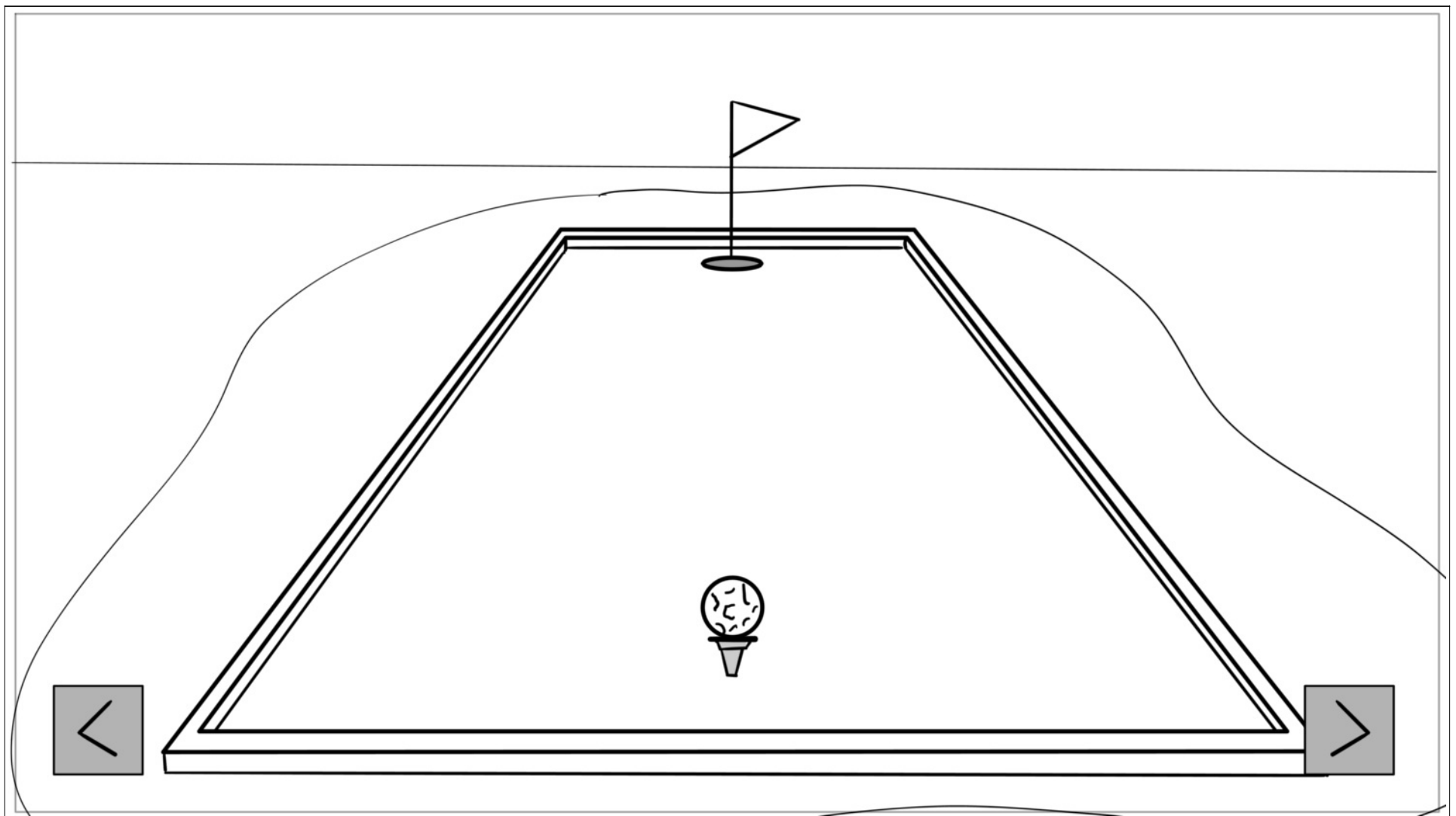# Activity 29: Law of Reflection

Observe
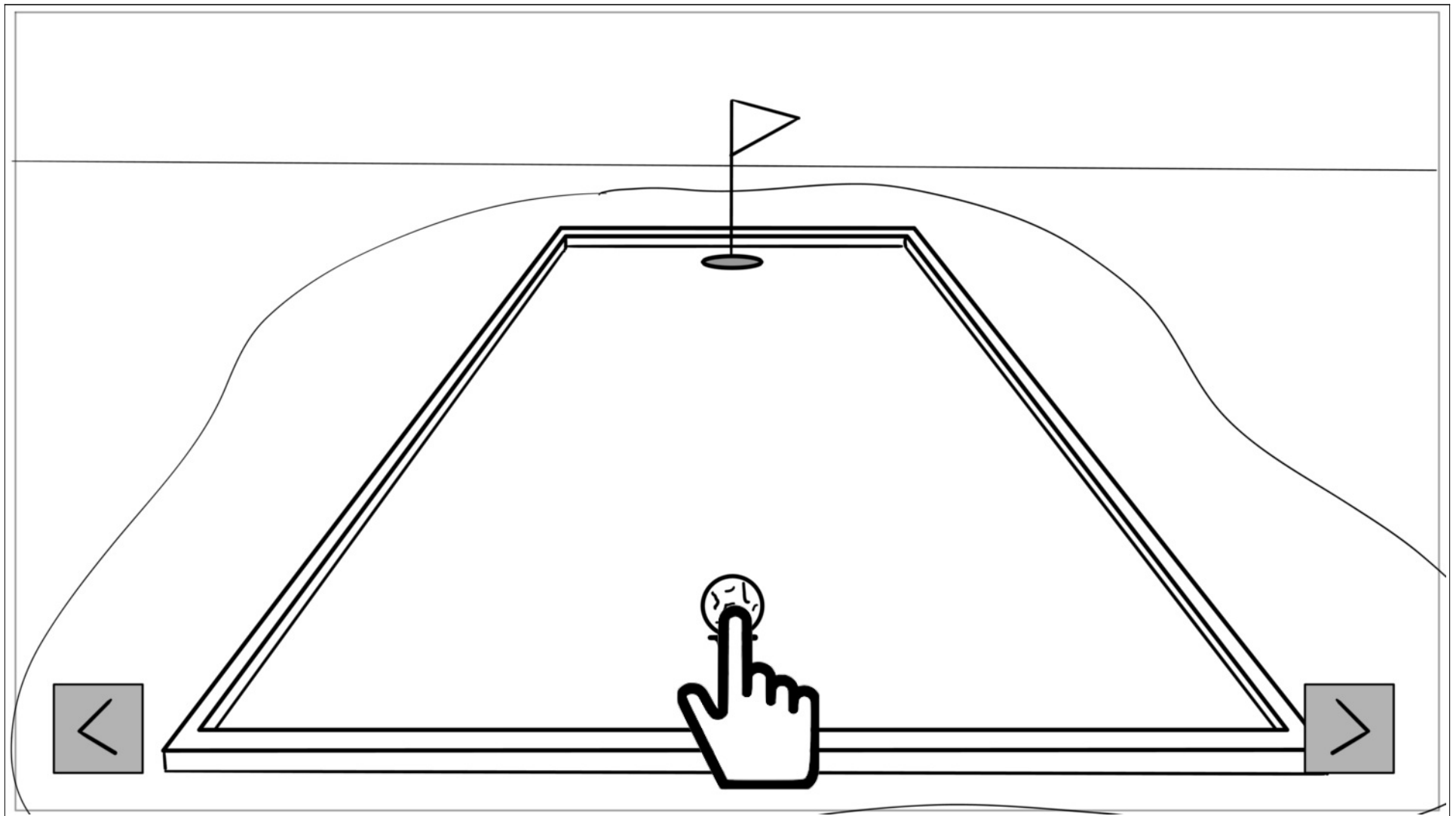
Dialog

In miniature golf, or putt-putt, the goal is to hit the ball into the hole in the fewest number of shots.

Notes

This observe will demonstrate how this activity will work. We'll be seeing a simple version of the 3D mini golf course
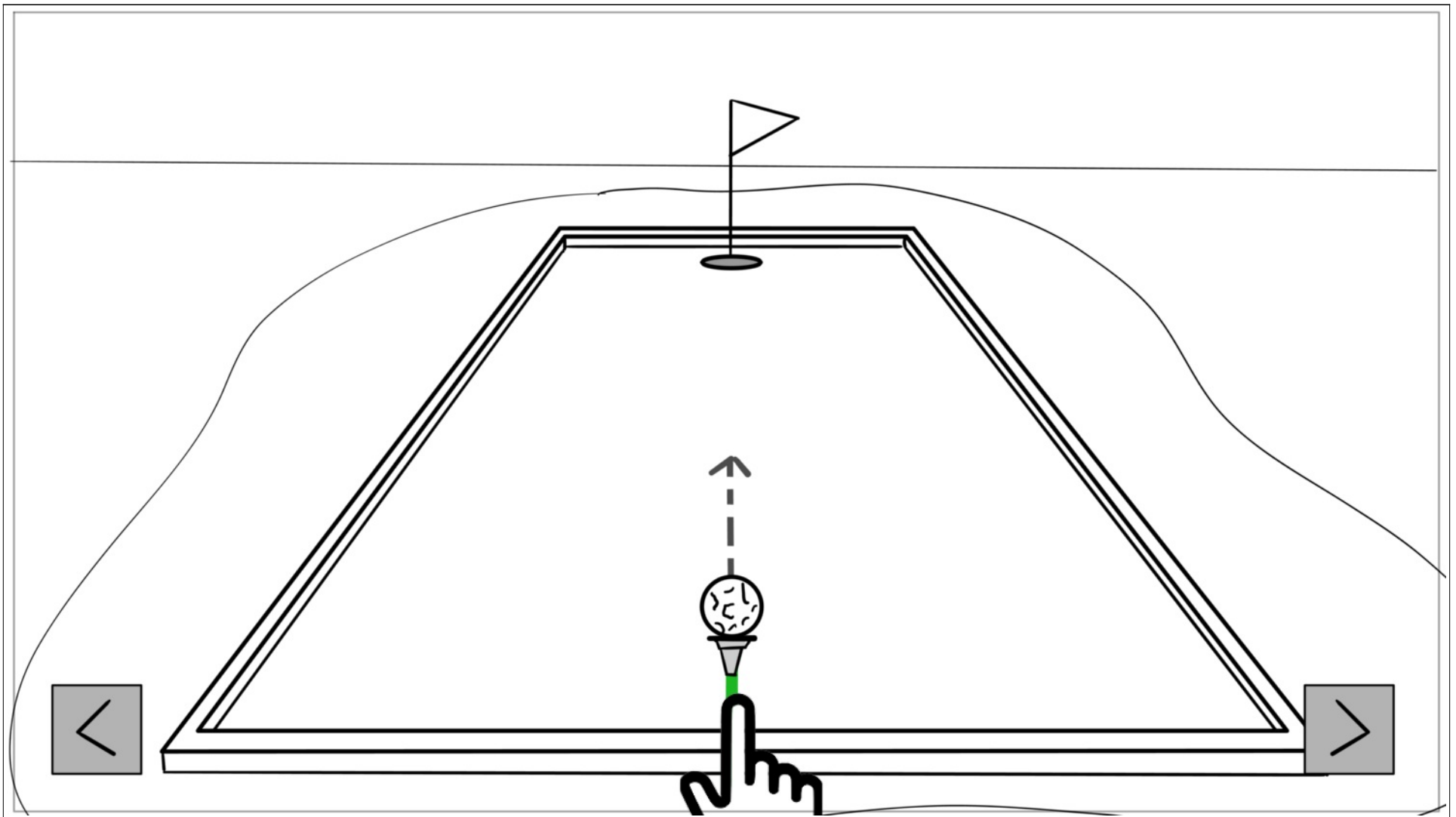
Dialog
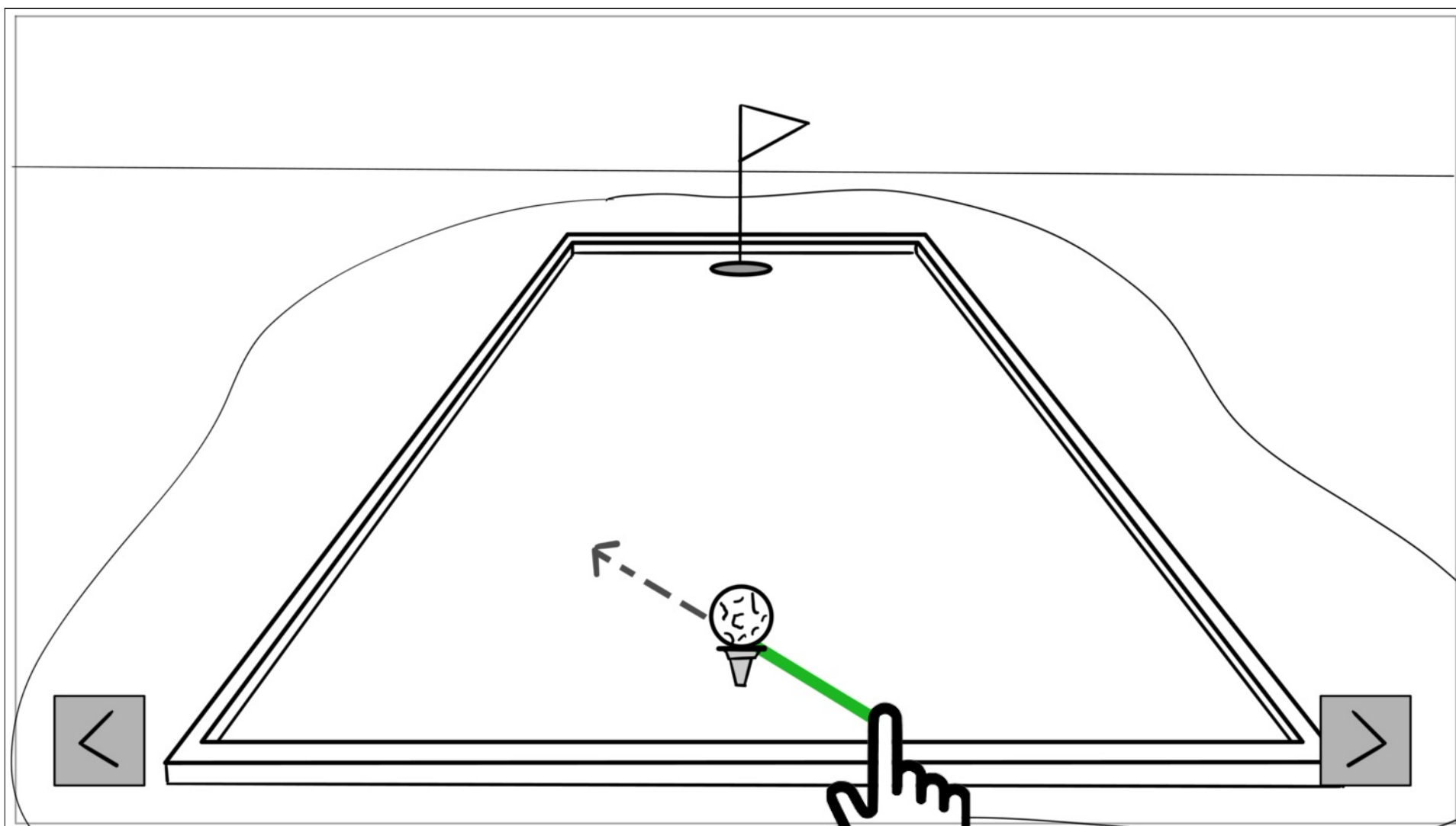In this hole, a straight putt at this angle will knock the ball in the hole.

Notes
Hand selects the ball

Dialog
In this hole, a straight putt at this angle will knock the ball in the hole.
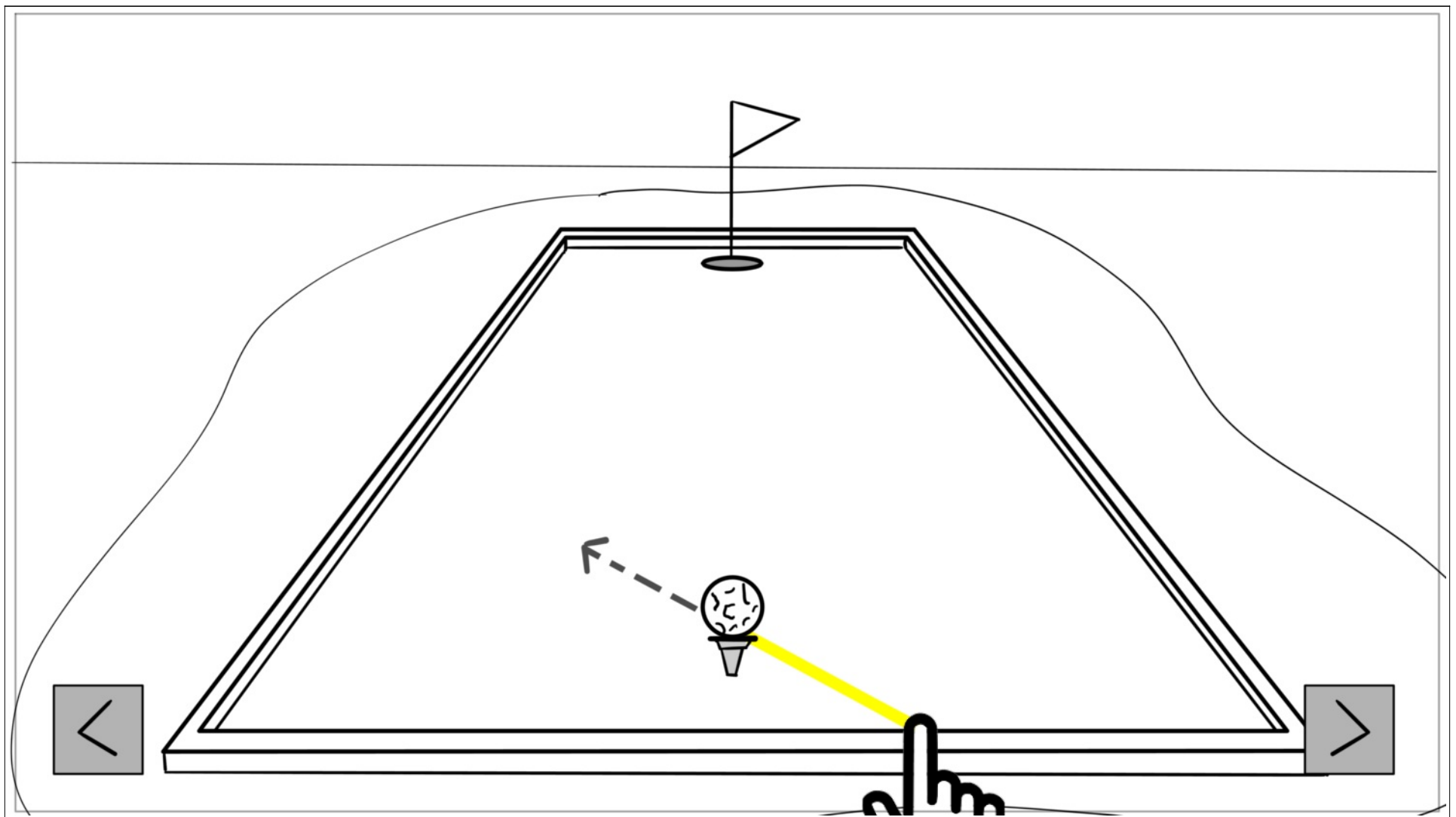
Notes
Hand pulls back and an arrow line forms to show what direction the ball will go in. The line behind the ball that the hand is holding is the hitting strength. The farther back it goes the stronger the hit is

Dialog
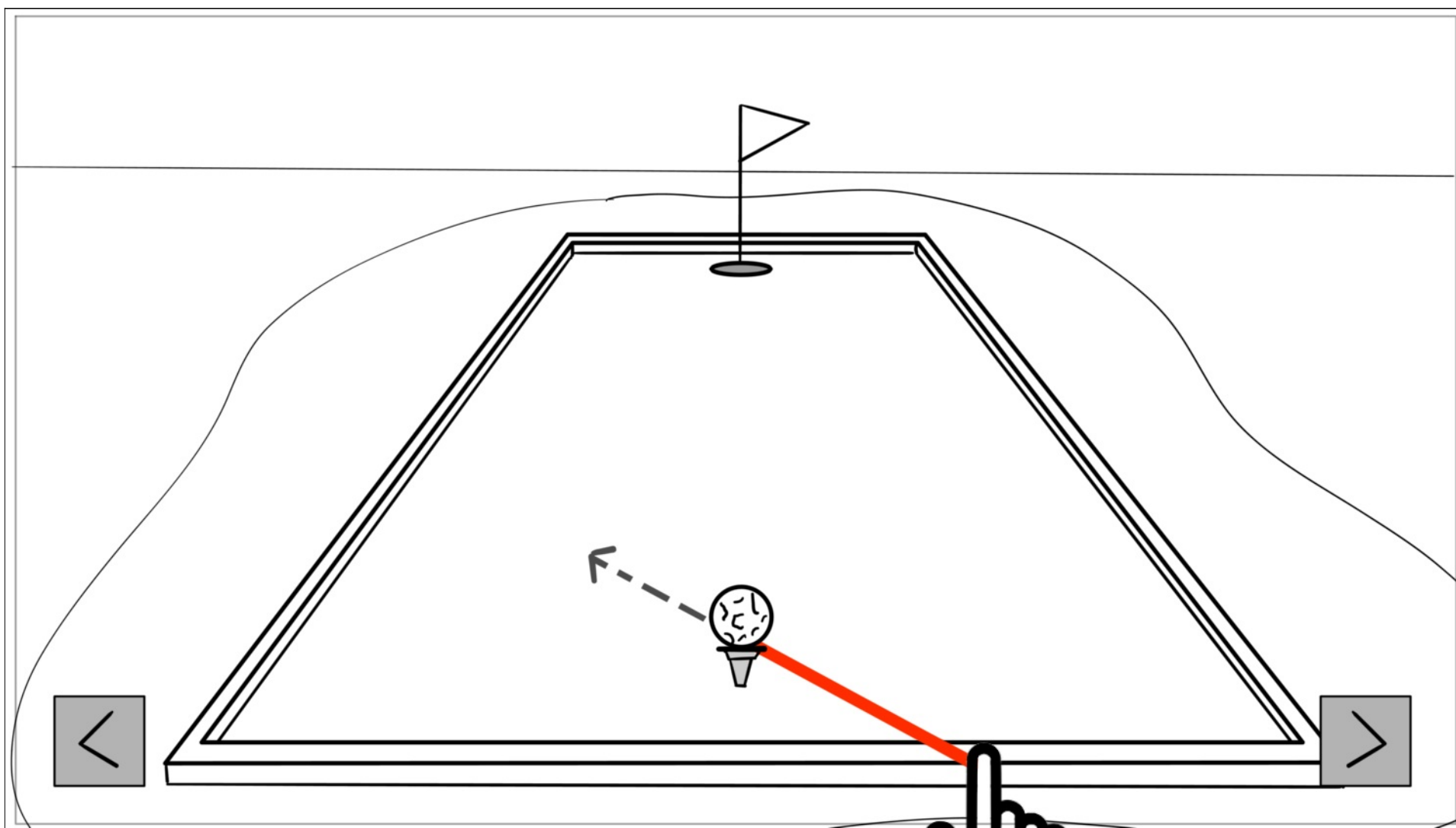In this hole, a straight putt at this angle will knock the ball in the hole.

Notes
You can change the hitting direction by moving the hand holding the line

Dialog
In this hole, a straight putt at this angle will knock the ball in the hole.

