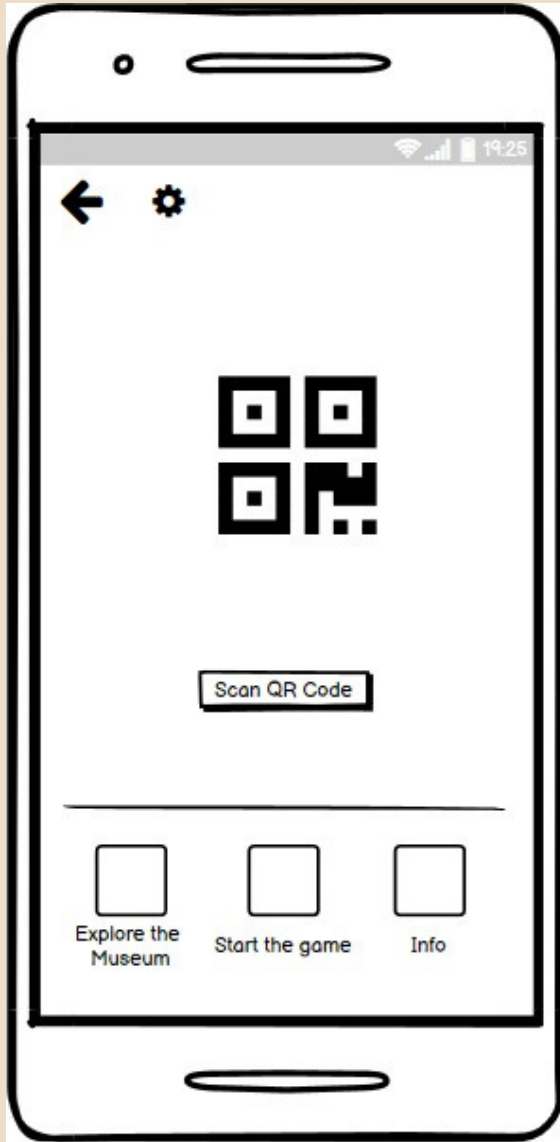
This is the first page of our application

This first wireframe gives the possibility of exploring the museum and receiving more information. You will enter into the Ball by pressing the "start the game" button.

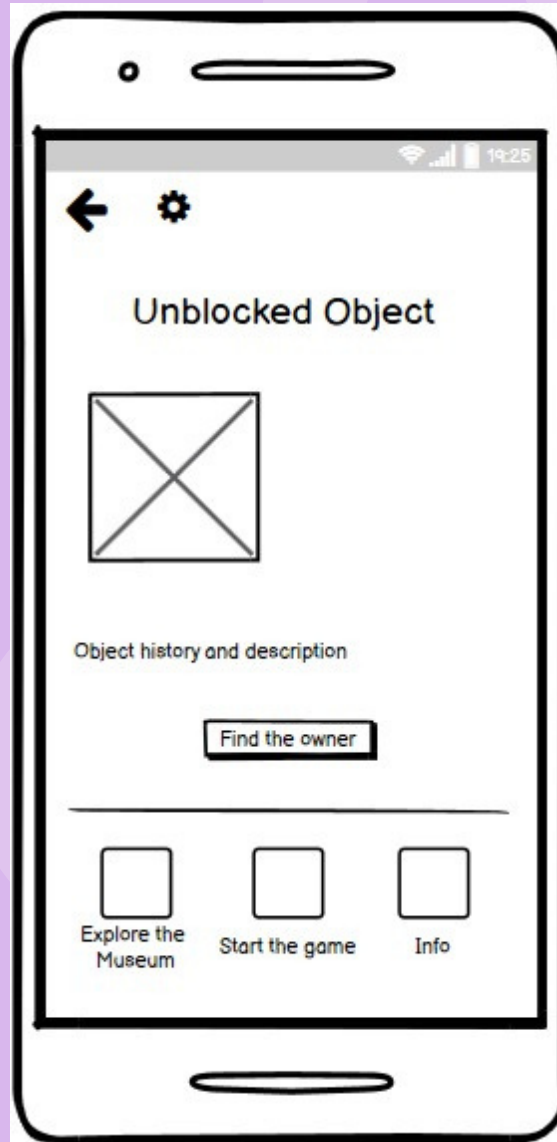
The second page displays the objects' silhouette to be found. Each character has its object, but their description is still locked.