Notes
The farther back the user pulls back on, the line will change color to show strength level. Green = light, yellow = medium
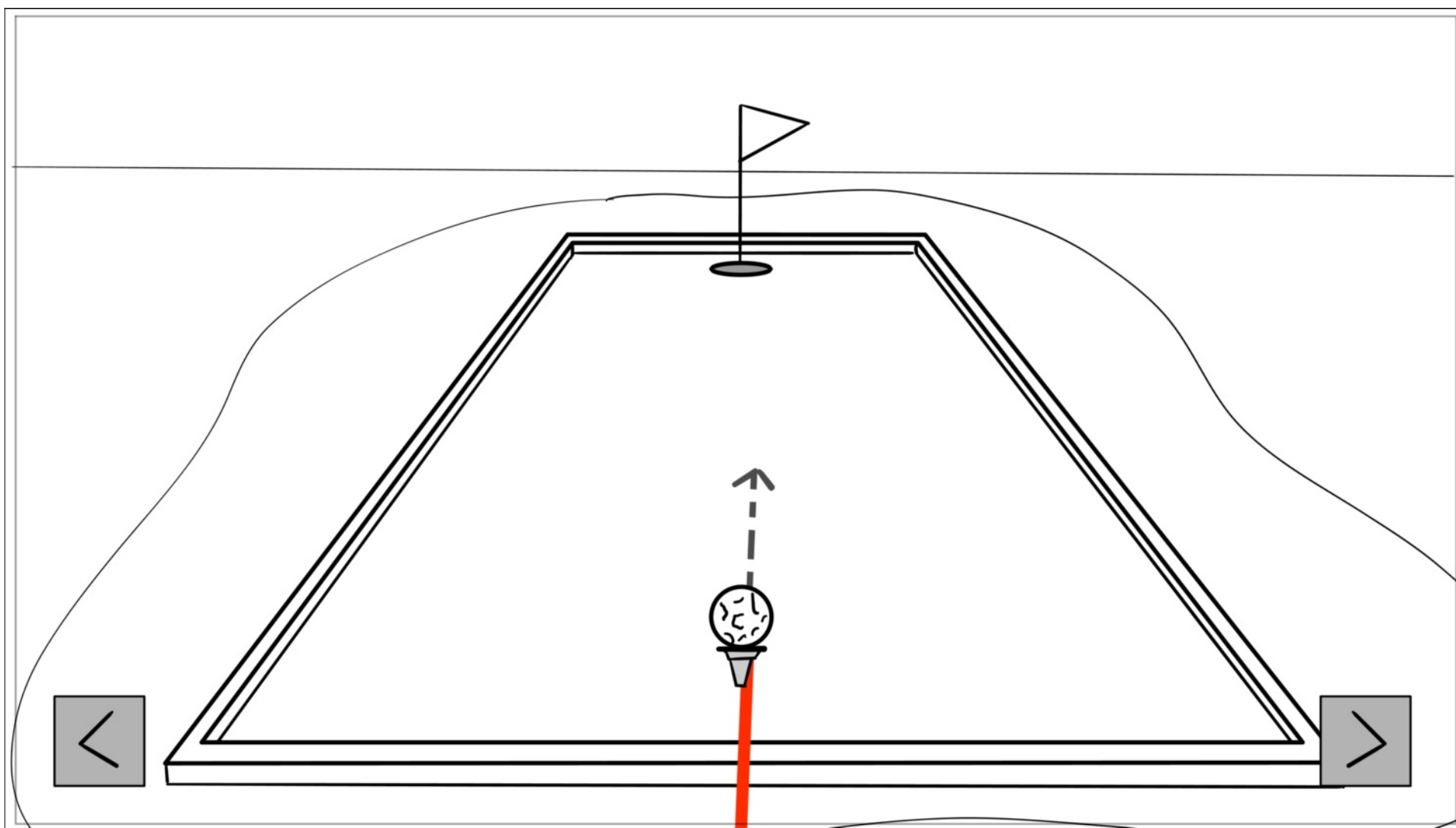
Dialog
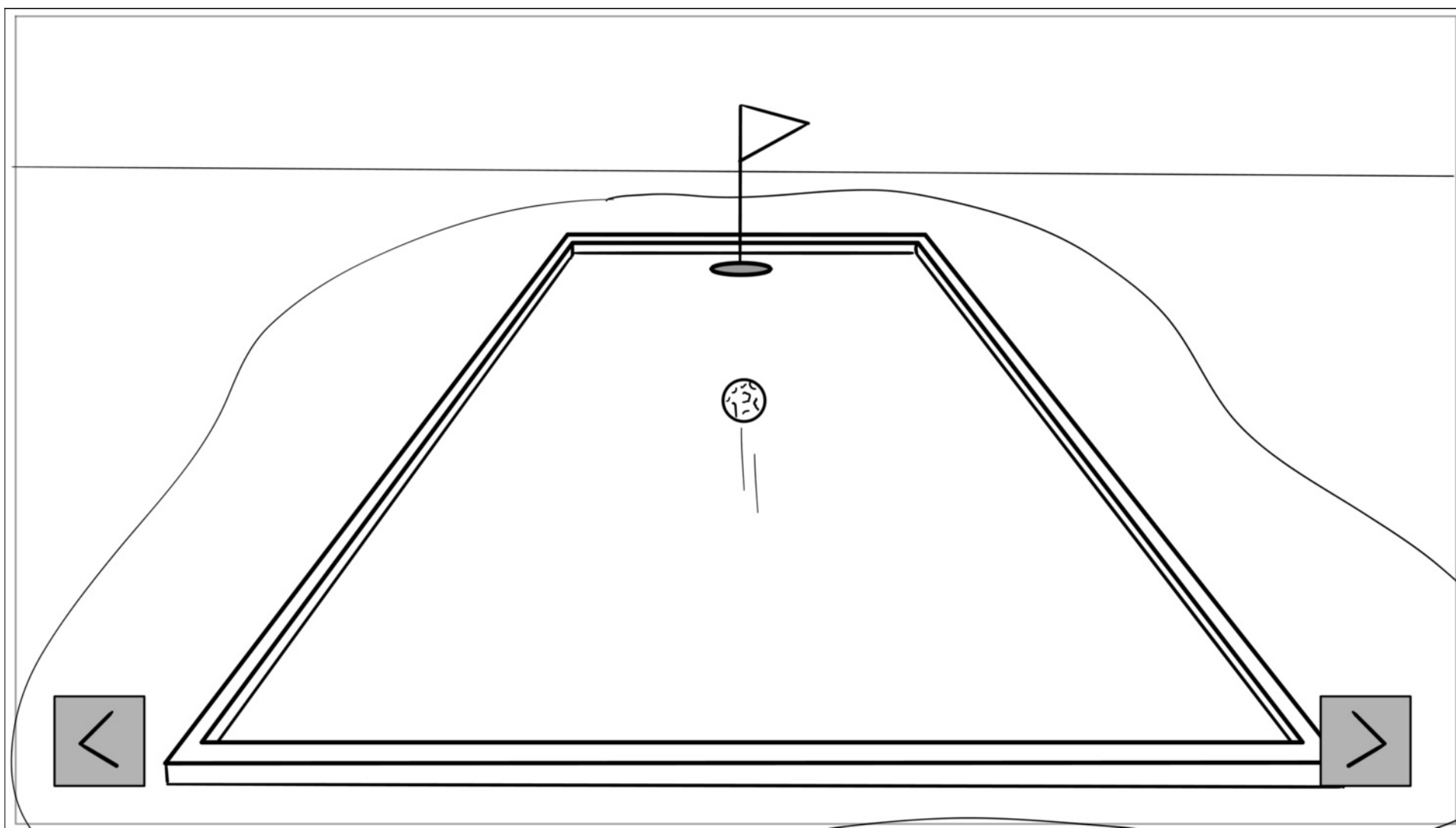In this hole, a straight putt at this angle will knock the ball in the hole.
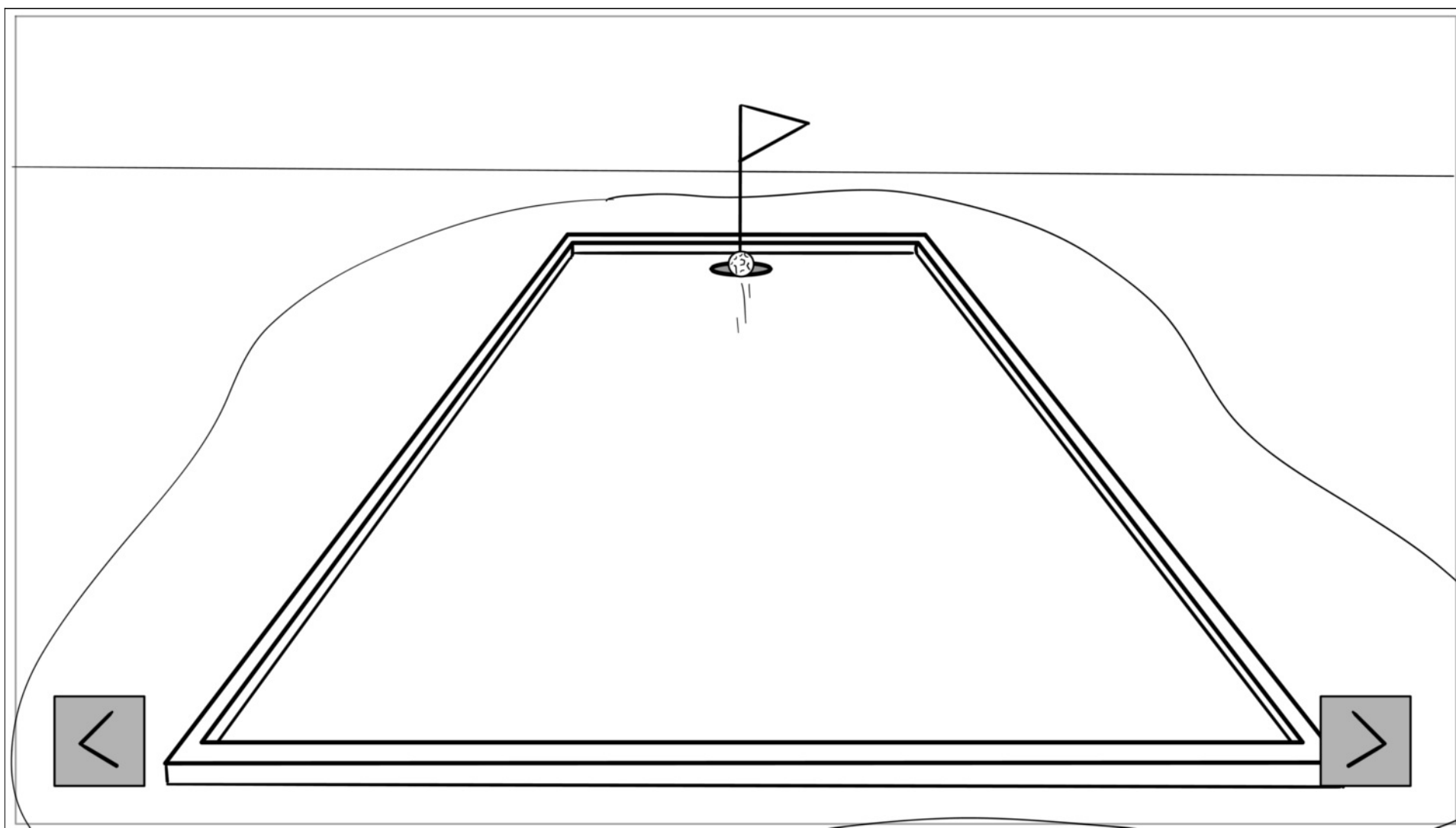
Notes
Red = hard

Dialog
In this hole, a straight putt at this angle will knock the ball in the hole.

Dialog
In this hole, a straight putt at this angle will knock the ball in the hole.
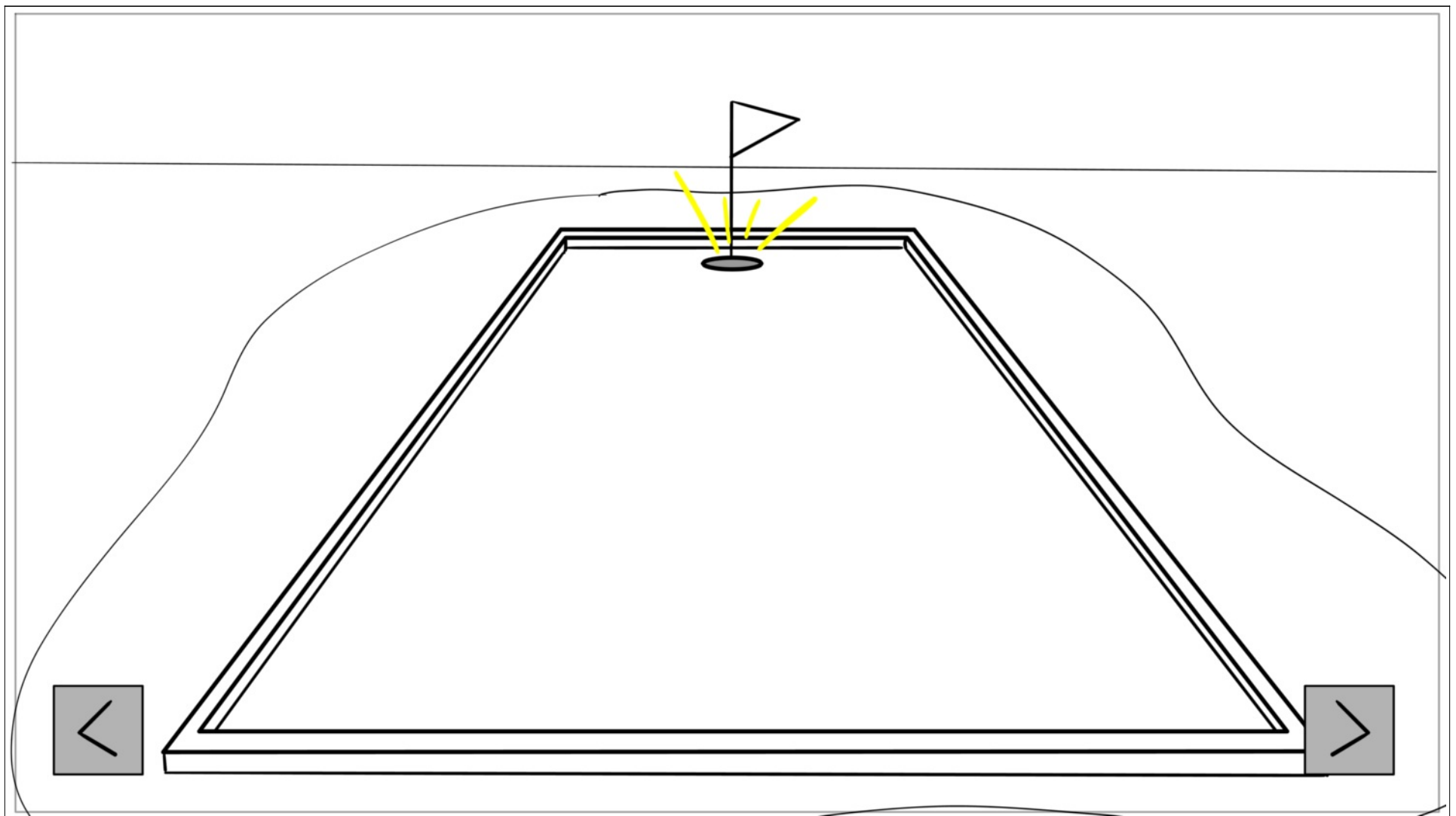
Notes
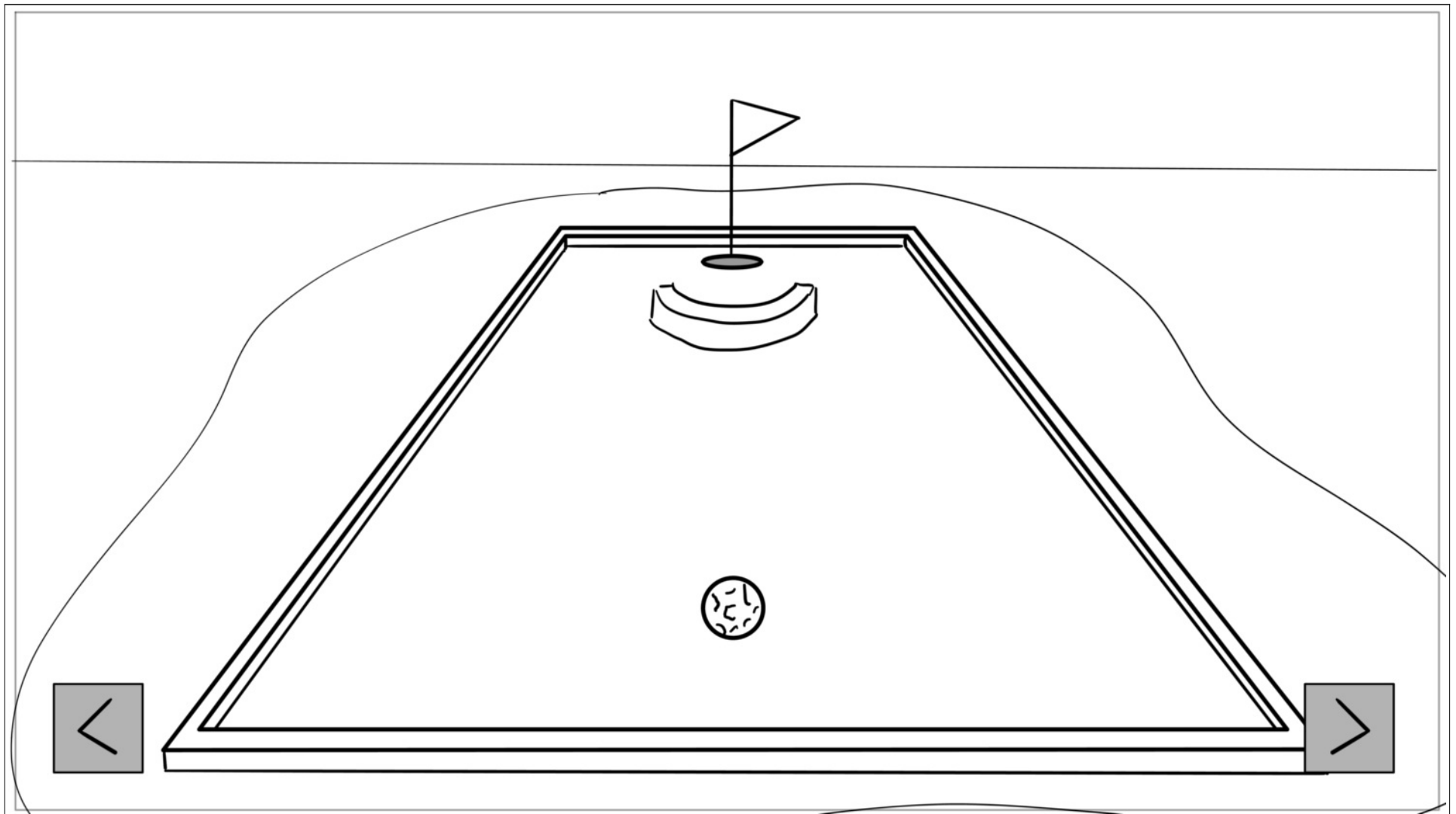Hand lets go of the ball, and it goes straight to the hole

Dialog
In this hole, a straight putt at this angle will knock the ball in the hole.

Dialog
In this hole, a straight putt at this angle will knock the ball in the hole.

Notes
Little sparks will fly out of the whole indicate the ball went in
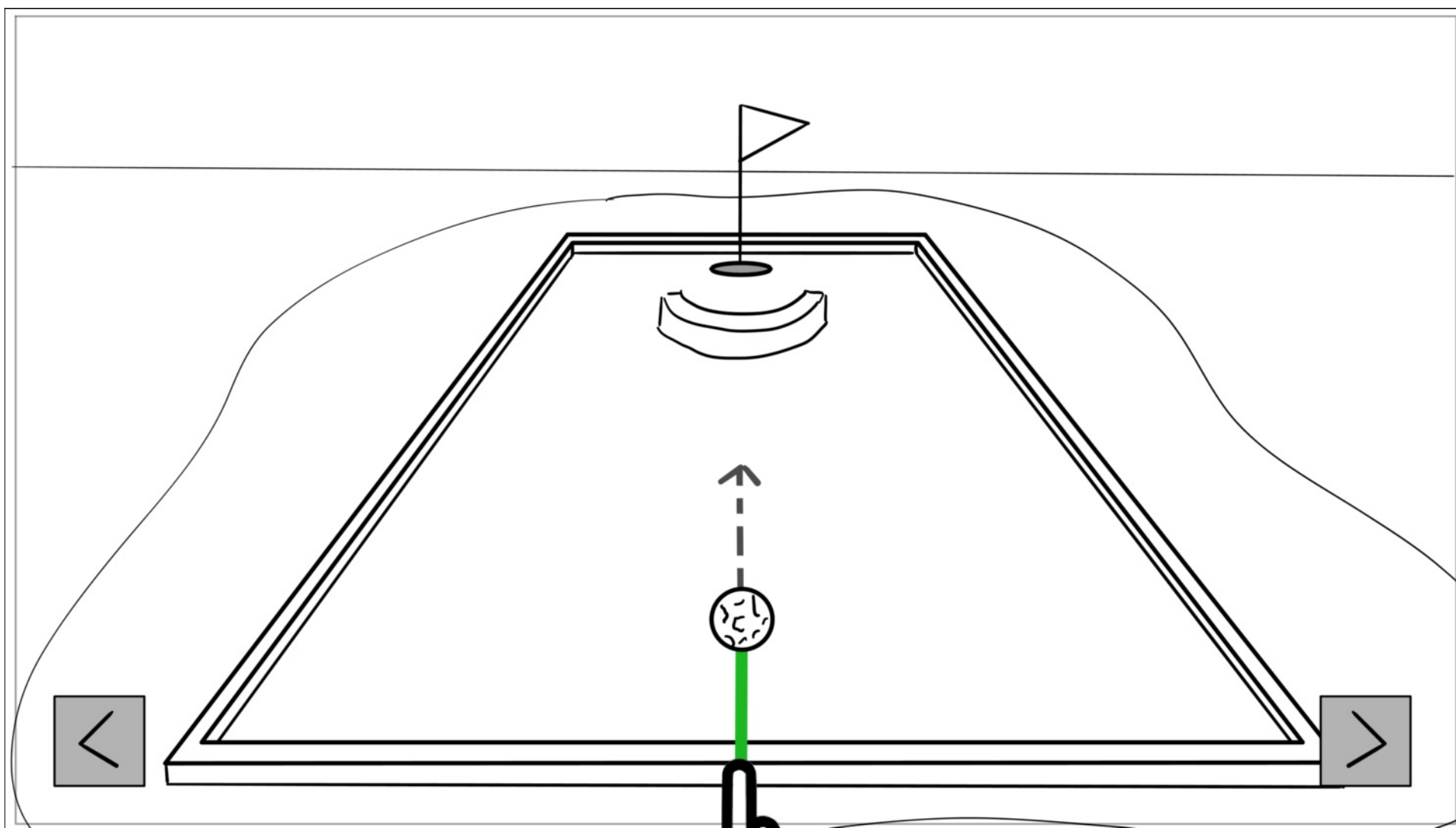
Dialog
The bigger the backswing you take, the harder the ball will be hit.
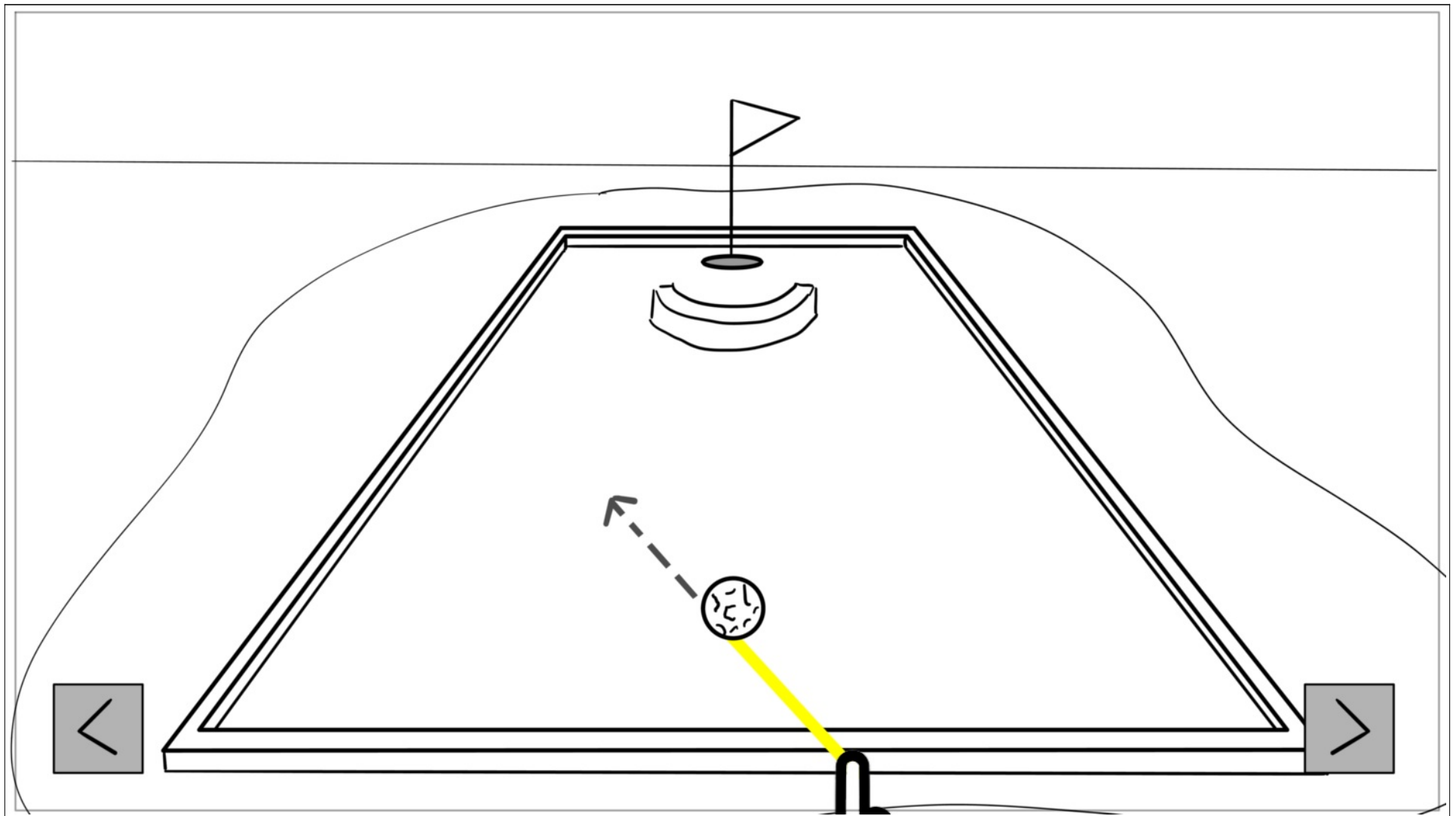
Notes
Next round, there is an object in the way

Dialog
The bigger the backswing you take, the harder the ball will be hit.

Dialog
The bigger the backswing you take, the harder the ball will be hit.

Dialog
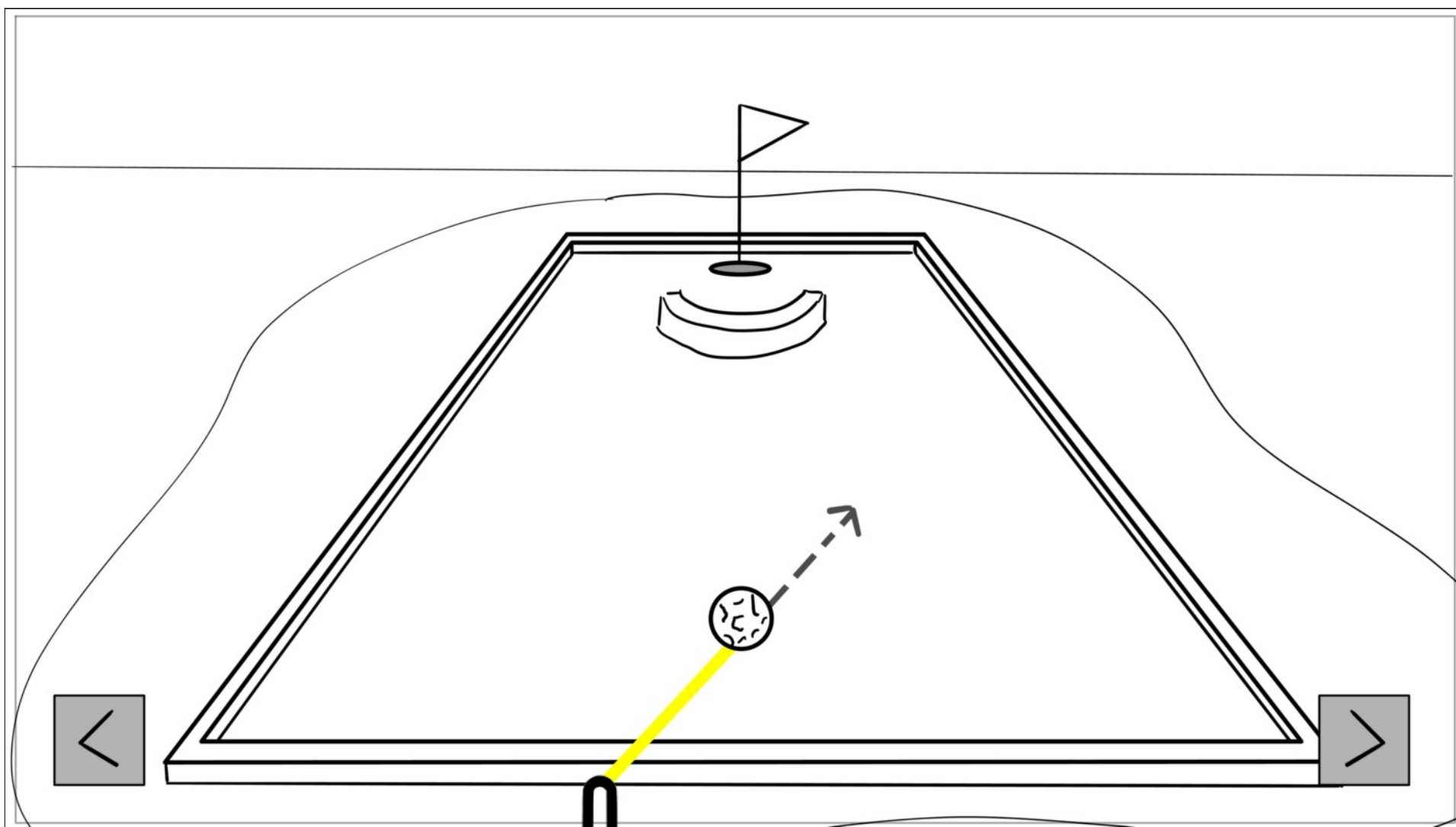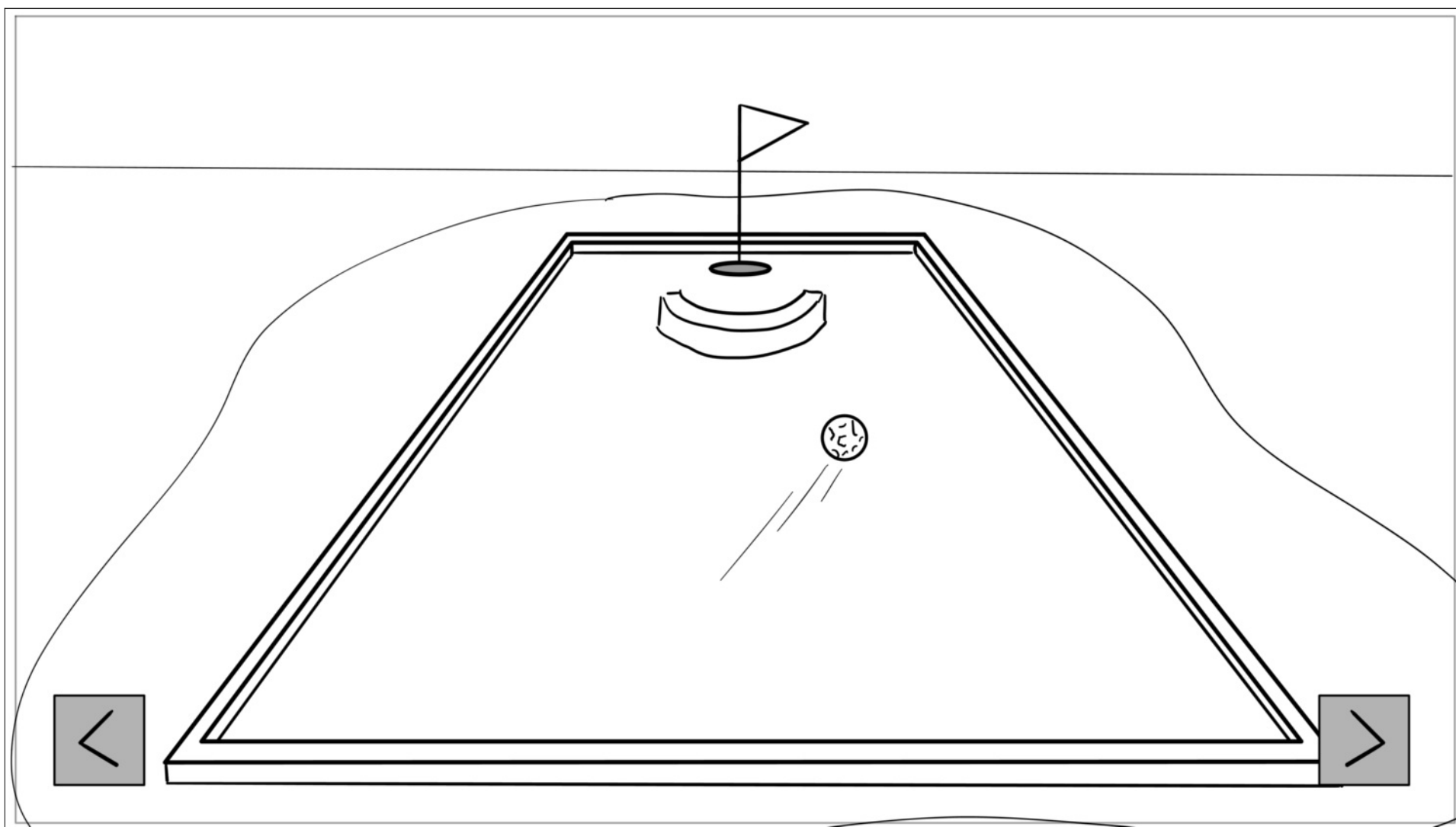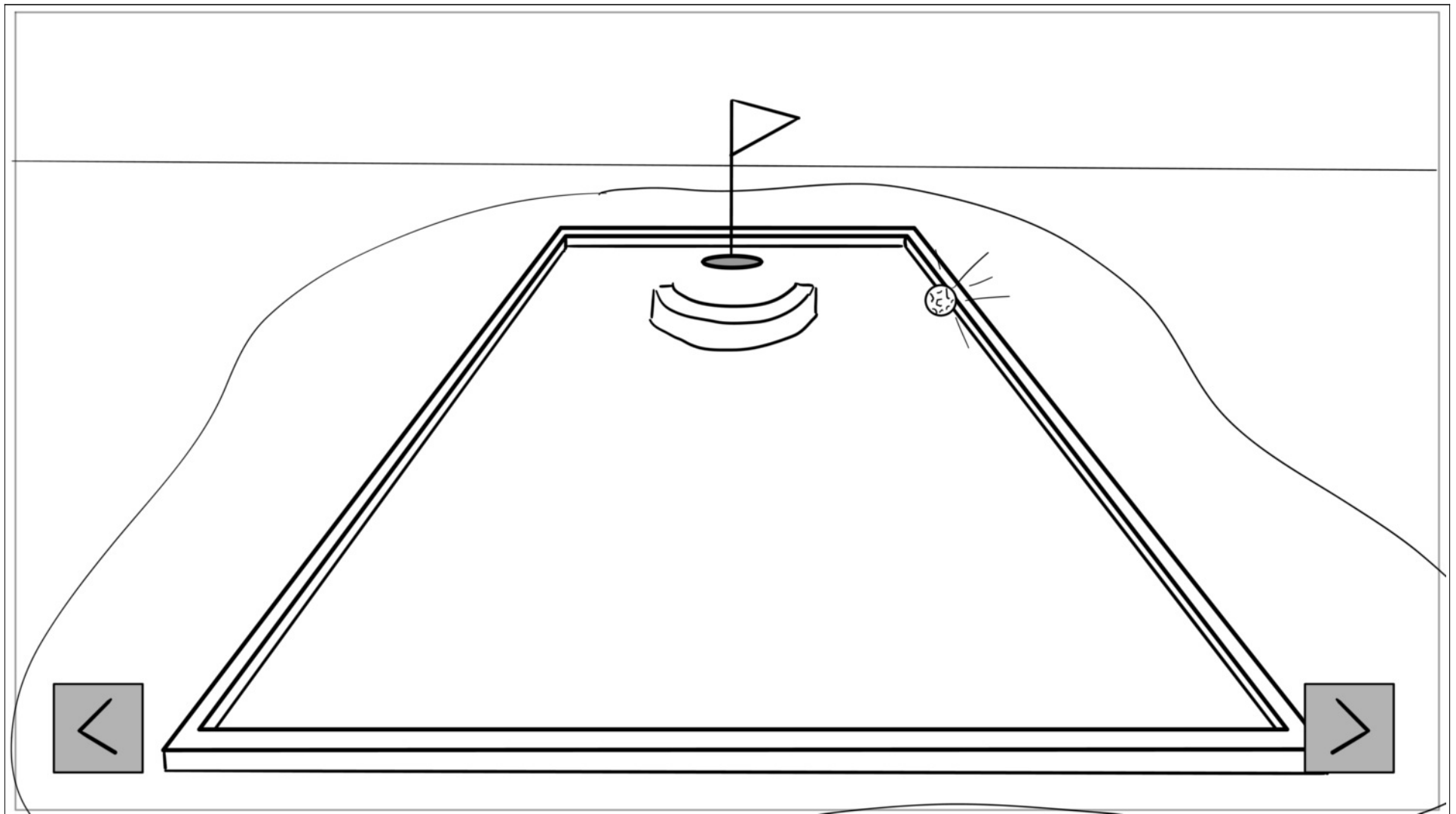The bigger the backswing you take, the harder the ball will be hit.

Dialog
The bigger the backswing you take, the harder the ball will be hit.

Dialog
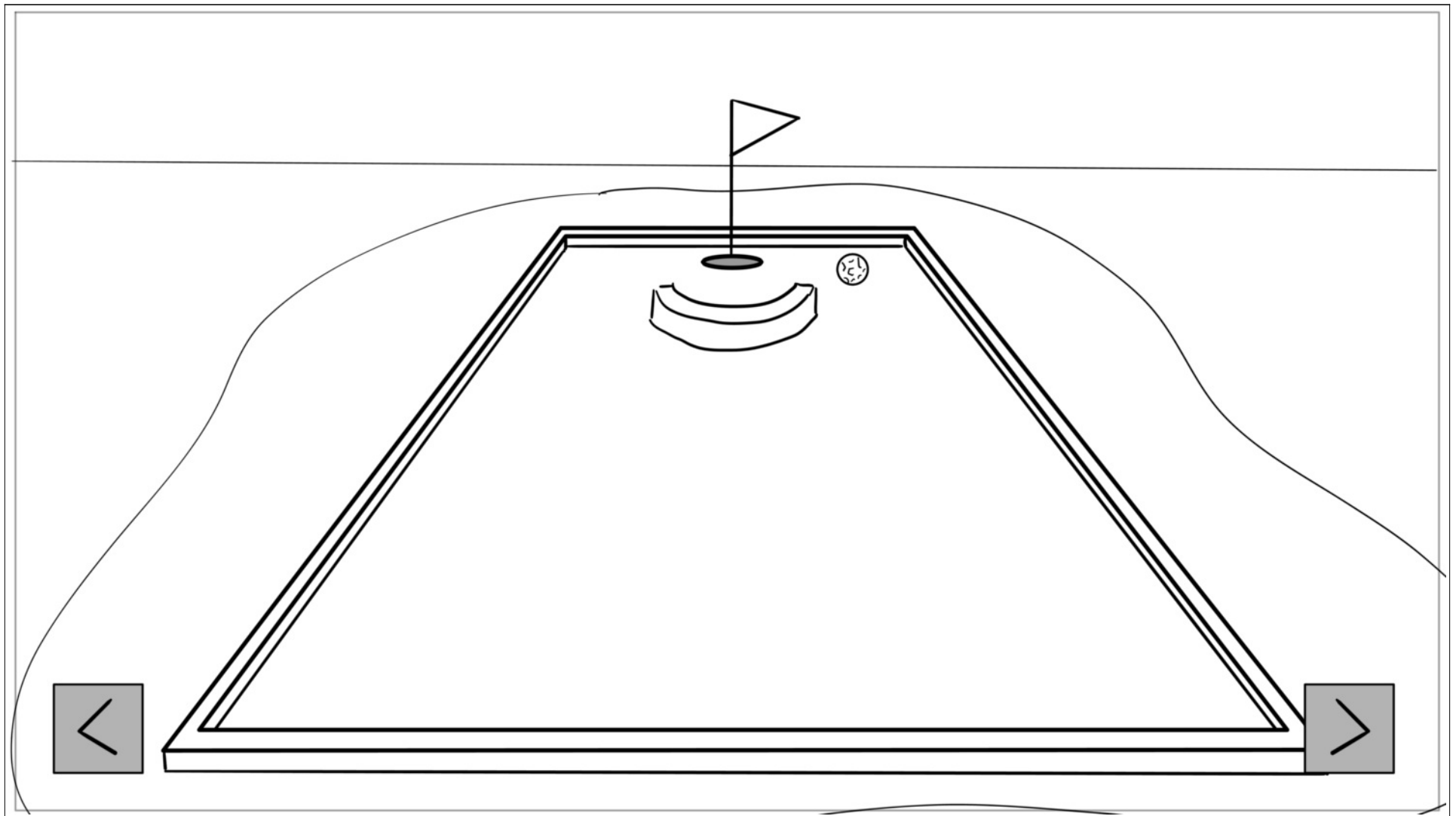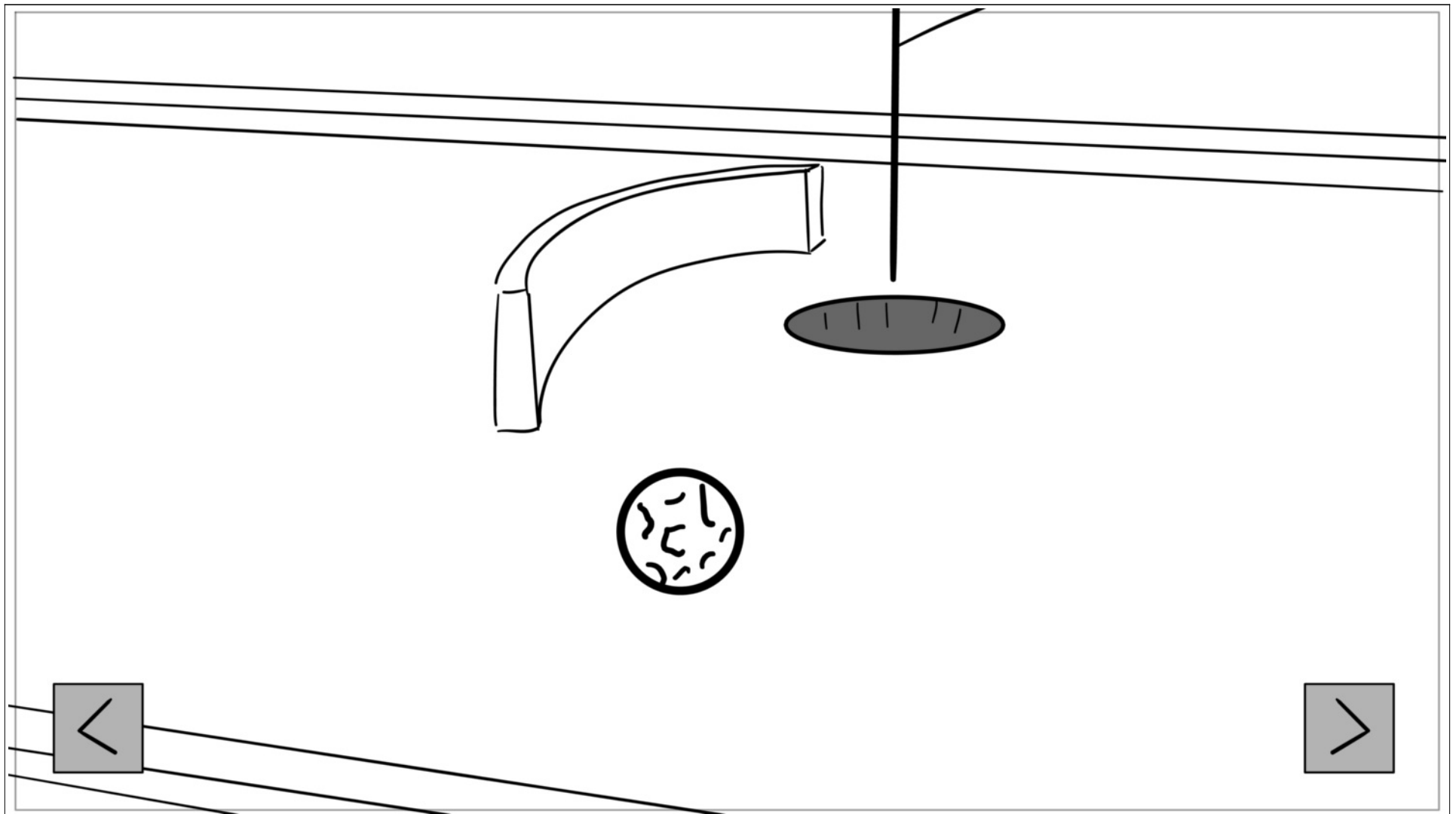The bigger the backswing you take, the harder the ball will be hit.

Notes
It'll bounce off the side and will stop outside of the hole

Dialog
The bigger the backswing you take, the harder the ball will be hit.

Notes
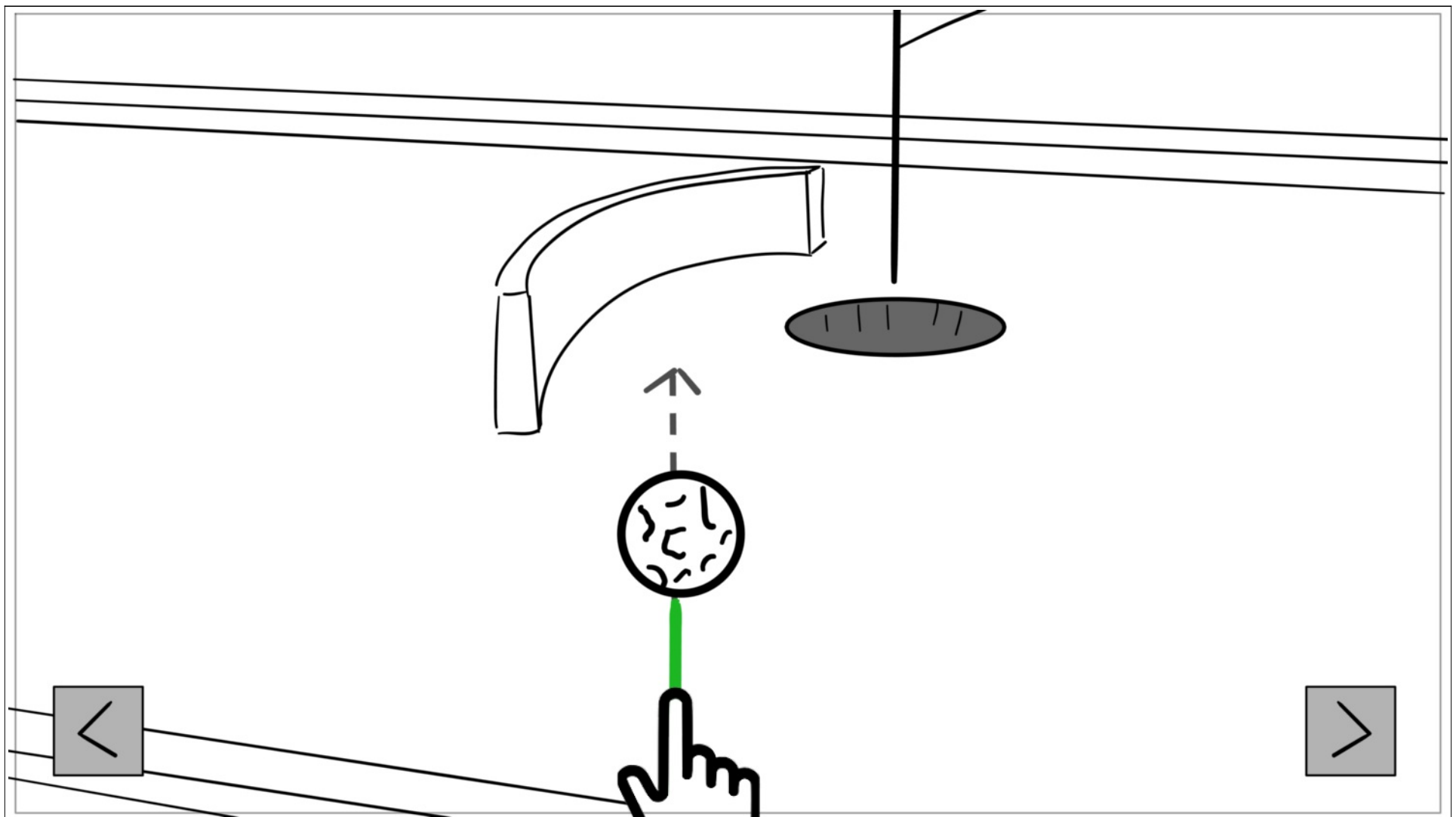It'll bounce off the side and will stop outside of the hole

Dialog

If you miss your putt, you can hit your next shot from where the ball stops. You have a maximum of 5 shots.

Notes

User will be able to move their phones around the field for a better view.
Moved camera for board purposed to show difference in pull back
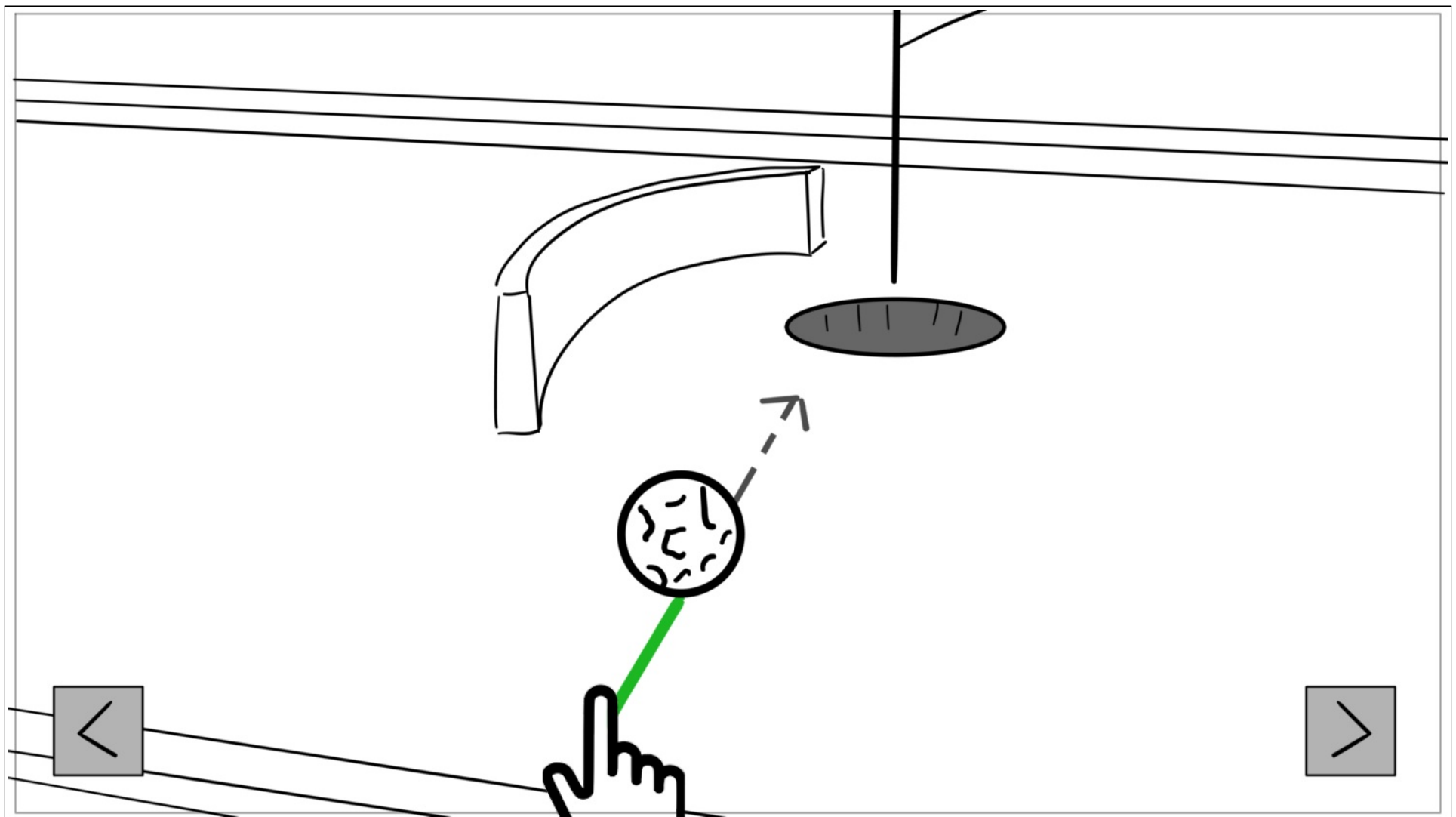
Dialog
If you miss your putt, you can hit your next shot from where the ball stops. You have a maximum of 5 shots.
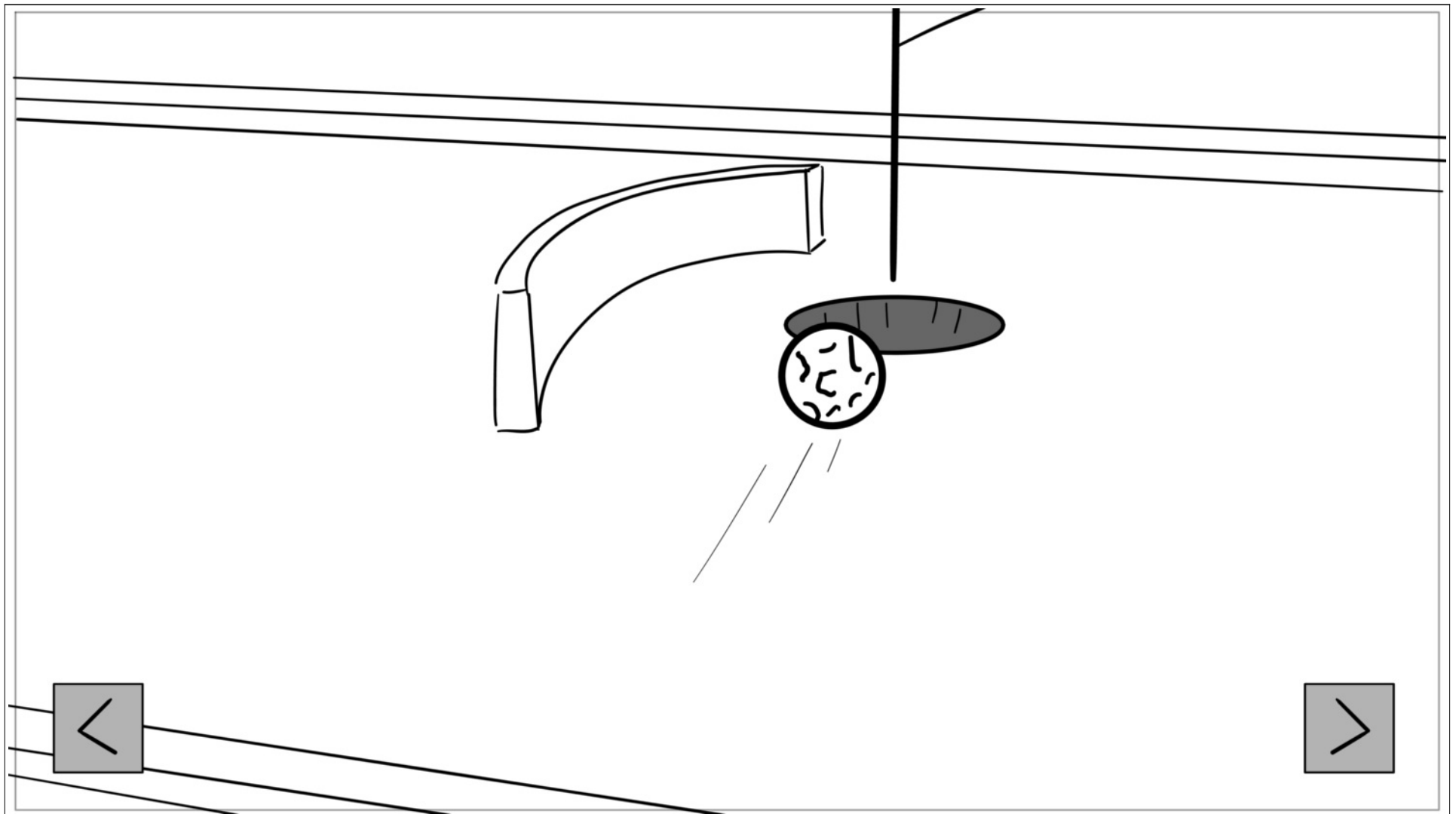
Notes
Hand selects ball and pulls back

Dialog
If you miss your putt, you can hit your next shot from where the ball stops. You have a maximum of 5 shots.