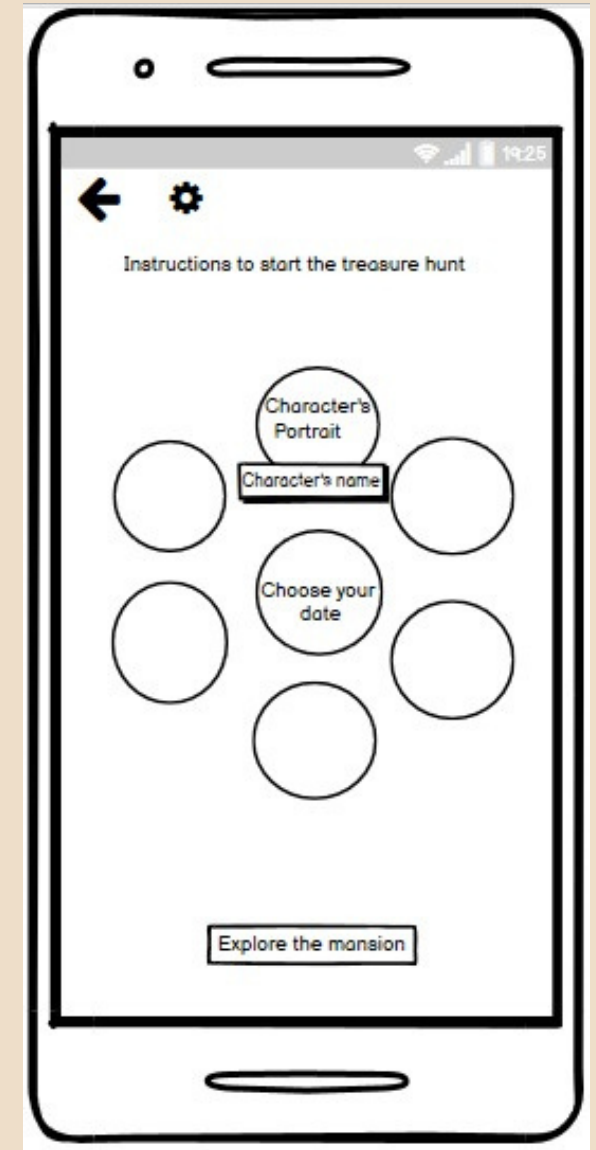
After having found the object, the user needs to scan the corresponding QR code.



By scanning the QR code, the object description and history appear. Now it is time to see the object's owner!