Notes
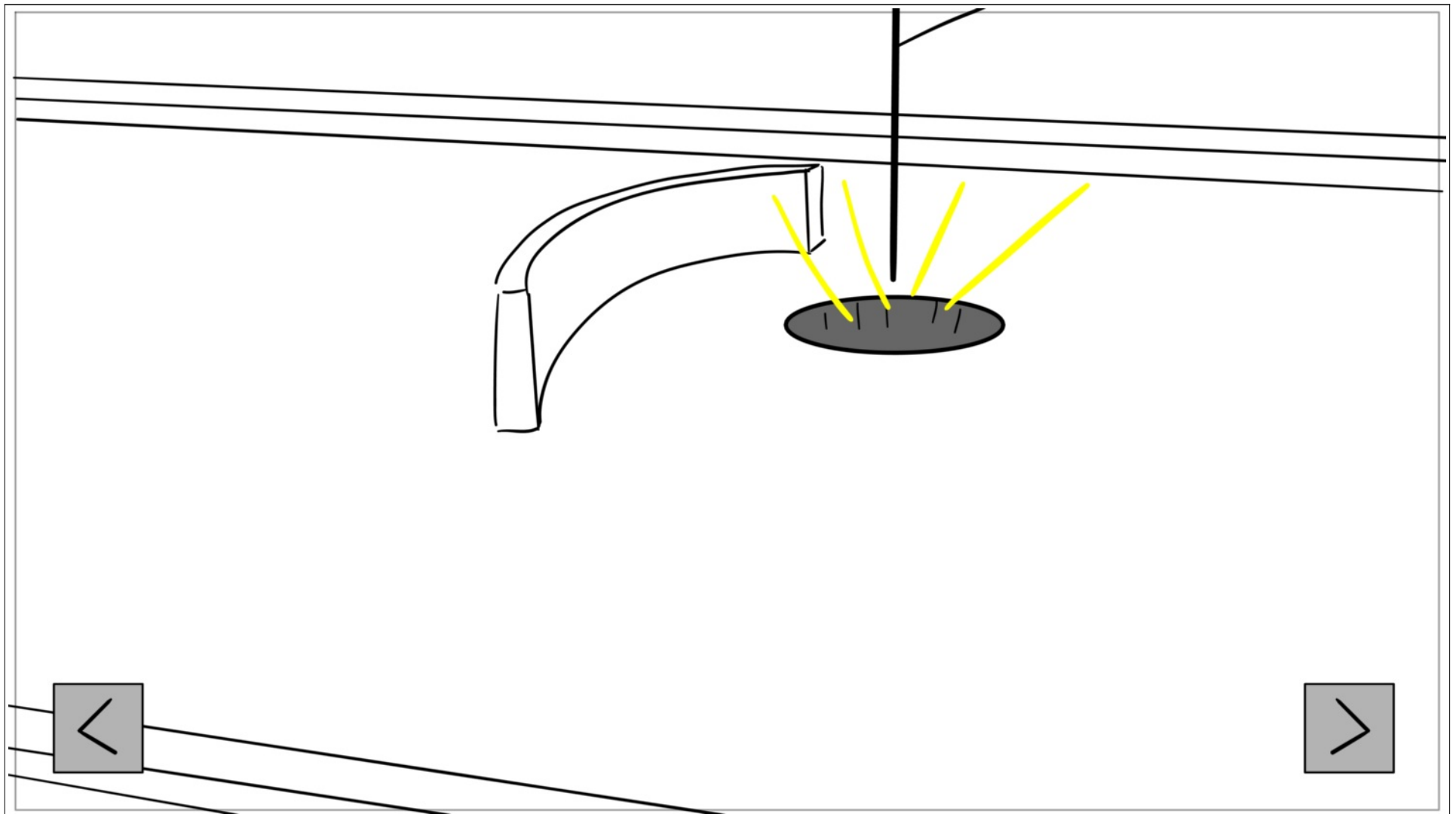The pull back should be light and stay in the Green color

Dialog

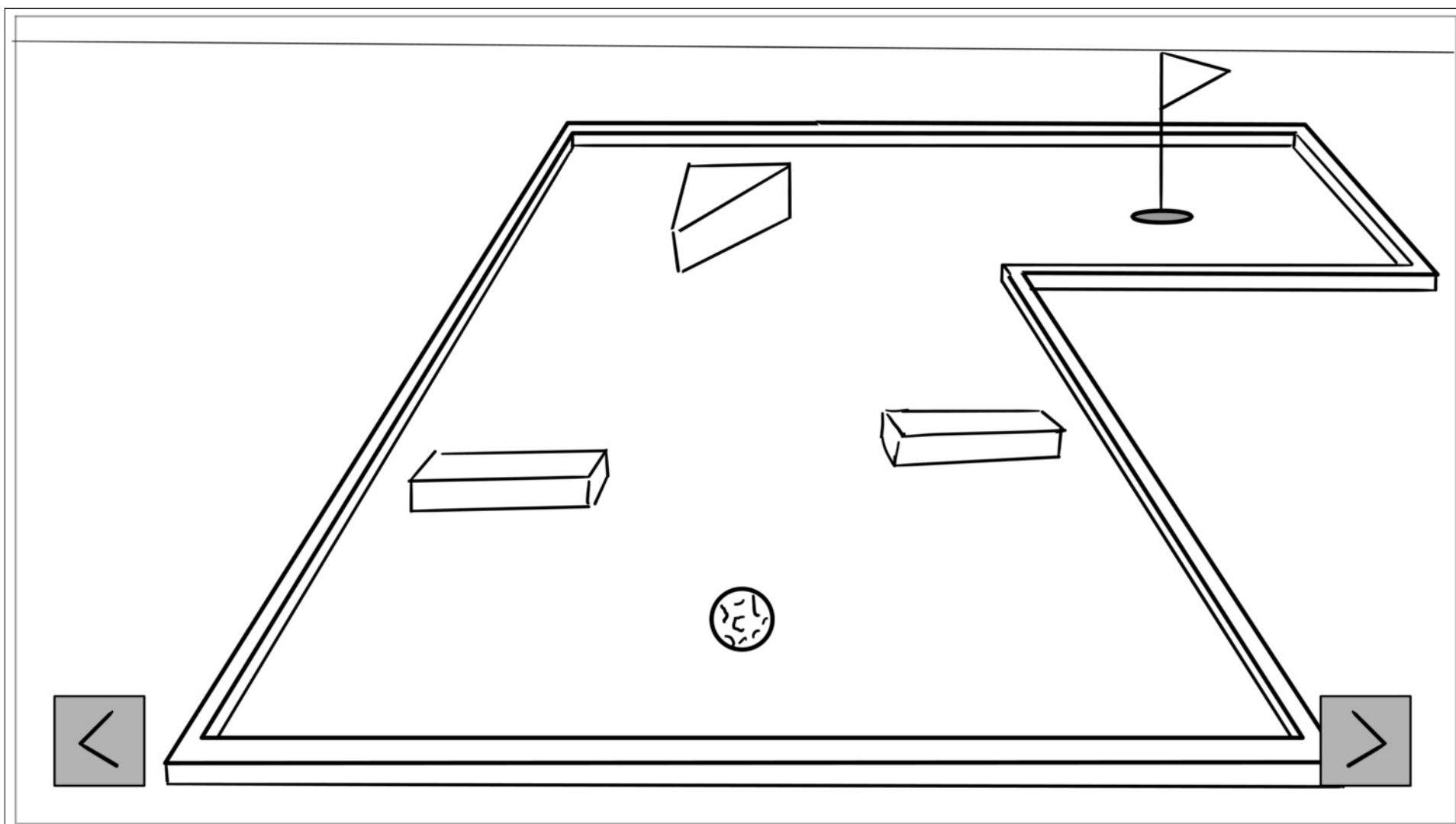If you miss your putt, you can hit your next shot from where the ball stops. You have a maximum of 5 shots.

Notes

Ball's released

Dialog
If you miss your putt, you can hit your next shot from where the ball stops. You have a maximum of 5 shots.
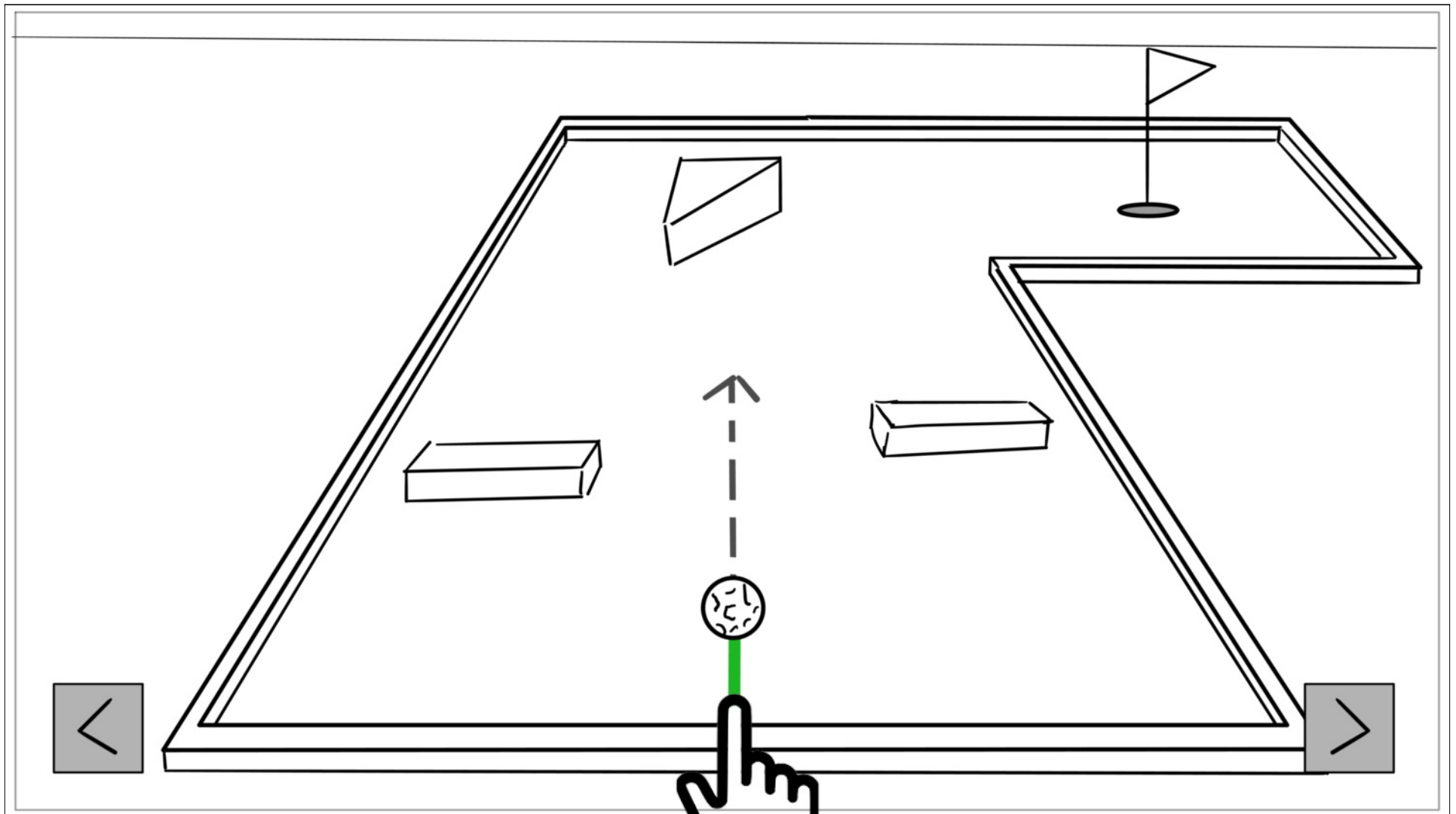
Dialog
You have [20] seconds to take each putt. Can you get a hole in one?

Notes
See the ball go in with one shot in this new setup
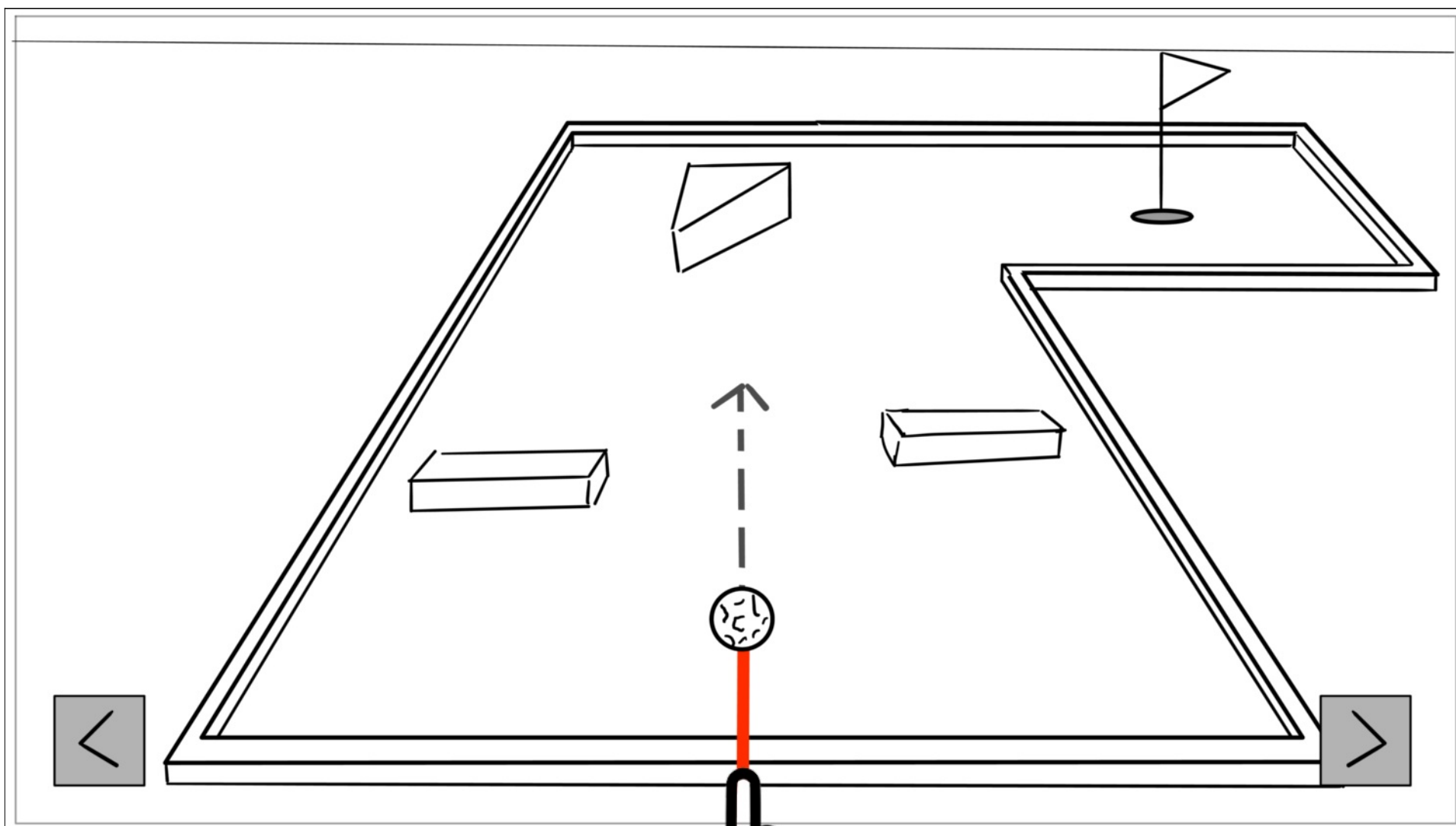
Dialog
You have [20] seconds to take each putt. Can you get a hole in one?

Notes
Hand selects and pulls back on the ball

Dialog
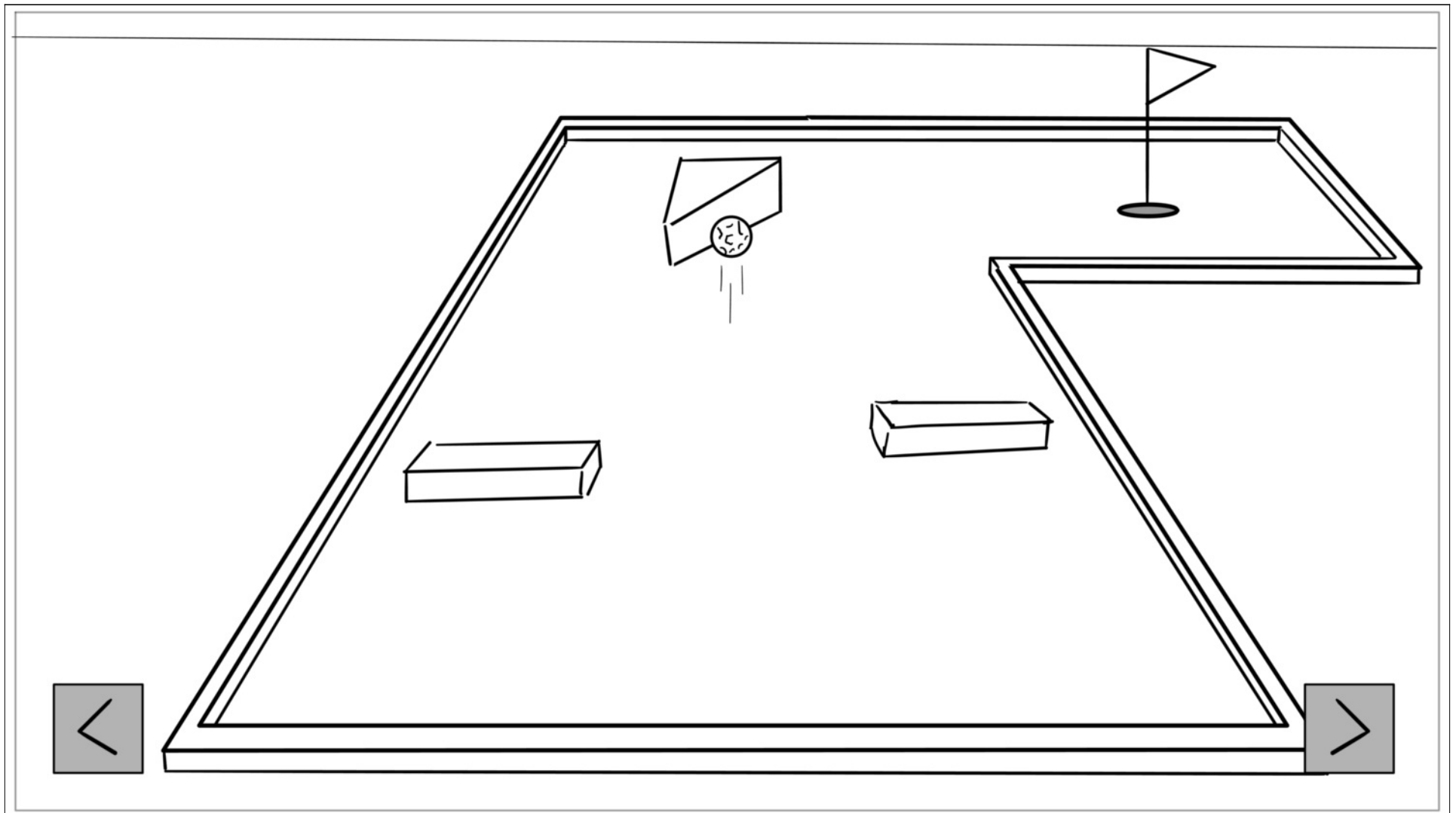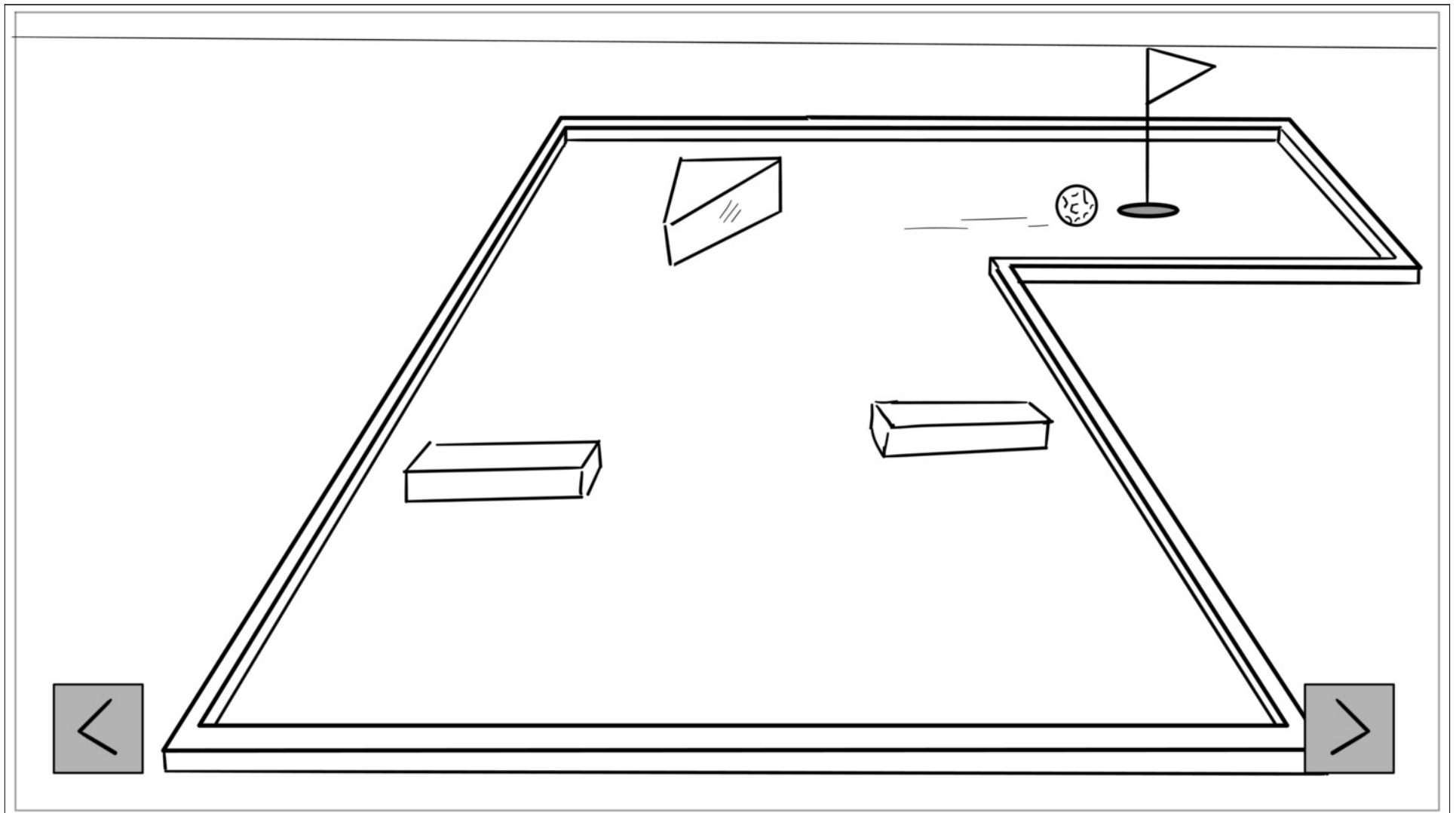You have [20] seconds to take each putt. Can you get a hole in one?

Notes
Hitting strength should be red

Dialog
You have [20] seconds to take each putt. Can you get a hole in one?