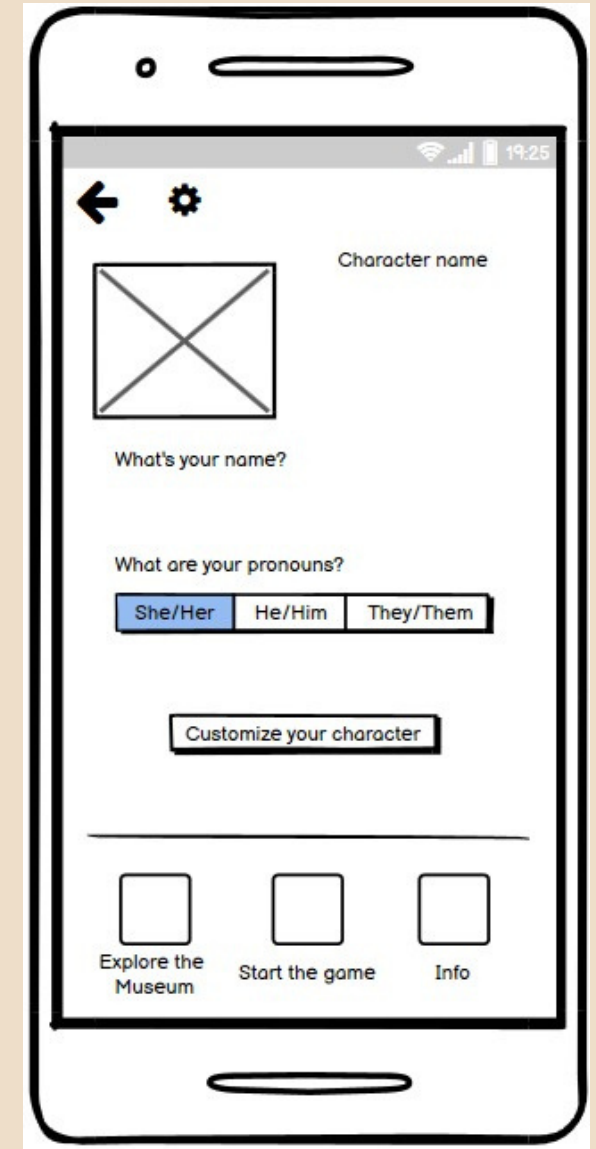
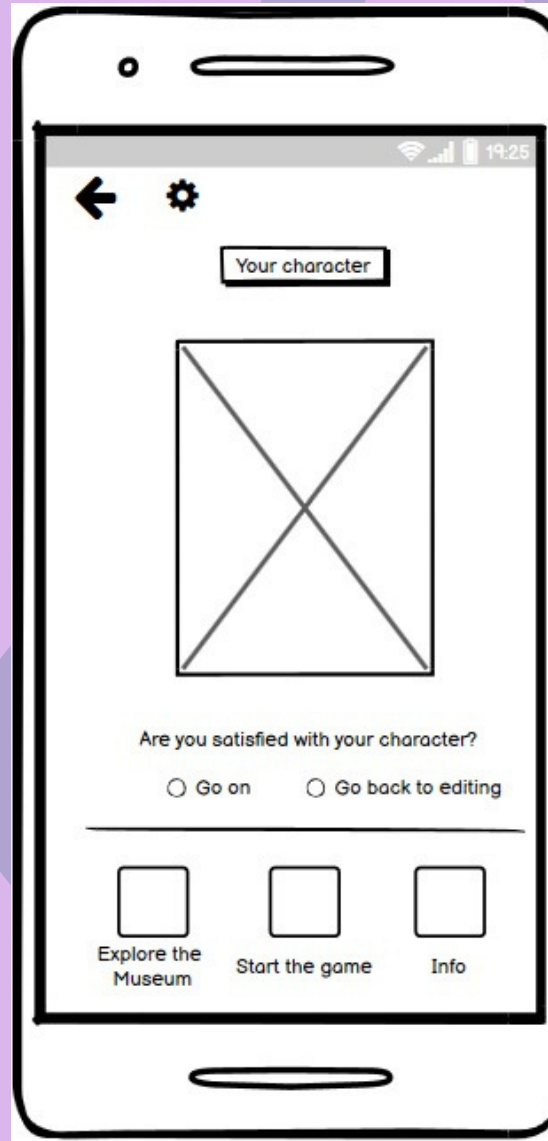
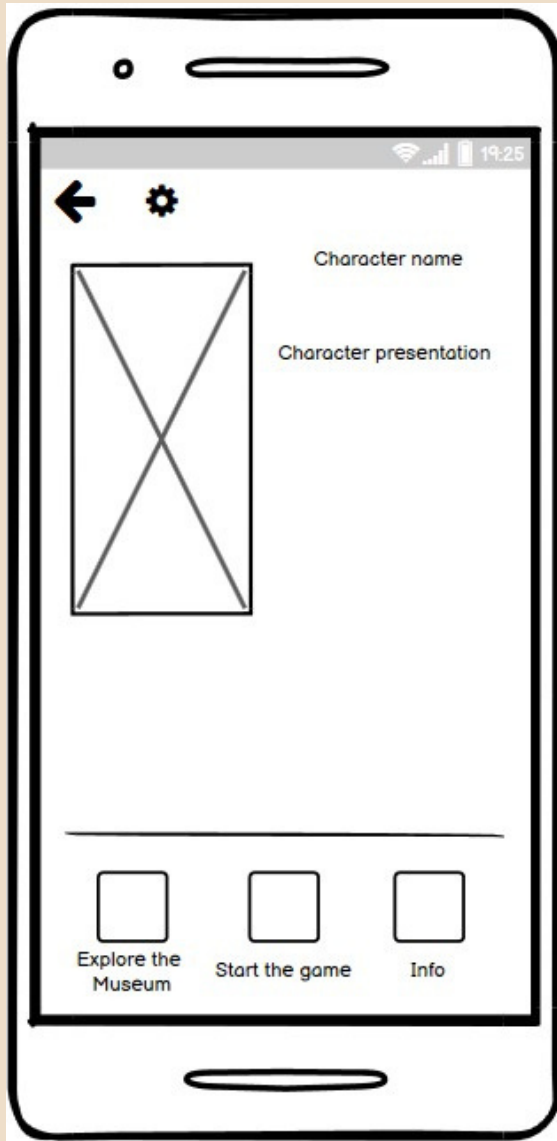
This is the list of the unlocked characters. It is always possible to explore the mansion.