Dialog
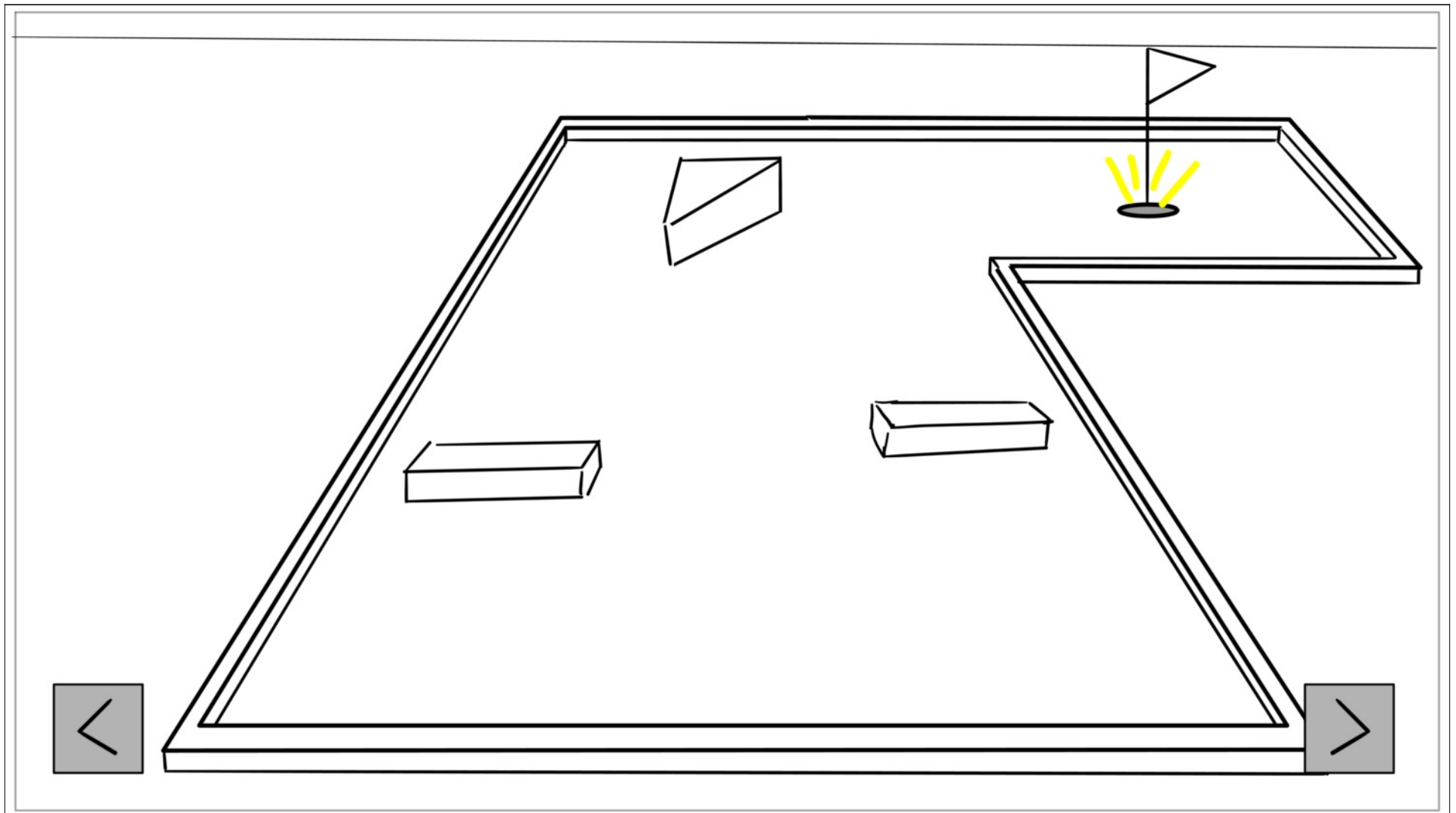You have [20] seconds to take each putt. Can you get a hole in one?

Dialog
You have [20] seconds to take each putt. Can you get a hole in one?

Explore 1

Get the ball in with the least amount of hits.

Shot #1

Notes
Holland theme

Get the ball in with the least amount of hits.

Shot #1

<
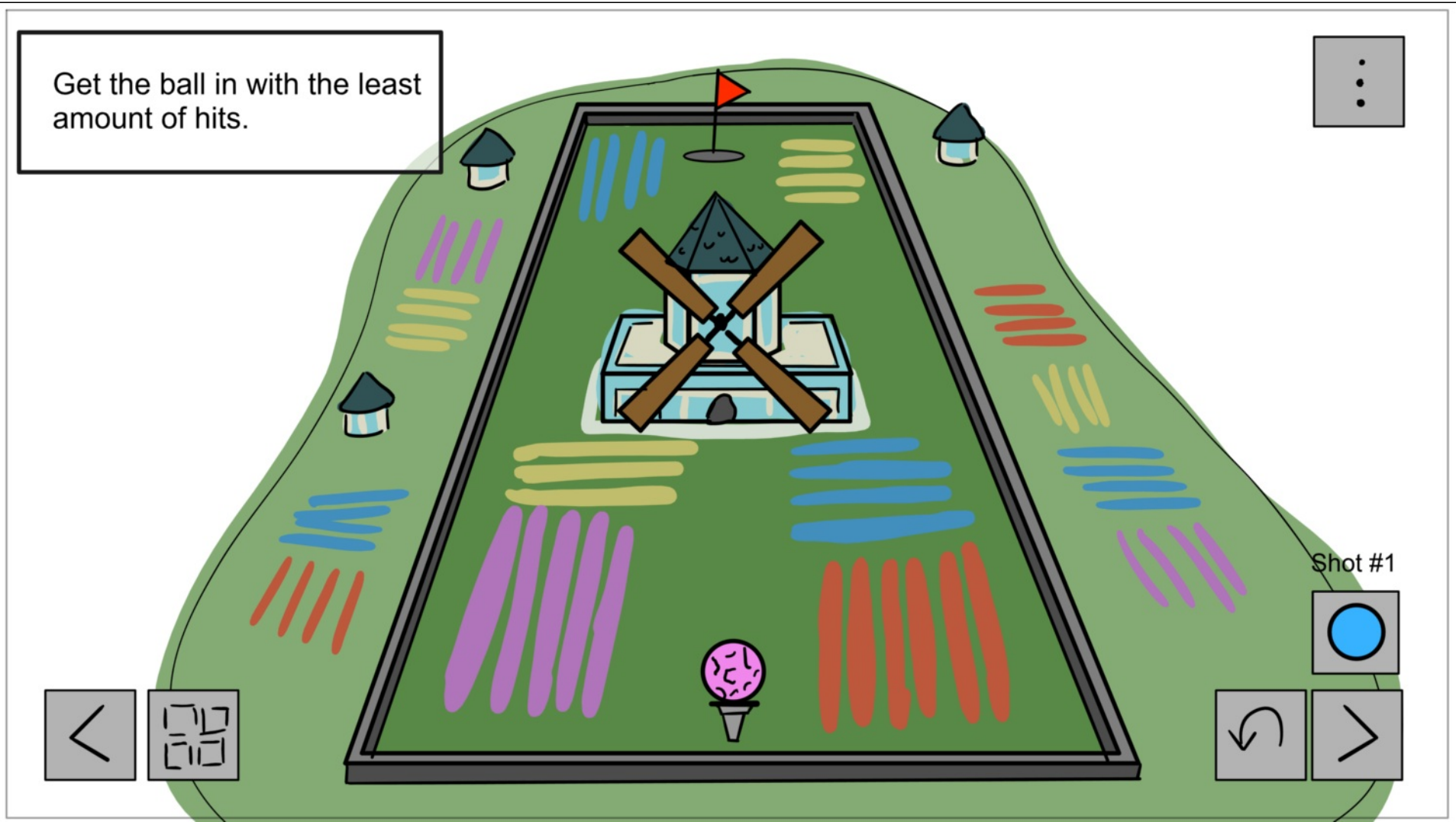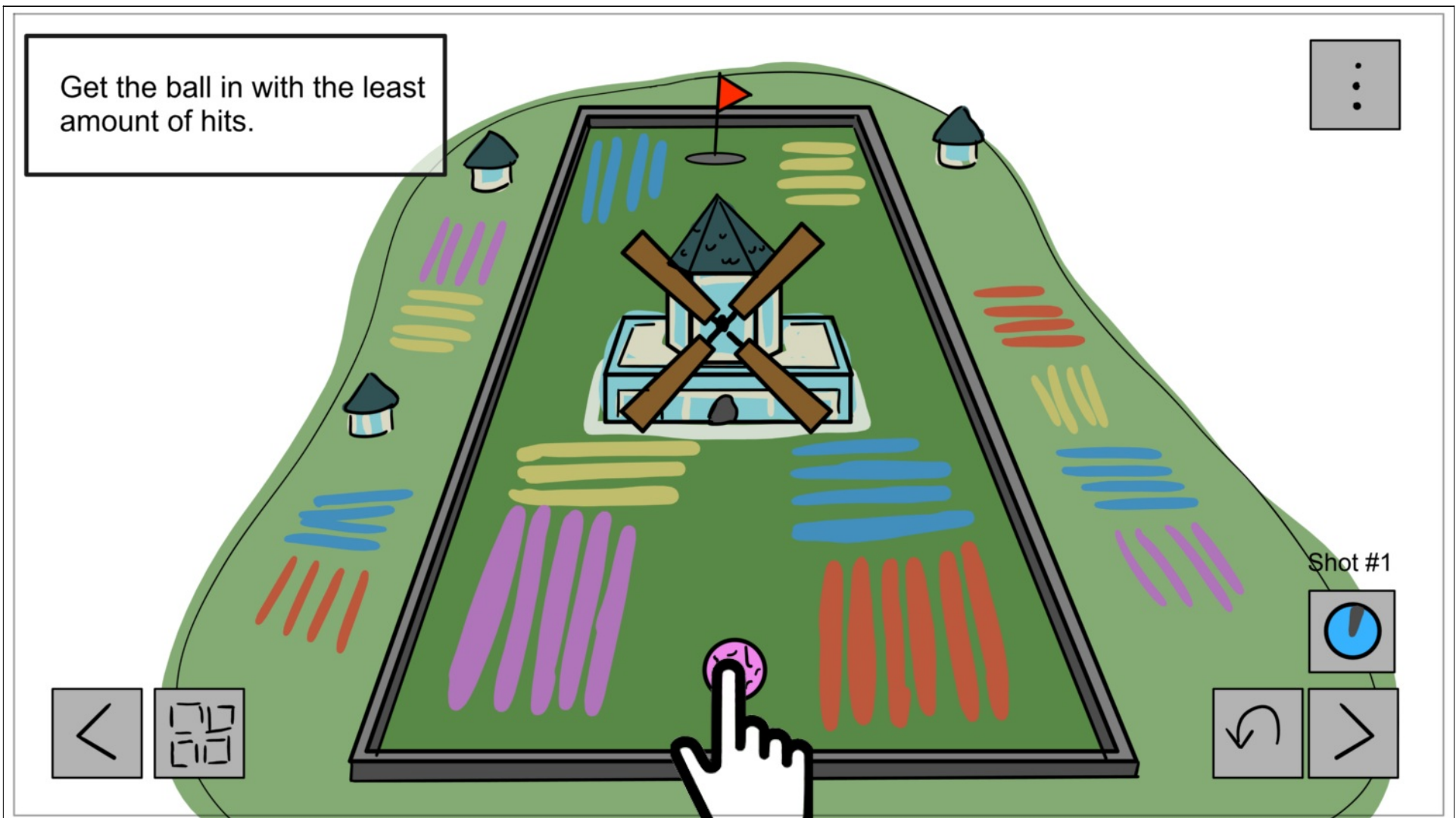
Notes
User selects the ball. There is a 20sec timer to the right, along with their spare balls indicated above it

Get the ball in with the least amount of hits.

Shot #1

Notes
User pulls back

Get the ball in with the least amount of hits.

Shot #1
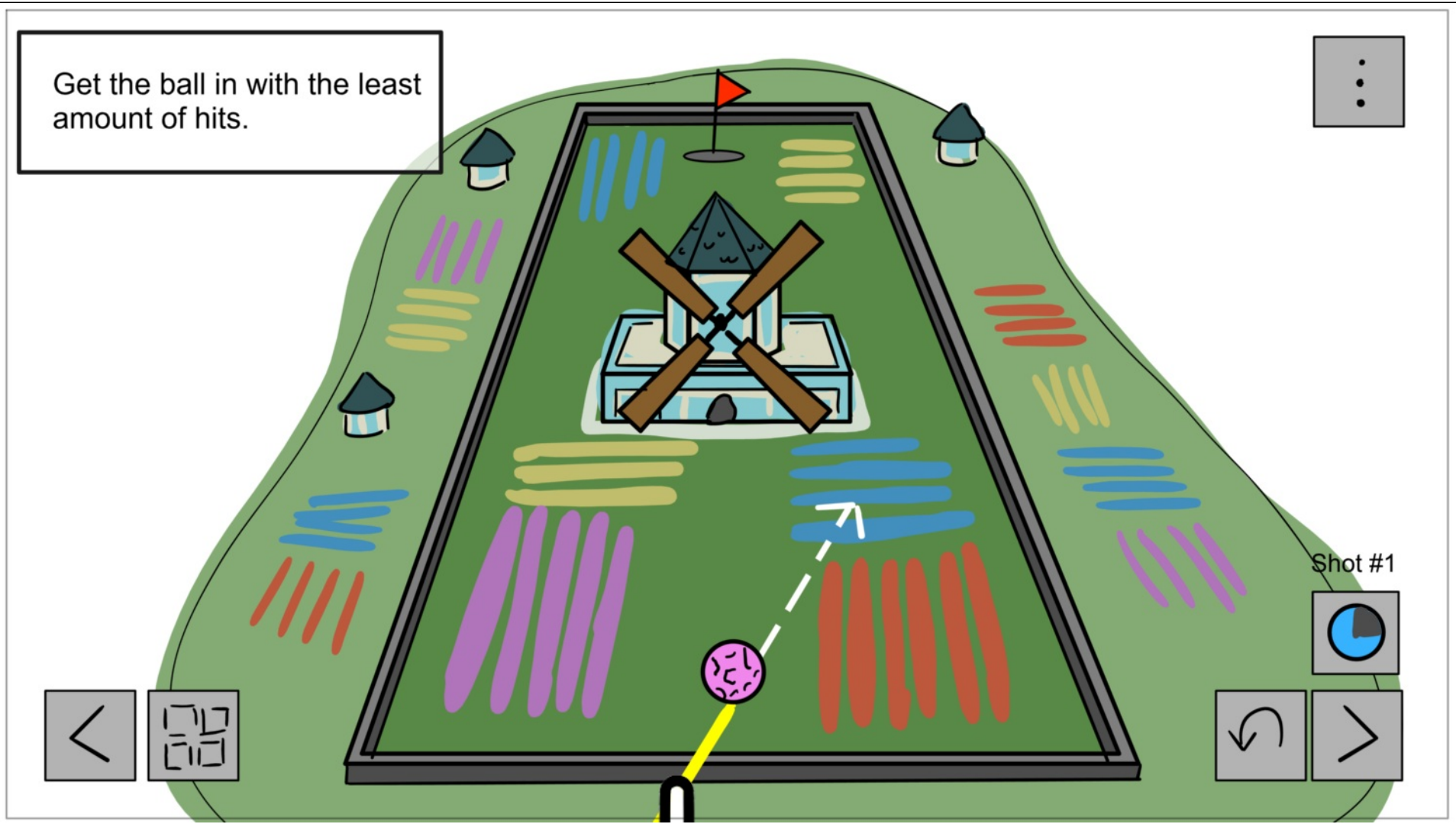
Notes
User can change the ball direction

Get the ball in with the least amount of hits.

Shot #1

Notes
Ball released

Get the ball in with the least amount of hits.

Shot #1
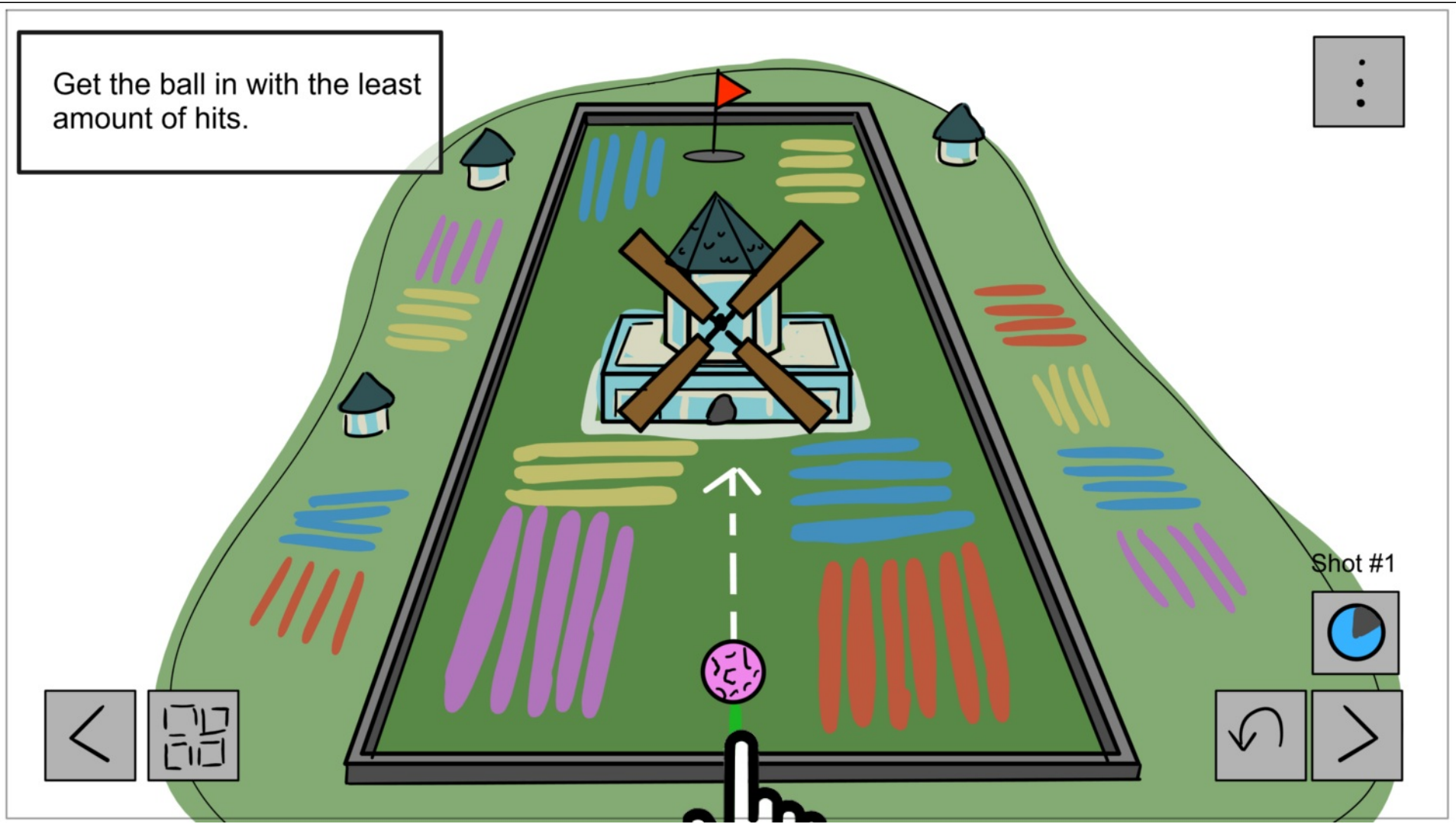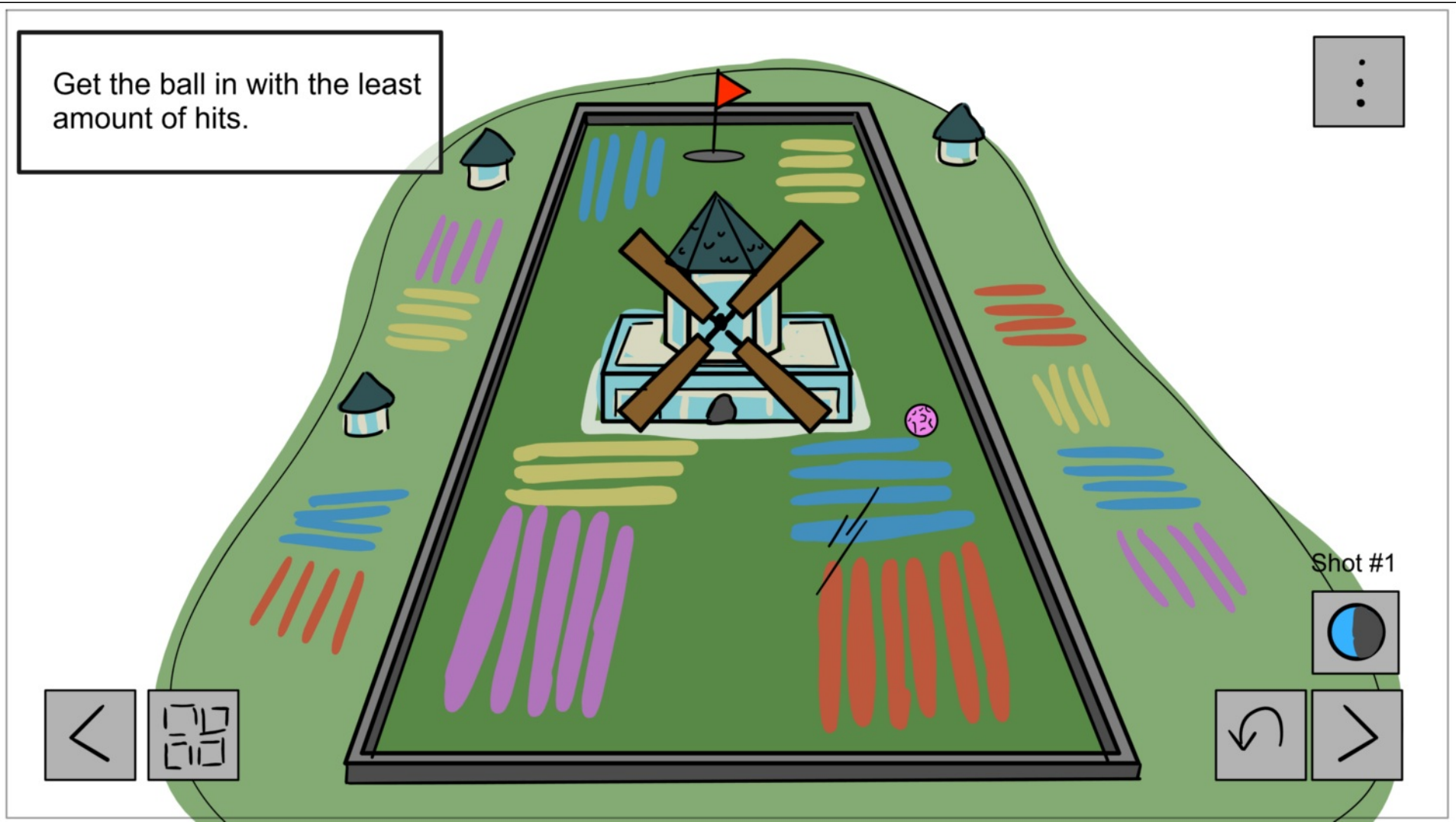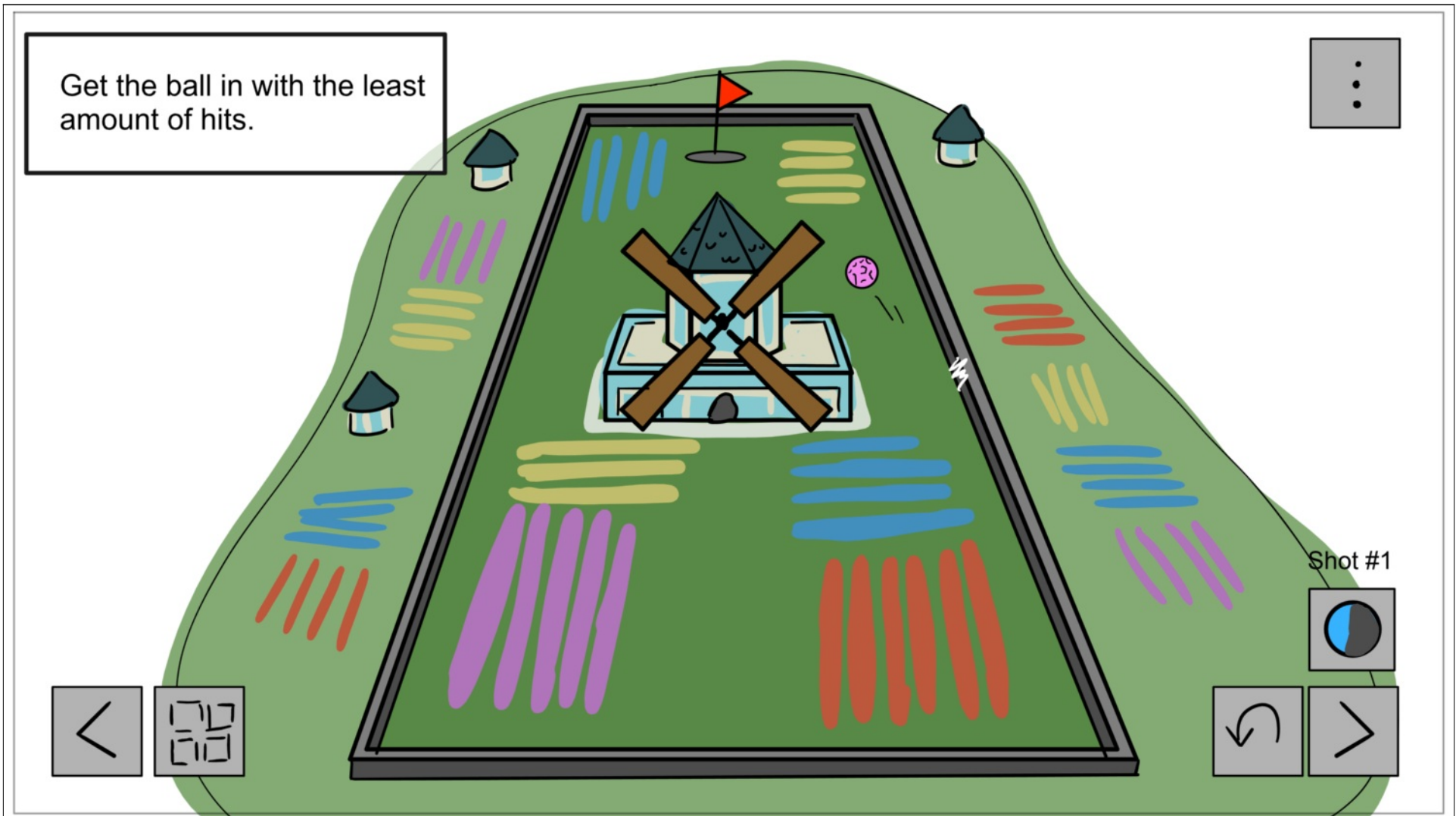
Notes
ball bounces off side.User can use objects and wall to move around the space. The balls can't leave the mini golf course

Get the ball in with the least amount of hits.

Shot #1
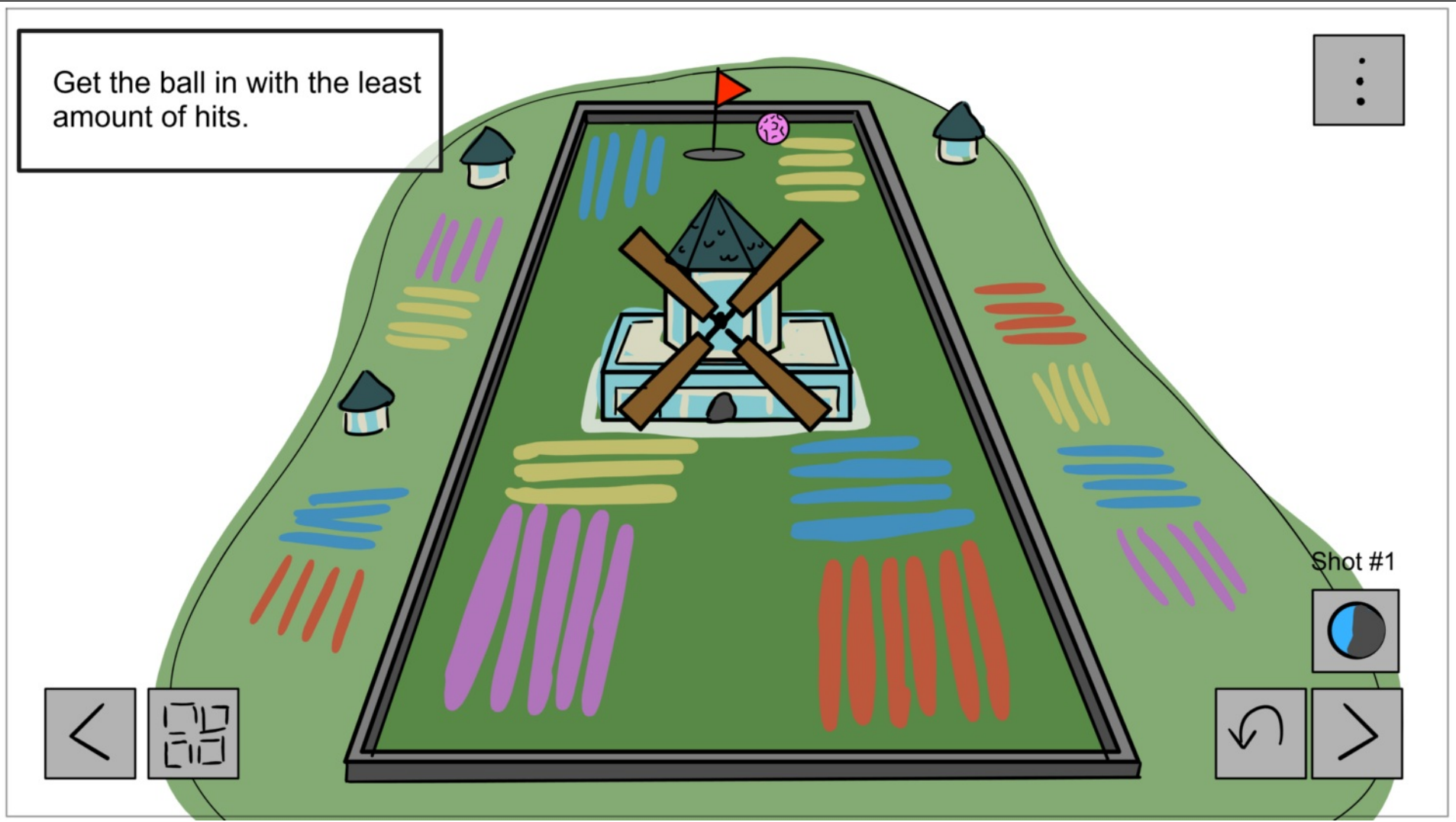
Notes
ball stops short of hole. One of the space balls disappears from the counter.

Get the ball in with the least amount of hits.

Shot #2
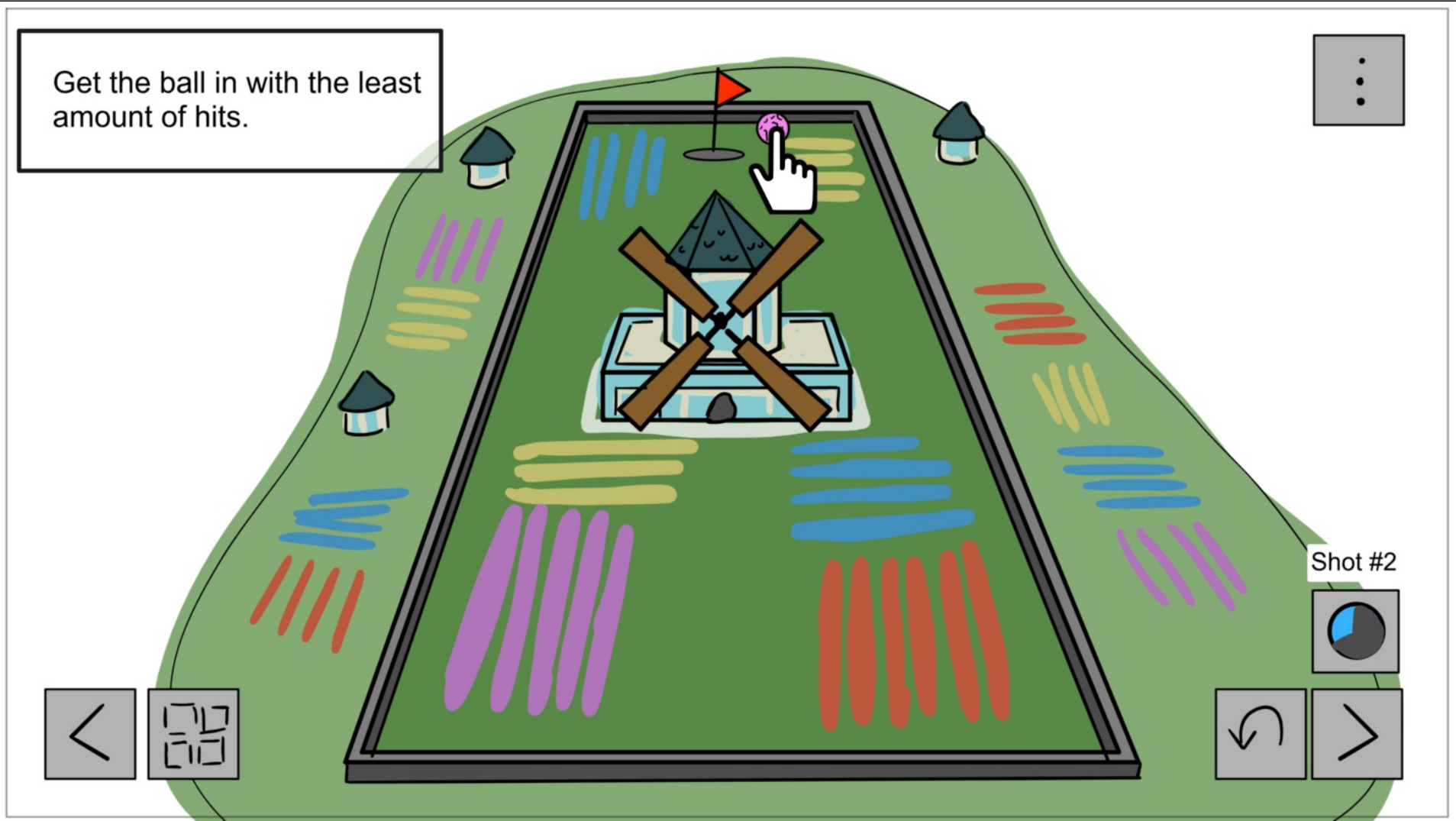
Notes
User repeats the same steps to get the ball in the hole

Get the ball in with the least amount of hits.

Shot #2

Get the ball in with the least amount of hits.

Shot #2

Get the ball in with the least amount of hits.

Shot #2

Get the ball in with the least amount of hits.

Shot #2
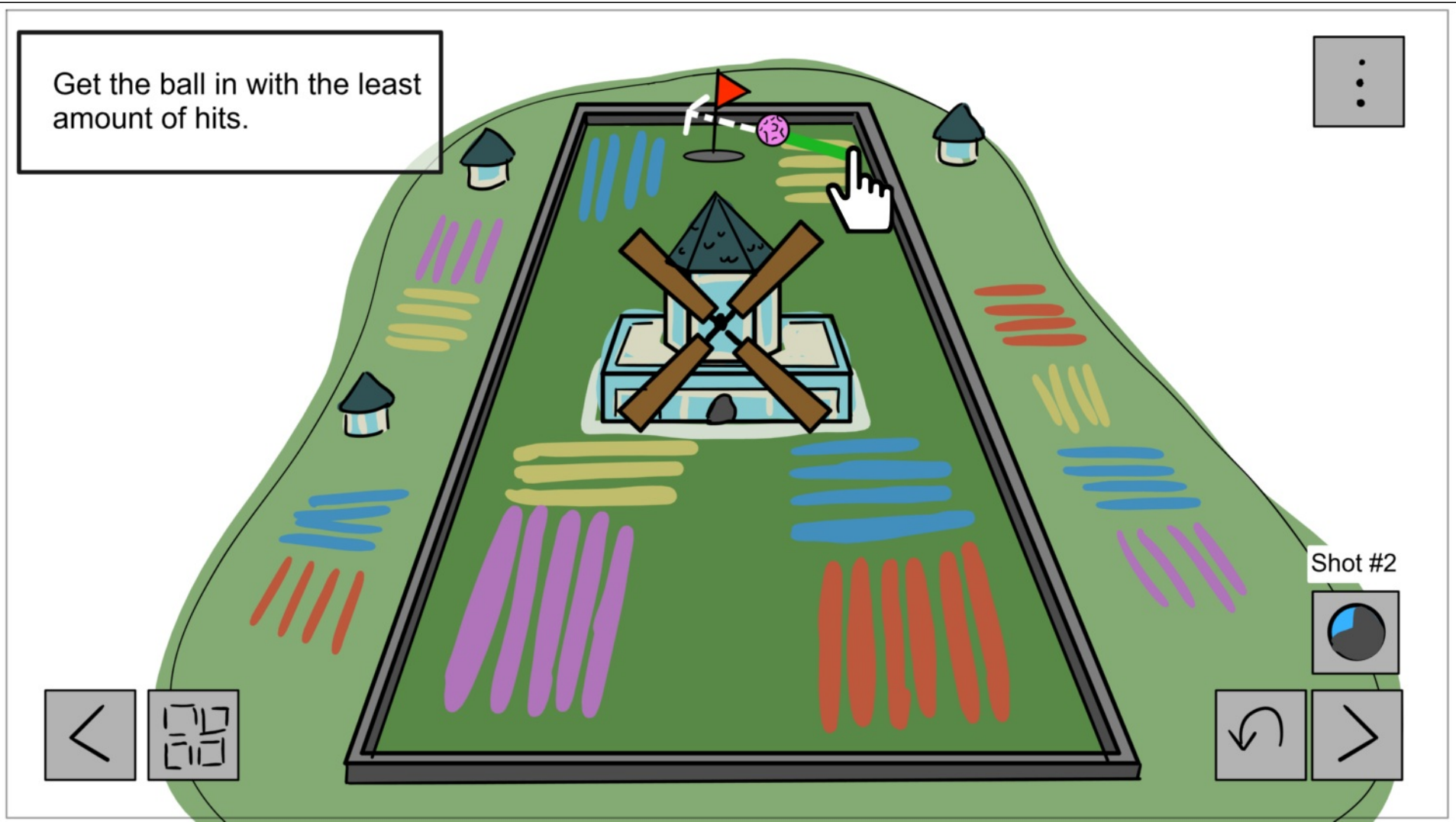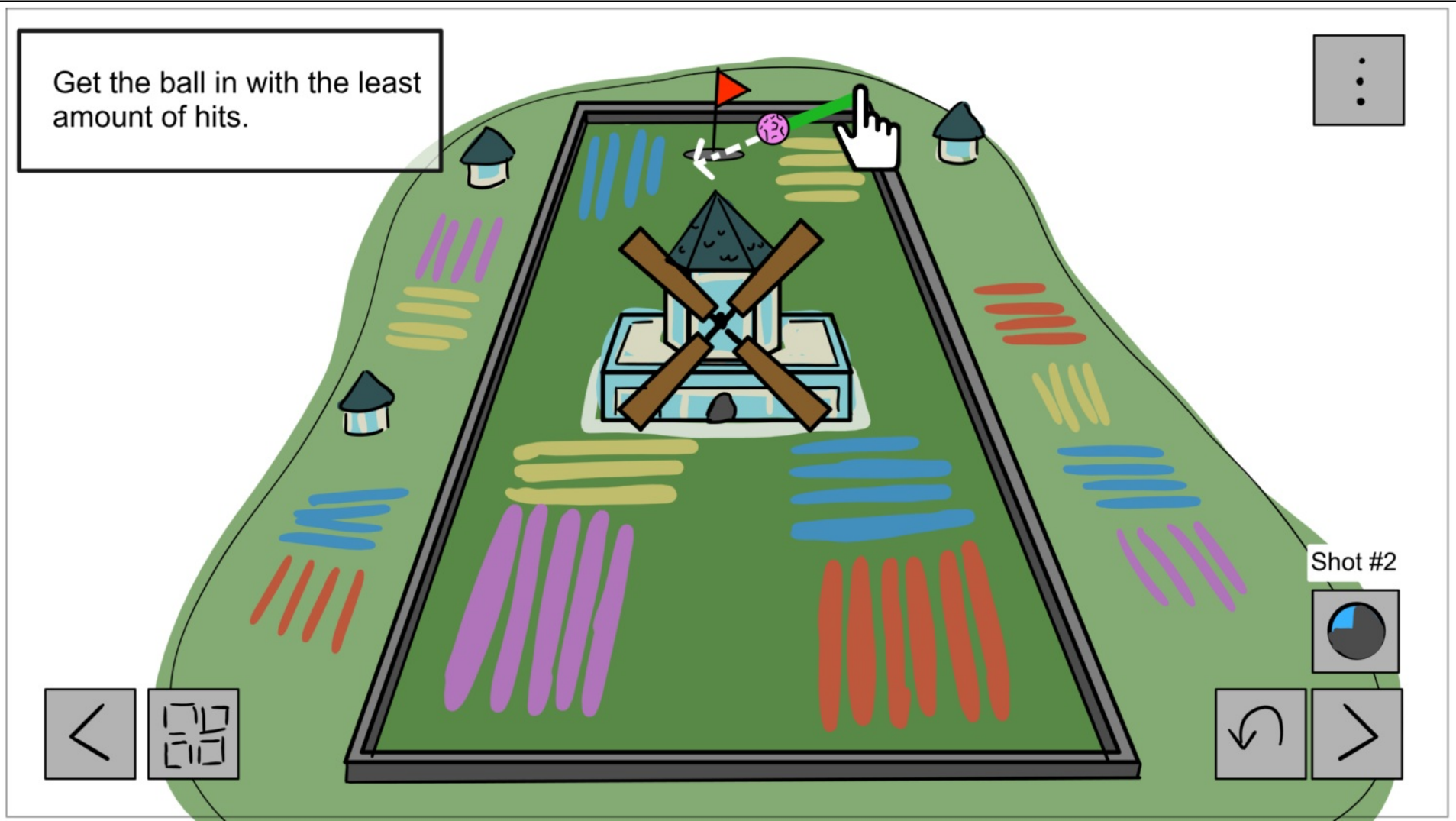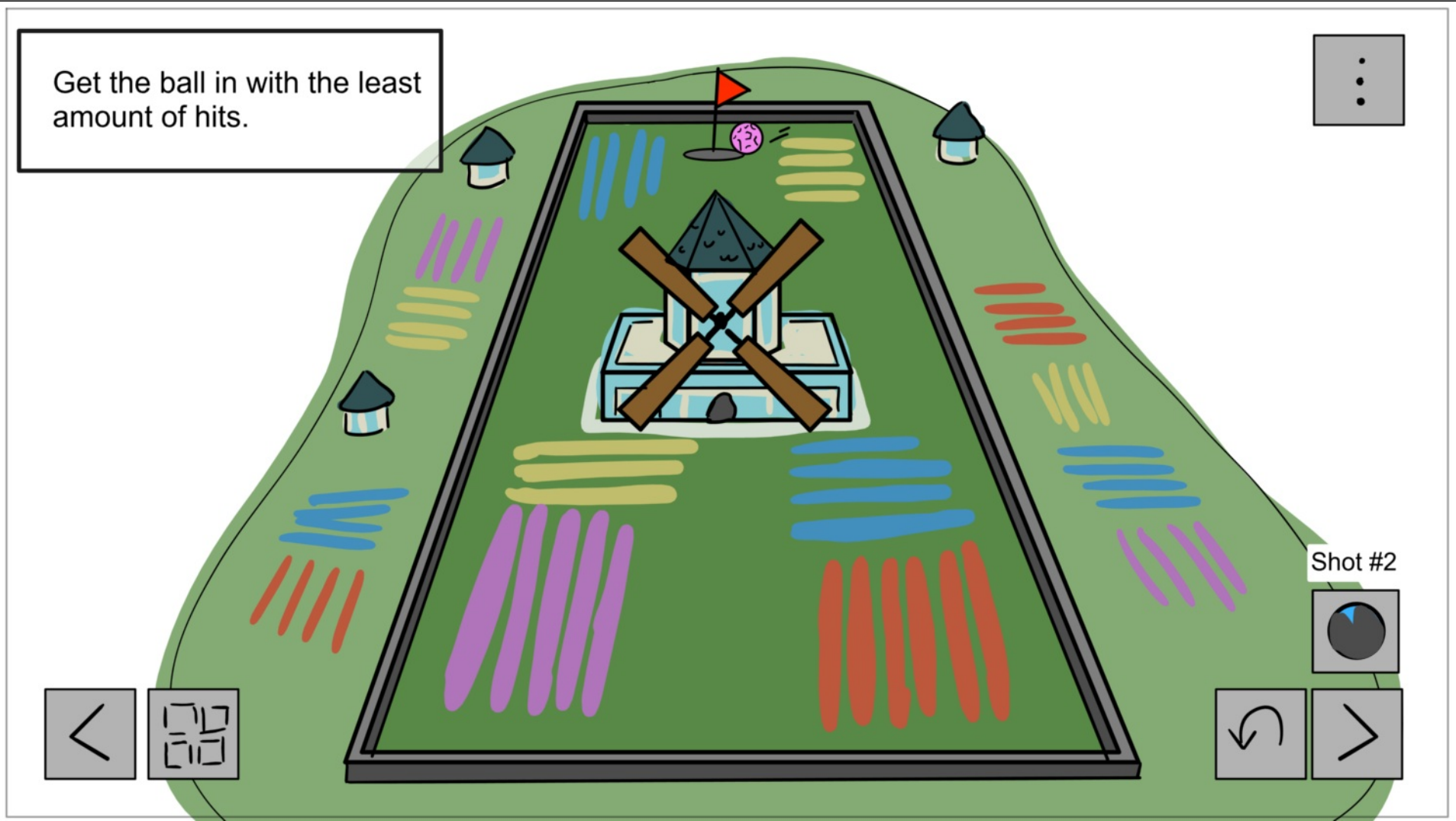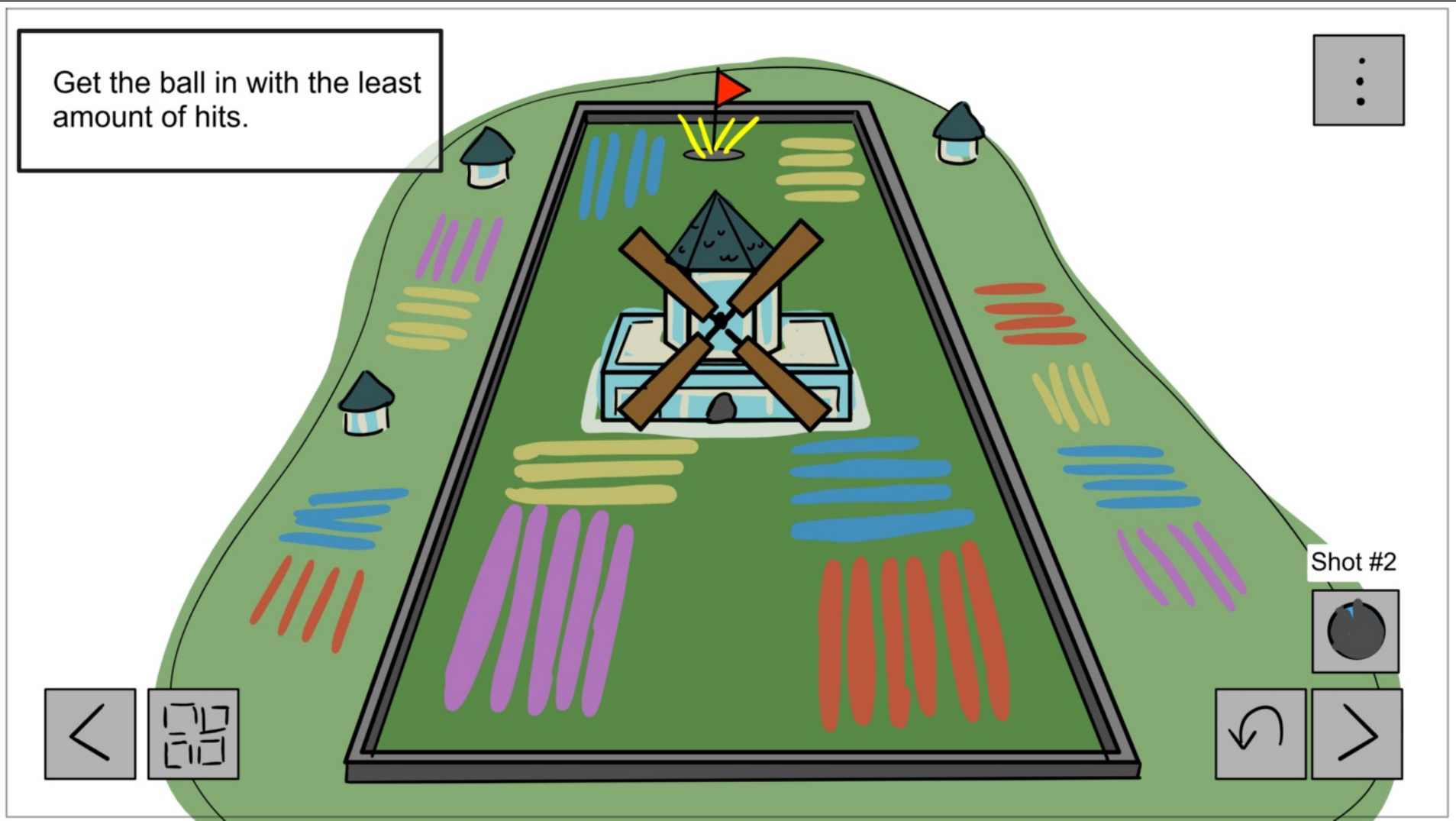
Notes
Sparks fly out of the hole indicating the ball went in

Get the ball in with the least amount of hits.

Congratulations,

you completed the hole in

_____2_____ Strokes

Continue

Shot #2
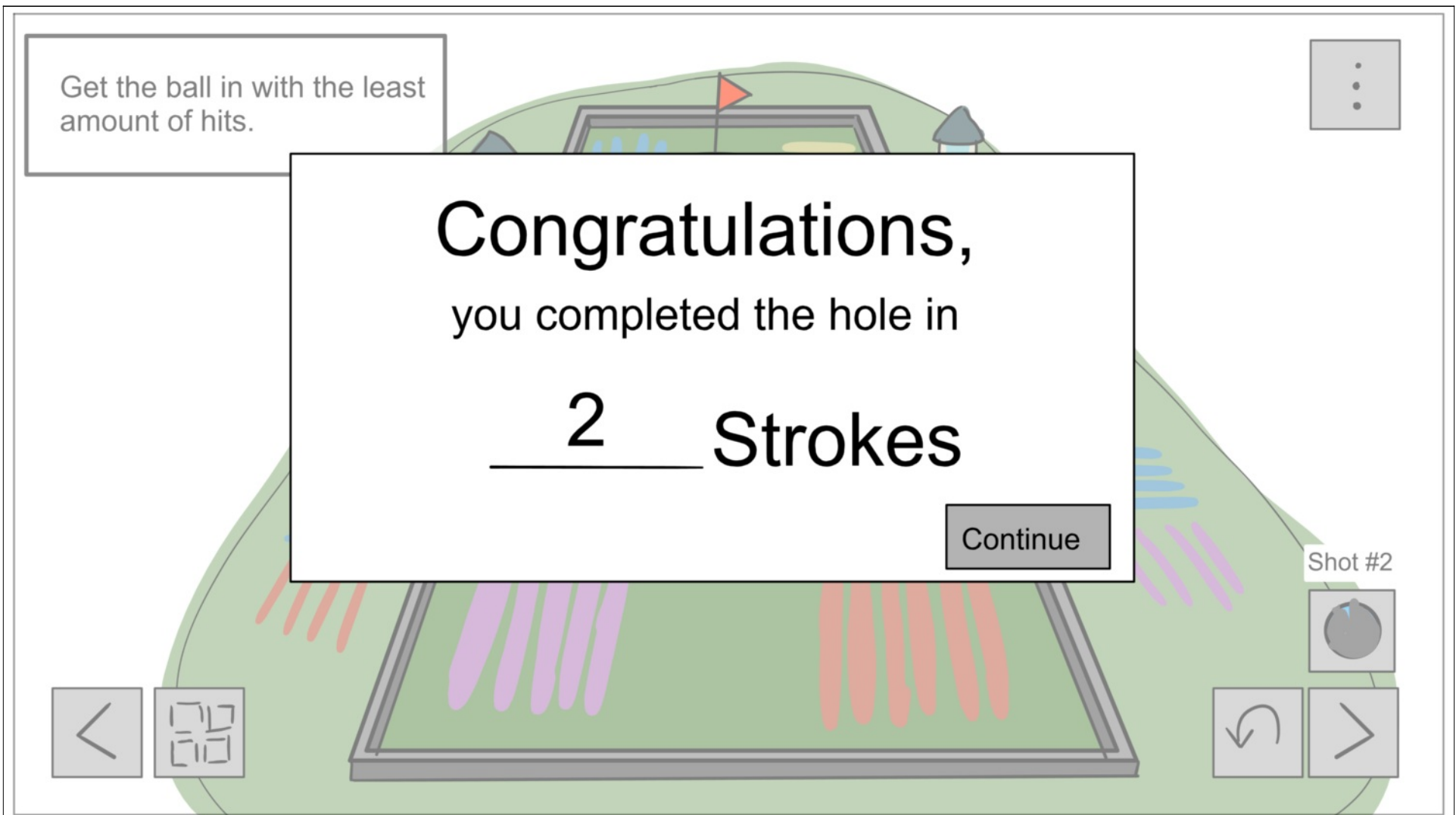
Notes
Once the course is complete, a congrats box pops up with the number of strokes it took to finish

Get the ball in with the least amount of hits.