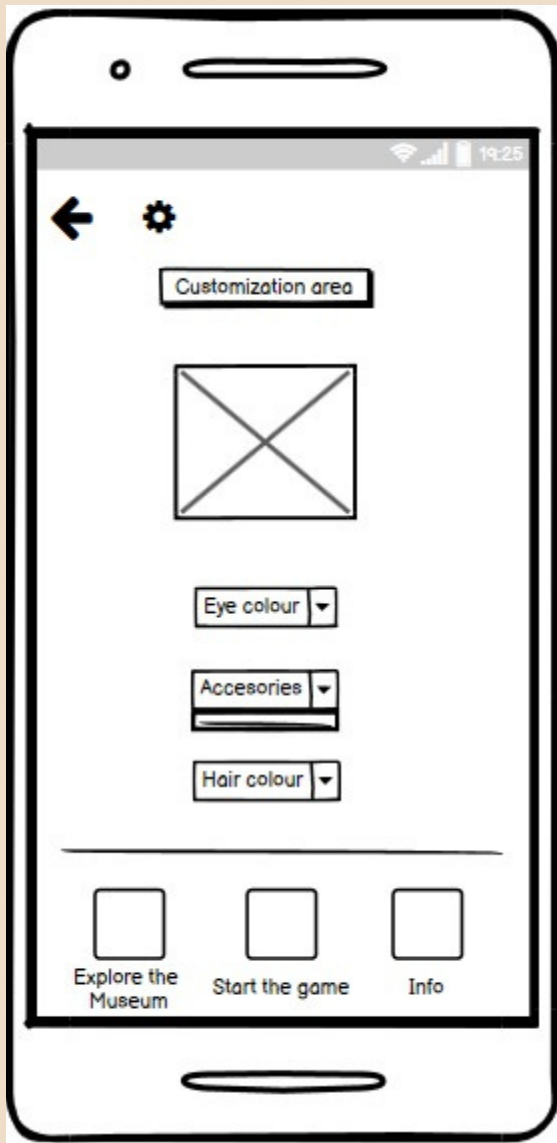
By unlocking the object, you will see the character's face and description. By pressing on "Start the game" you will start the game as that persona.