Congratulations,

you completed the hole in

___2___ Strokes

Continue

Shot #2
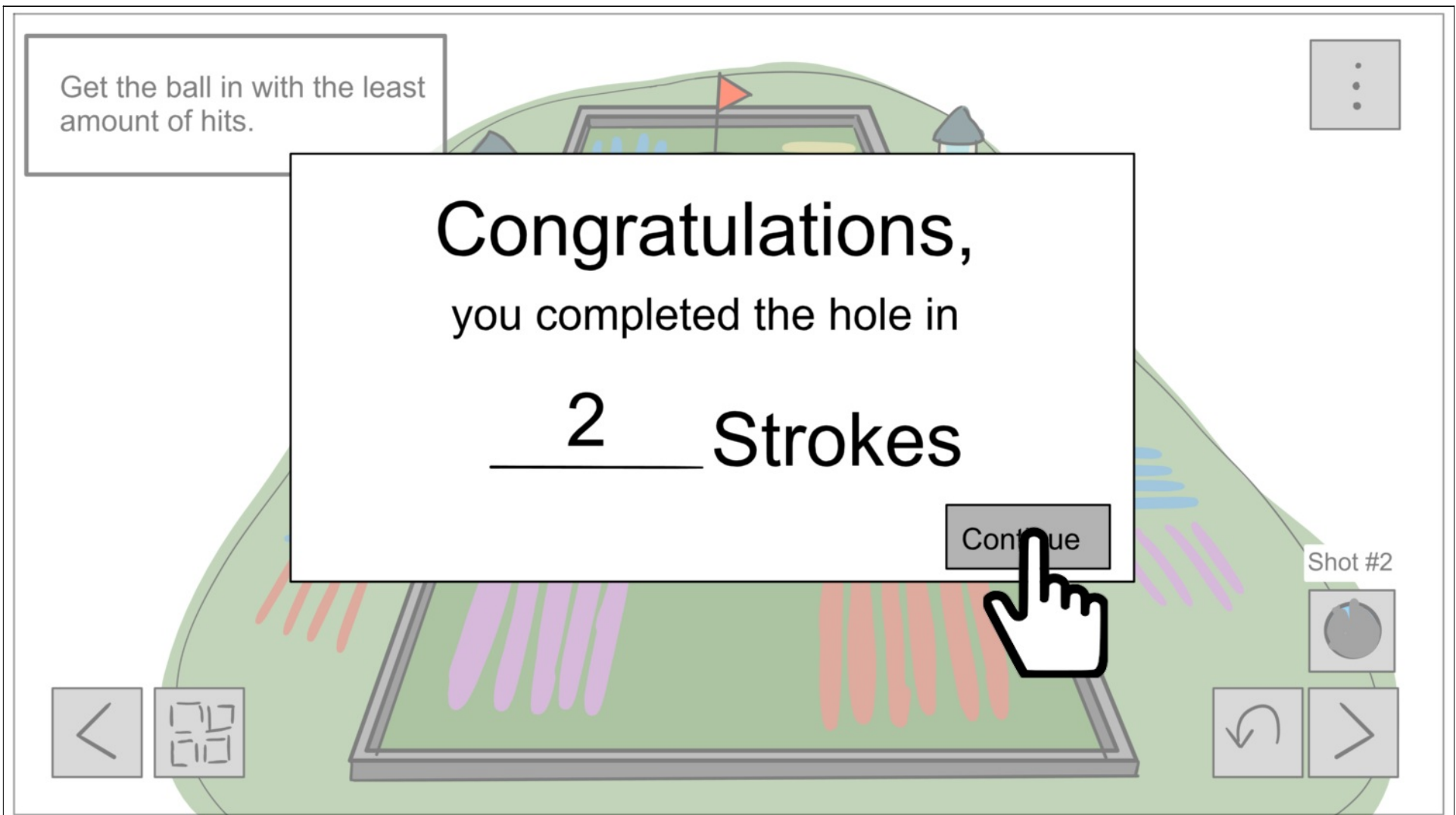
Notes
click continue to see what the other players did
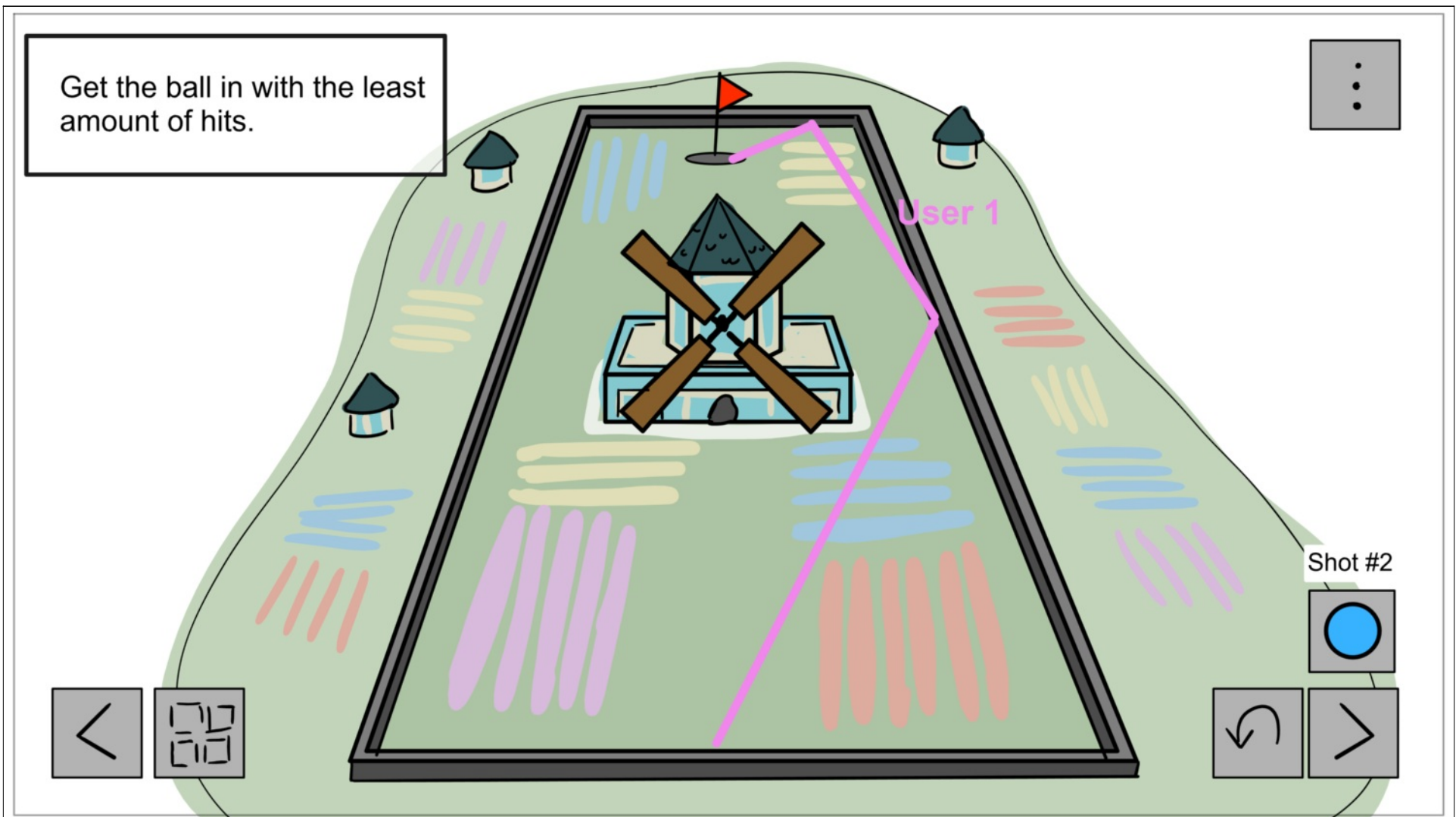
Get the ball in with the least amount of hits.

User 1

Shot #2

Notes
each color line represents a different player, and it lays out the path the user took

Get the ball in with the least amount of hits.

User 1

User 2

Shot #2

Notes
each color line represents a different player, and it lays out the path the user took

Get the ball in with the least amount of hits.

User 1

User 2

User 3

Shot #2

Notes
each color line represents a different player, and it lays out the path the user took

Get the ball in with the least amount of hits.

User 1

User 2

User 3

User 4

Shot #2
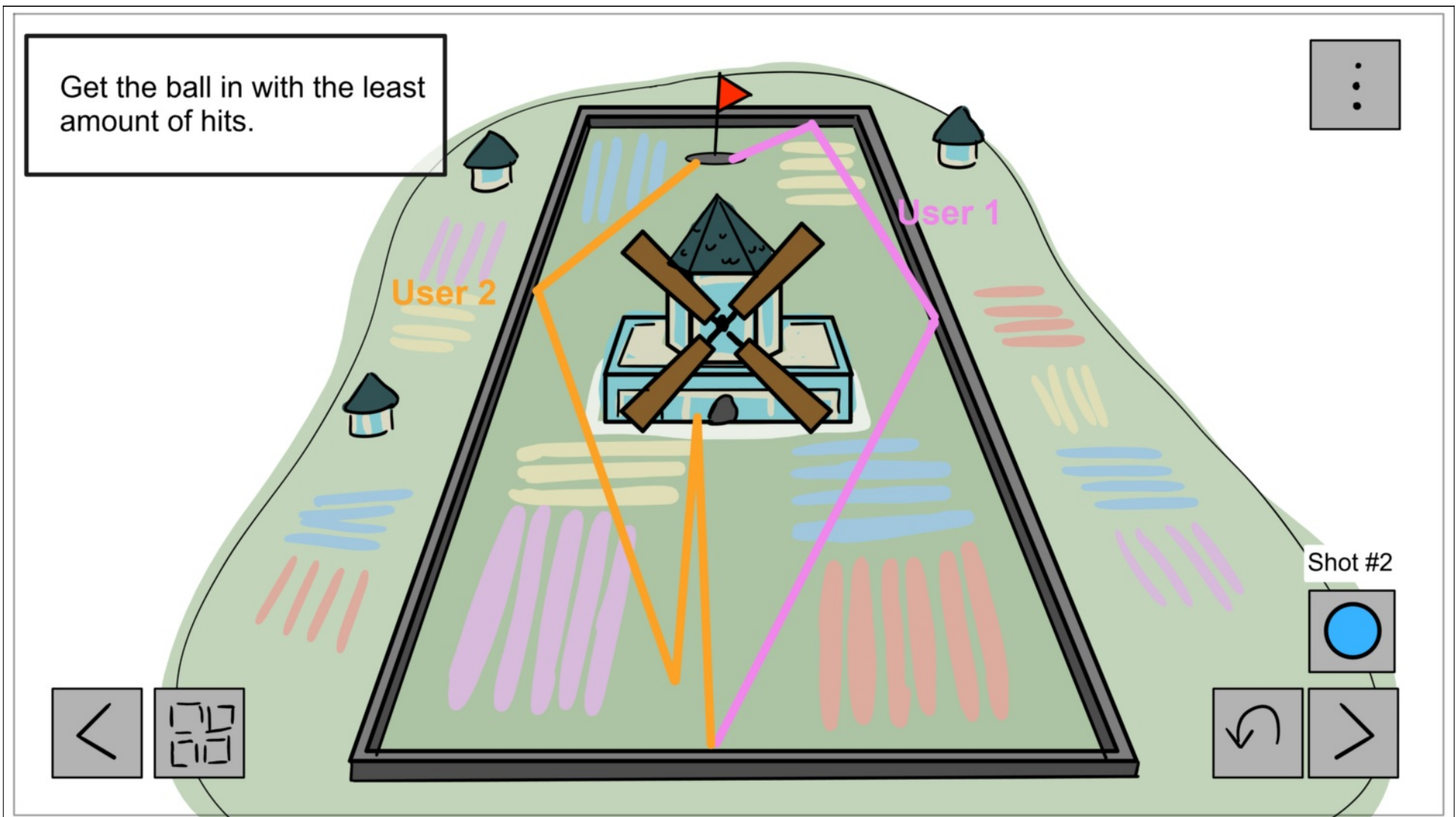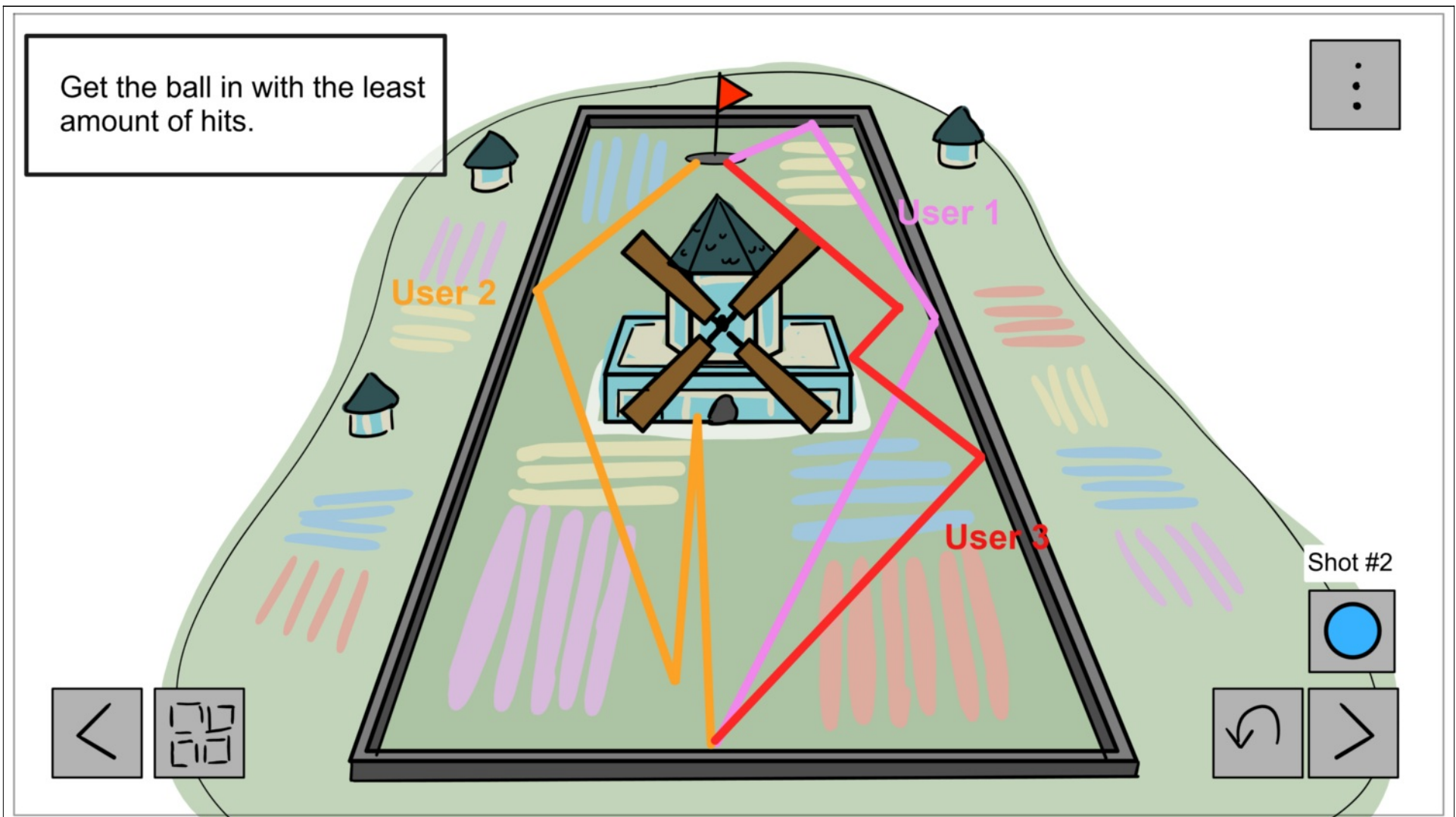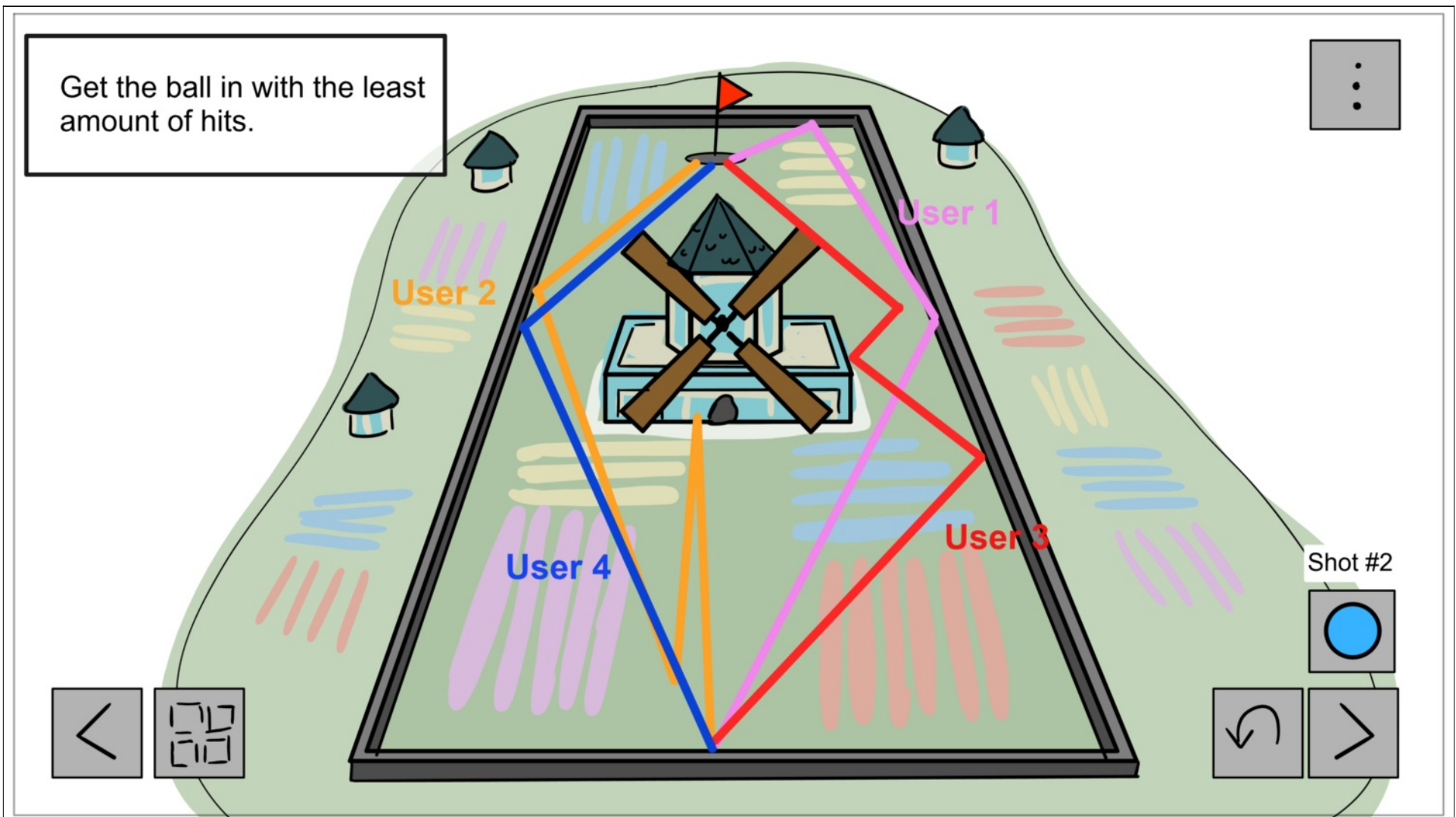
Notes
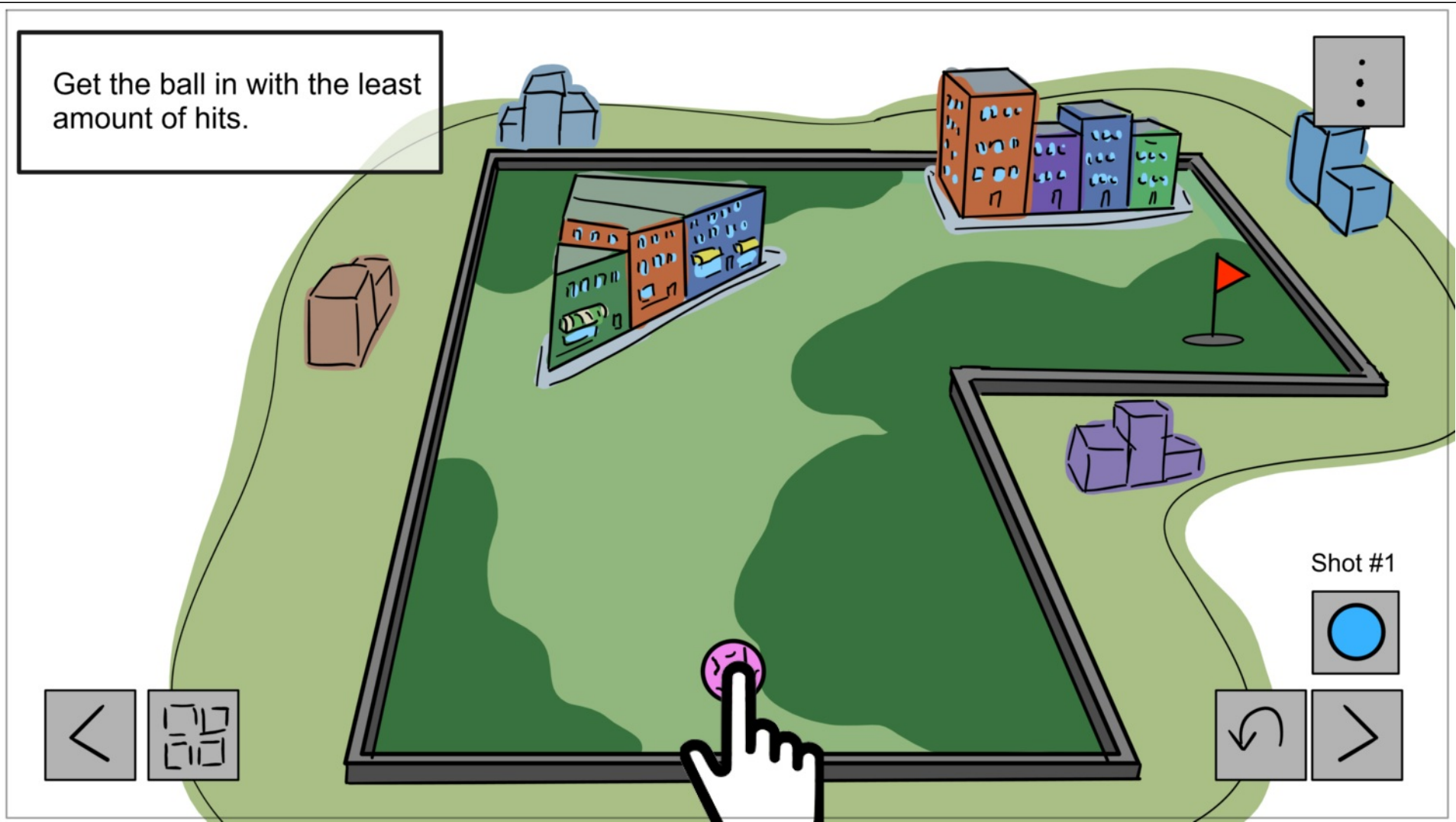each color line represents a different player, and it lays out the path the user took

Explore 2

Get the ball in with the least amount of hits.