Our interface allows the customization of your chosen character

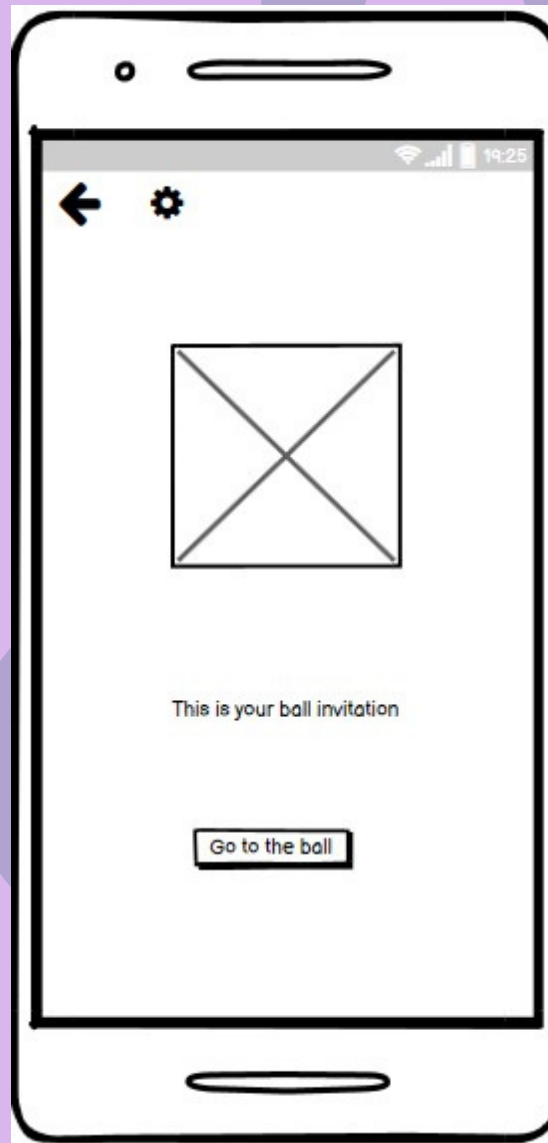
This interface lets you choose your pronouns. By pressing on "Customize your character" you can decide how to change your appearance.



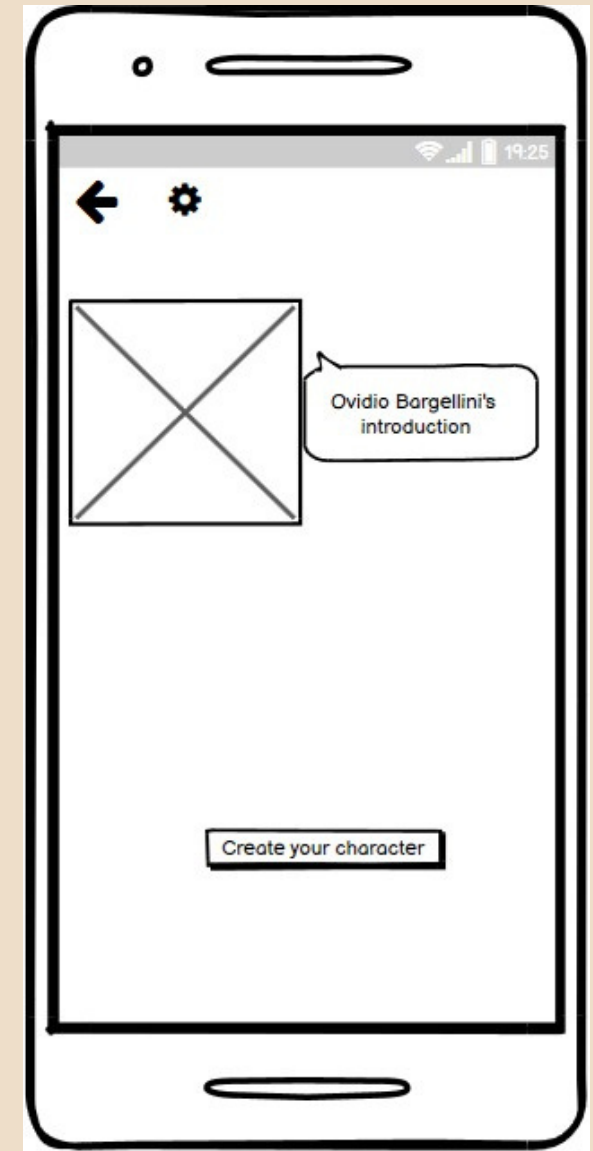
The customization area includes choosing eye and hair colour, as well as accessories.



Once you are happy with your result, the ball will start.



Ovidio Bargellini will be your host: he will introduce you to everyone and explain the history of the palace



The characters' interactions and the ball development have been excluded from this wireframe, for clarity reasons.

In the previous final interface, you will discover which end you have unlocked, based on the choices you made: good, bad or secret ending.

The "info" page includes contacts and linked social media to the museum. It is always possible to play again to find different endings.