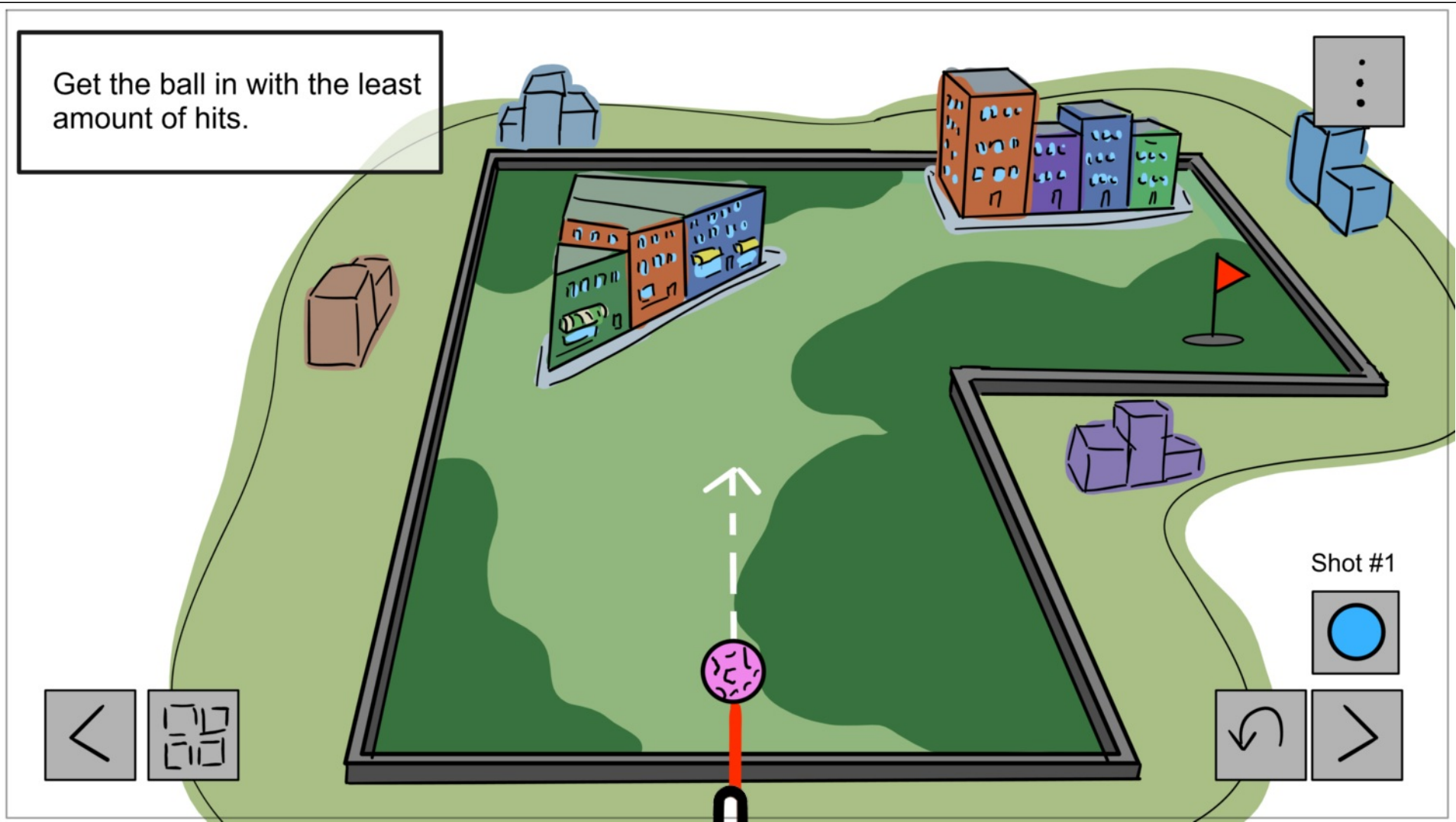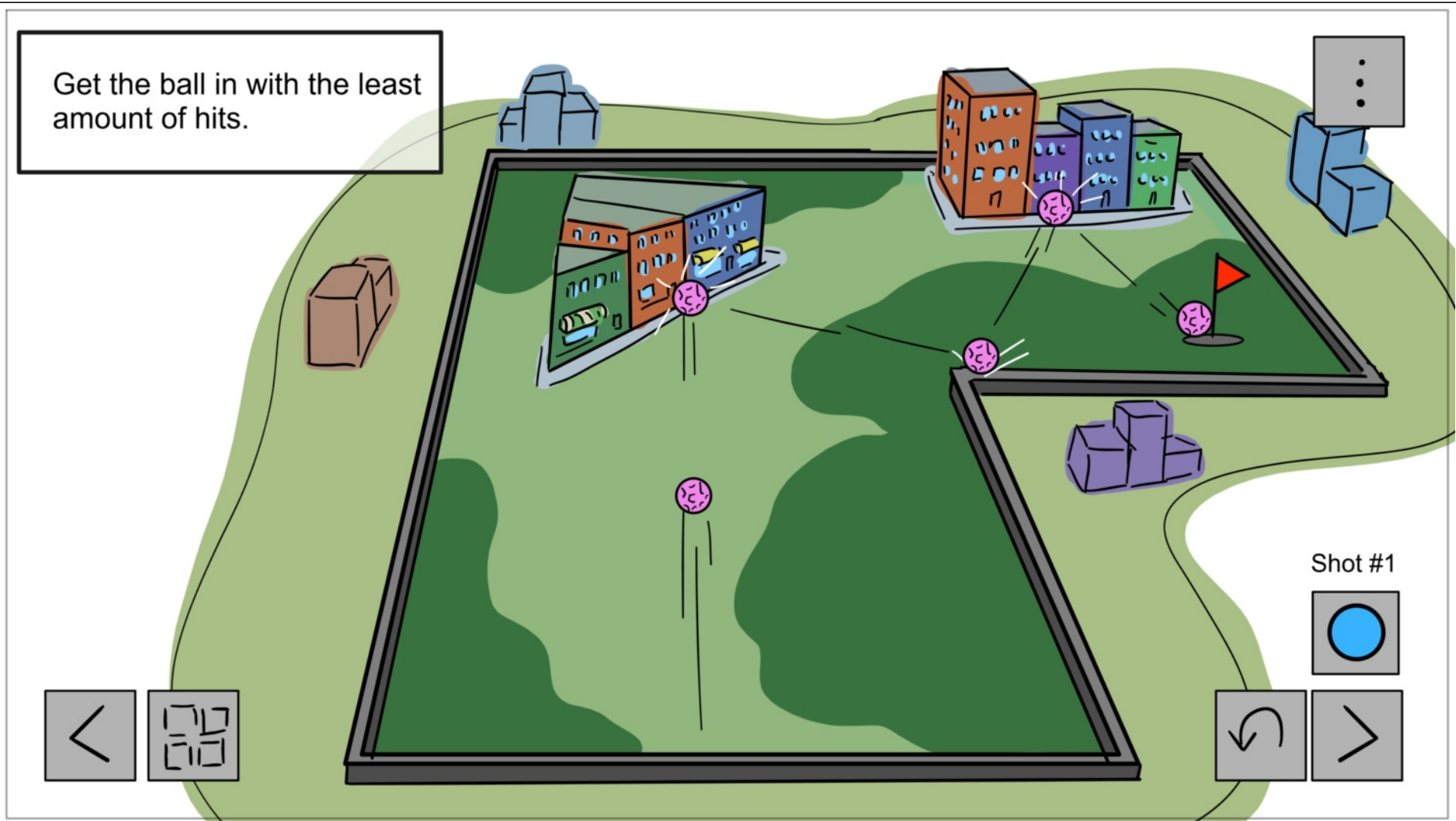Shot #1
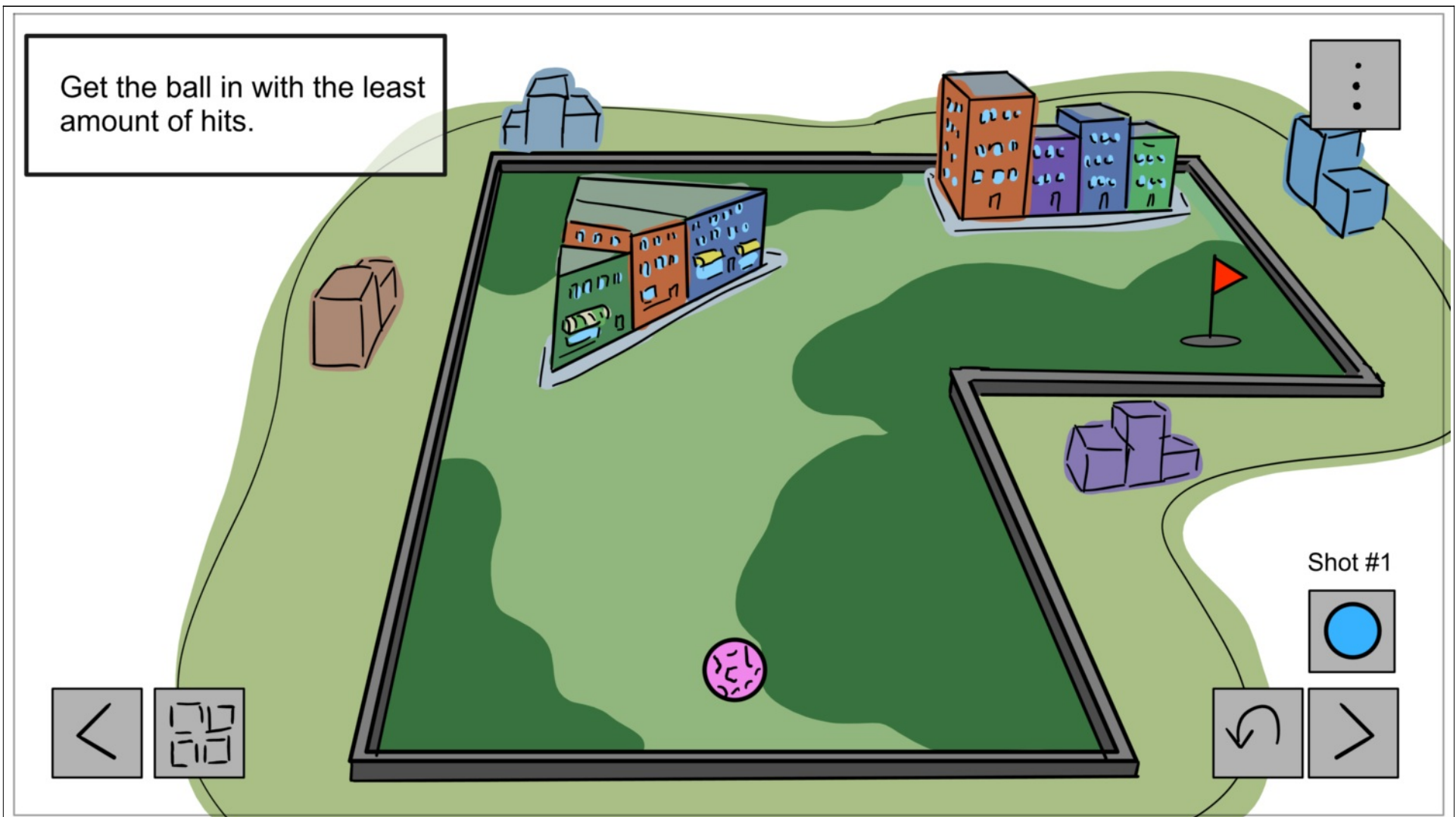
Notes

City Theme: Each course should be able to be completed with a hole in one. It's up to the user to figure out how to do that

Get the ball in with the least amount of hits.

Shot #1

Get the ball in with the least amount of hits.

Shot #1

Get the ball in with the least amount of hits.

Shot #1

Get the ball in with the least amount of hits.

Shot #1
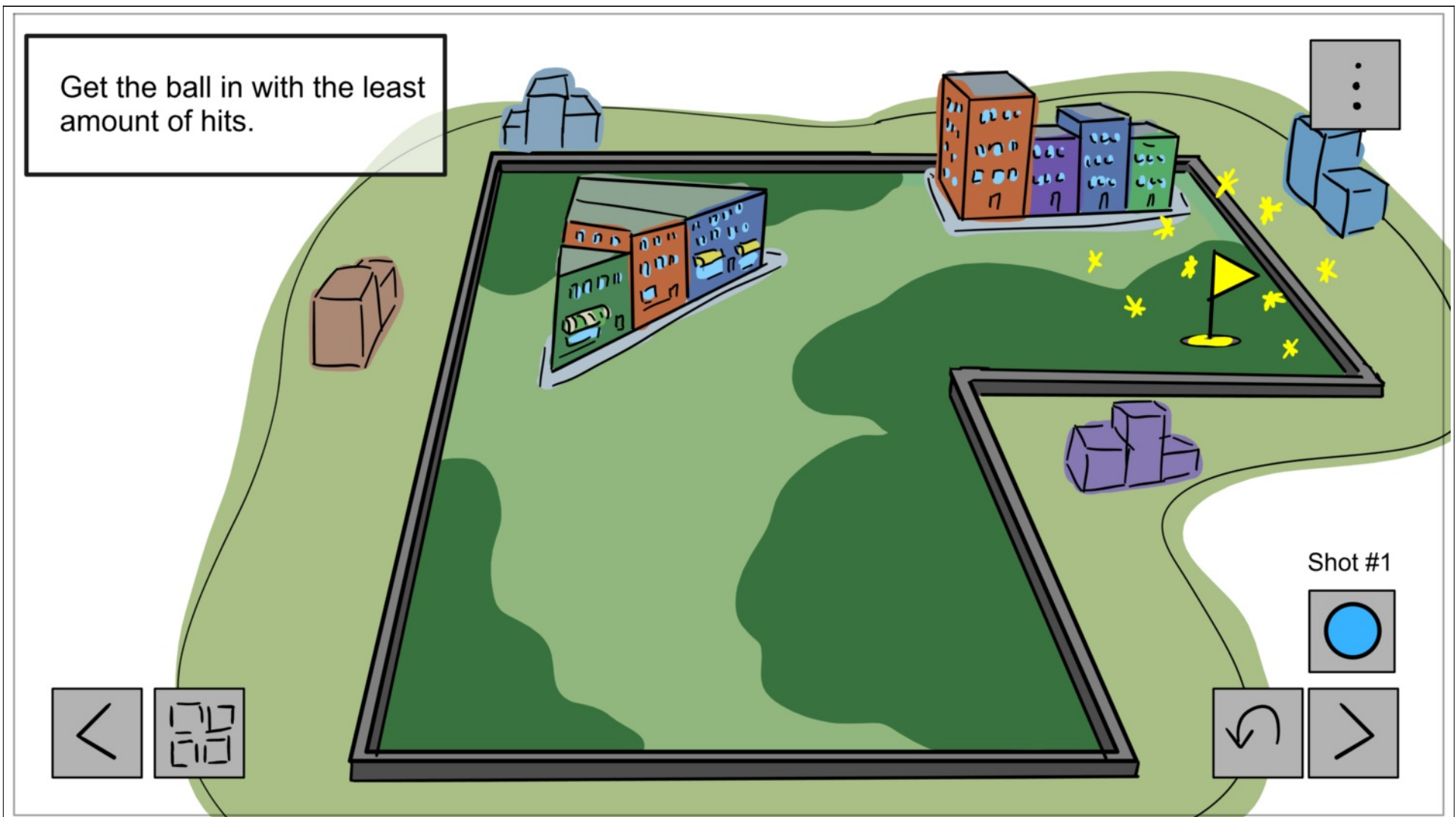
Notes

A hole in one should be different from regular shots. Have stars sparkle out of hte whole and turn the flag and hole gold

Get the ball in with the least amount of hits.

Congratulations,
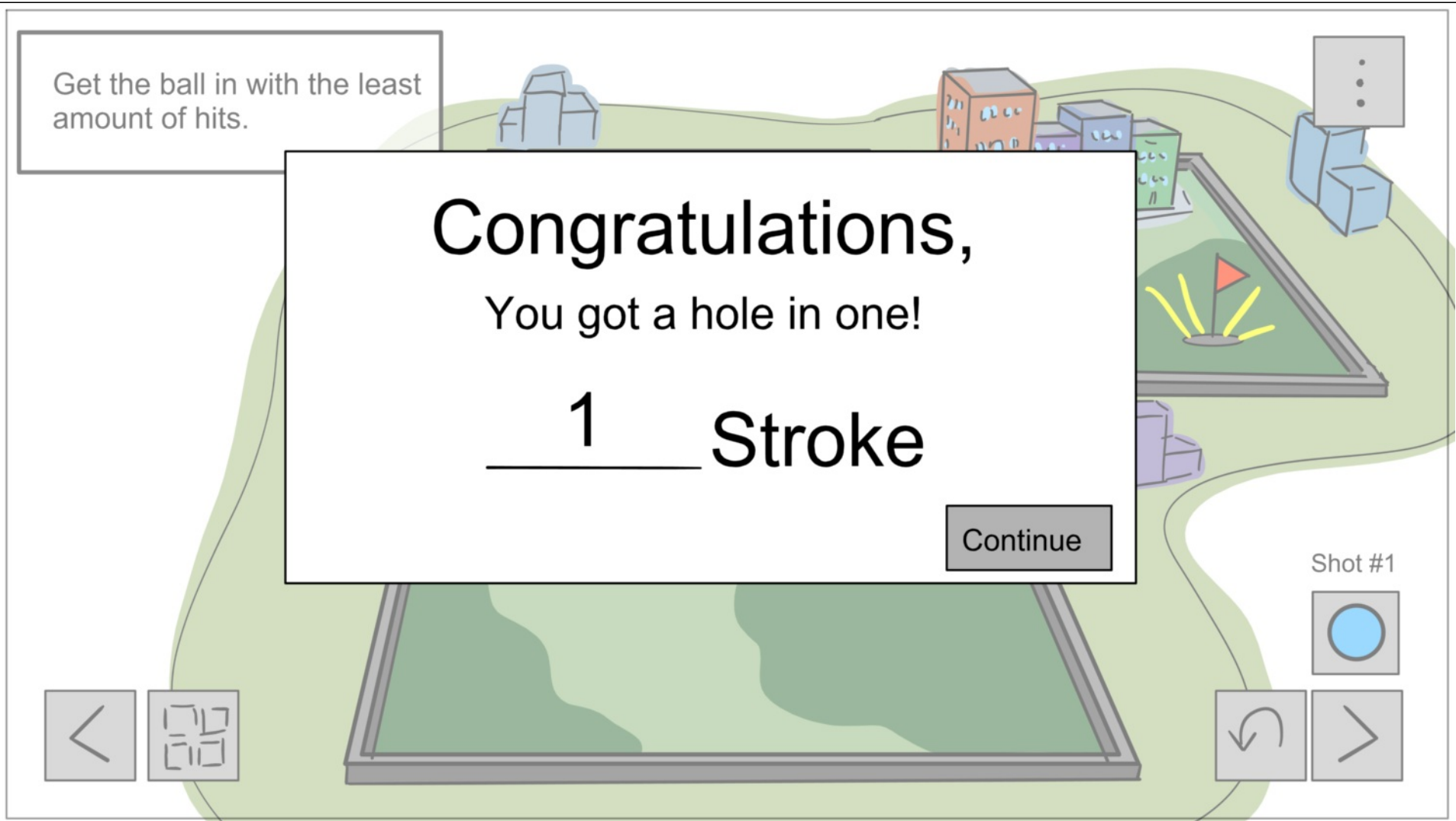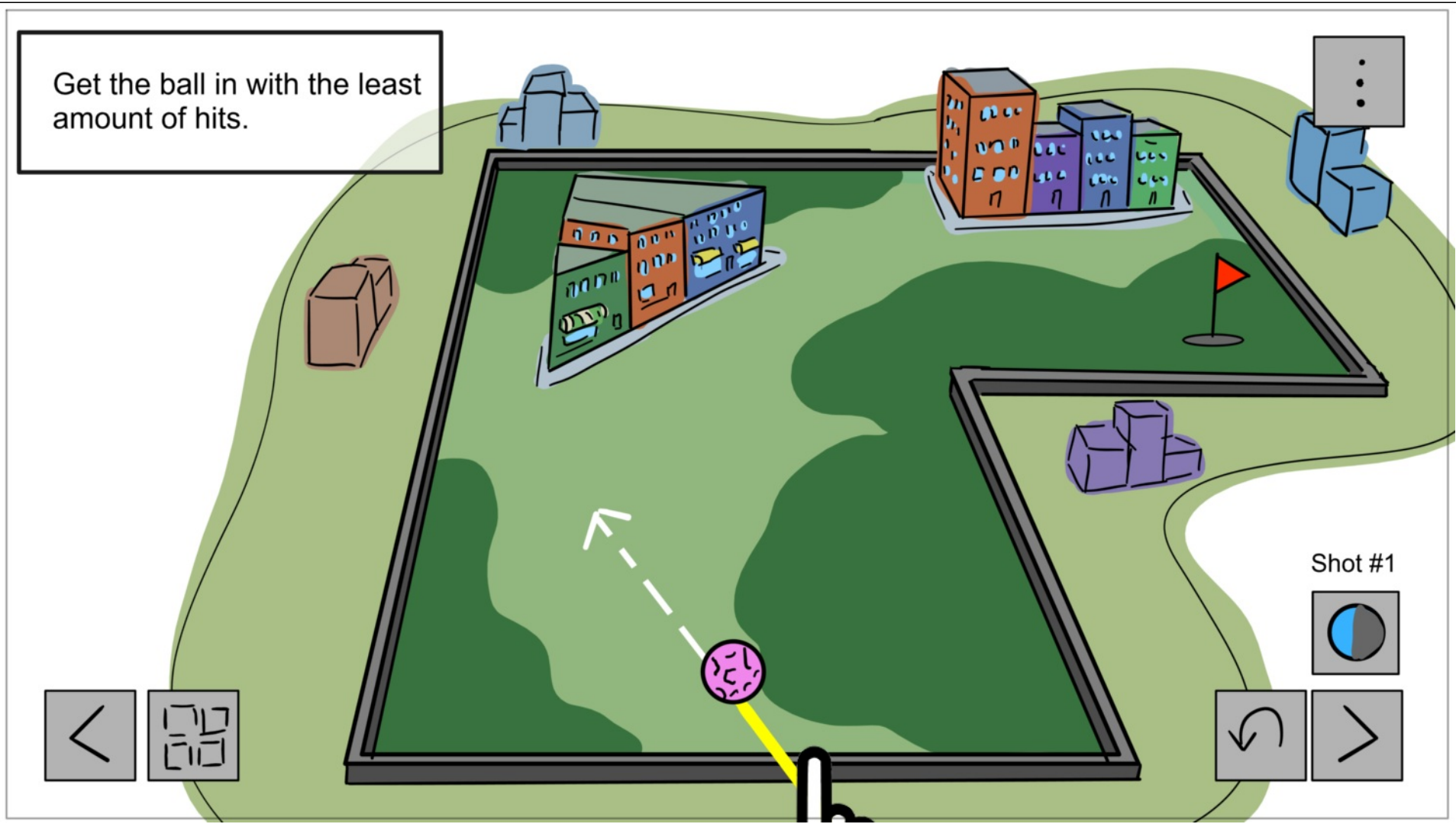
You got a hole in one!

_____1_____ Stroke

Continue

Shot #1

Get the ball in with the least amount of hits.

Shot #1

Notes
Users can fail this activitya

Get the ball in with the least amount of hits.

Shot #1

Notes
If they run out of time

Get the ball in with the least amount of hits.

You ran out of time.

_____5_____ Strokes

Continue

Shot #1
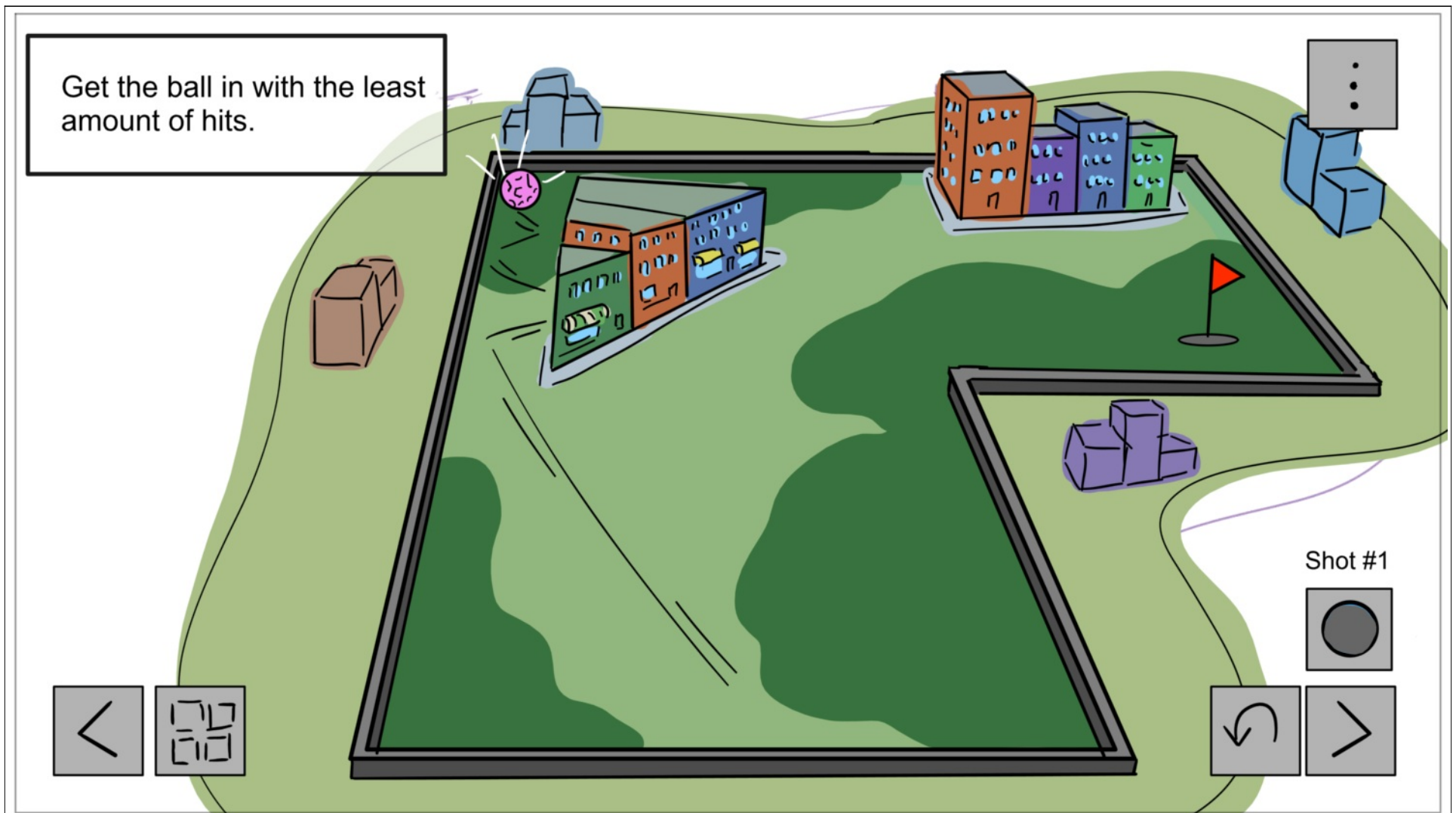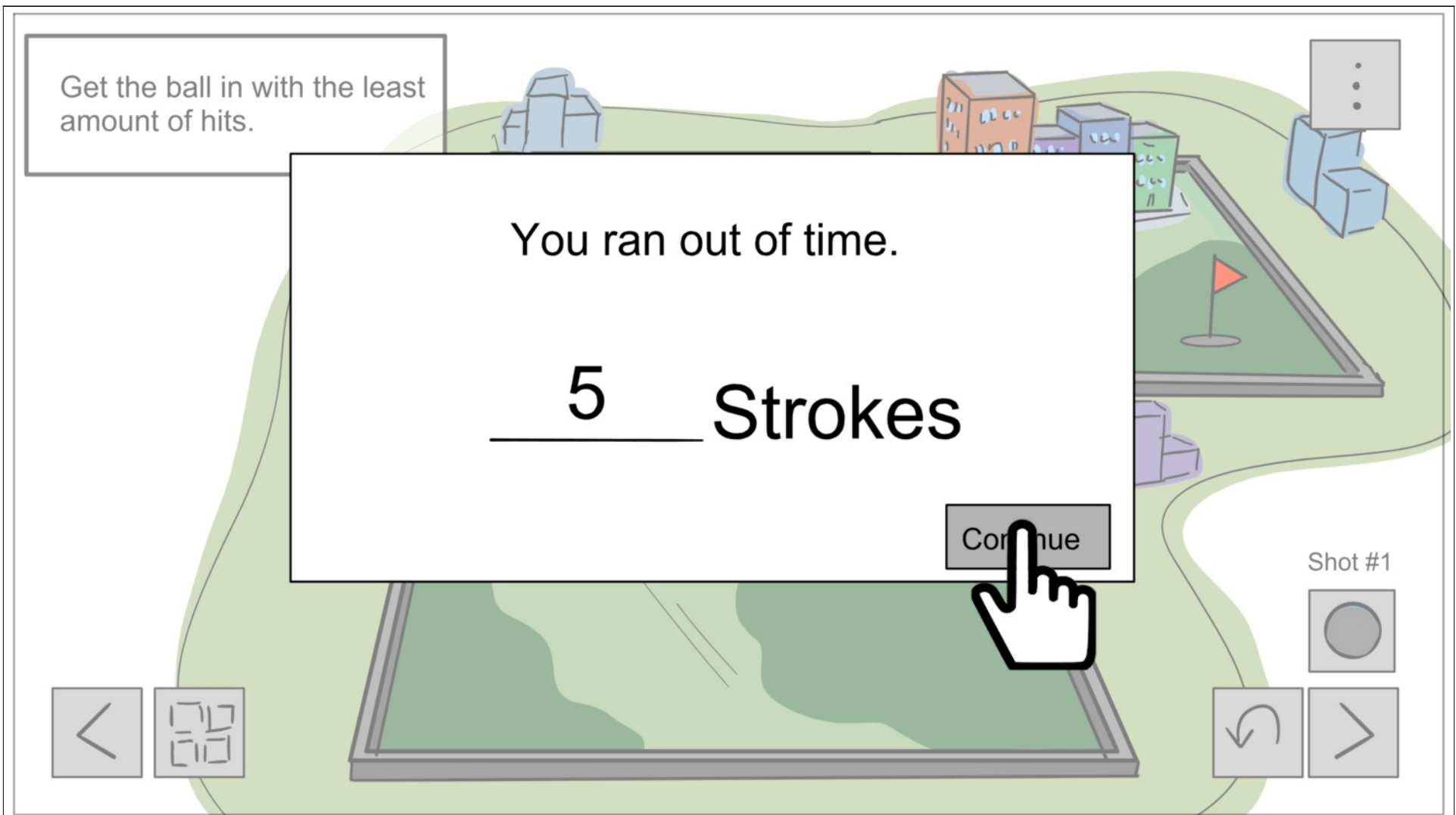
Notes
If they run out of time, they automatically get 5 strokes

Get the ball in with the least amount of hits.

User 1

Shot #1
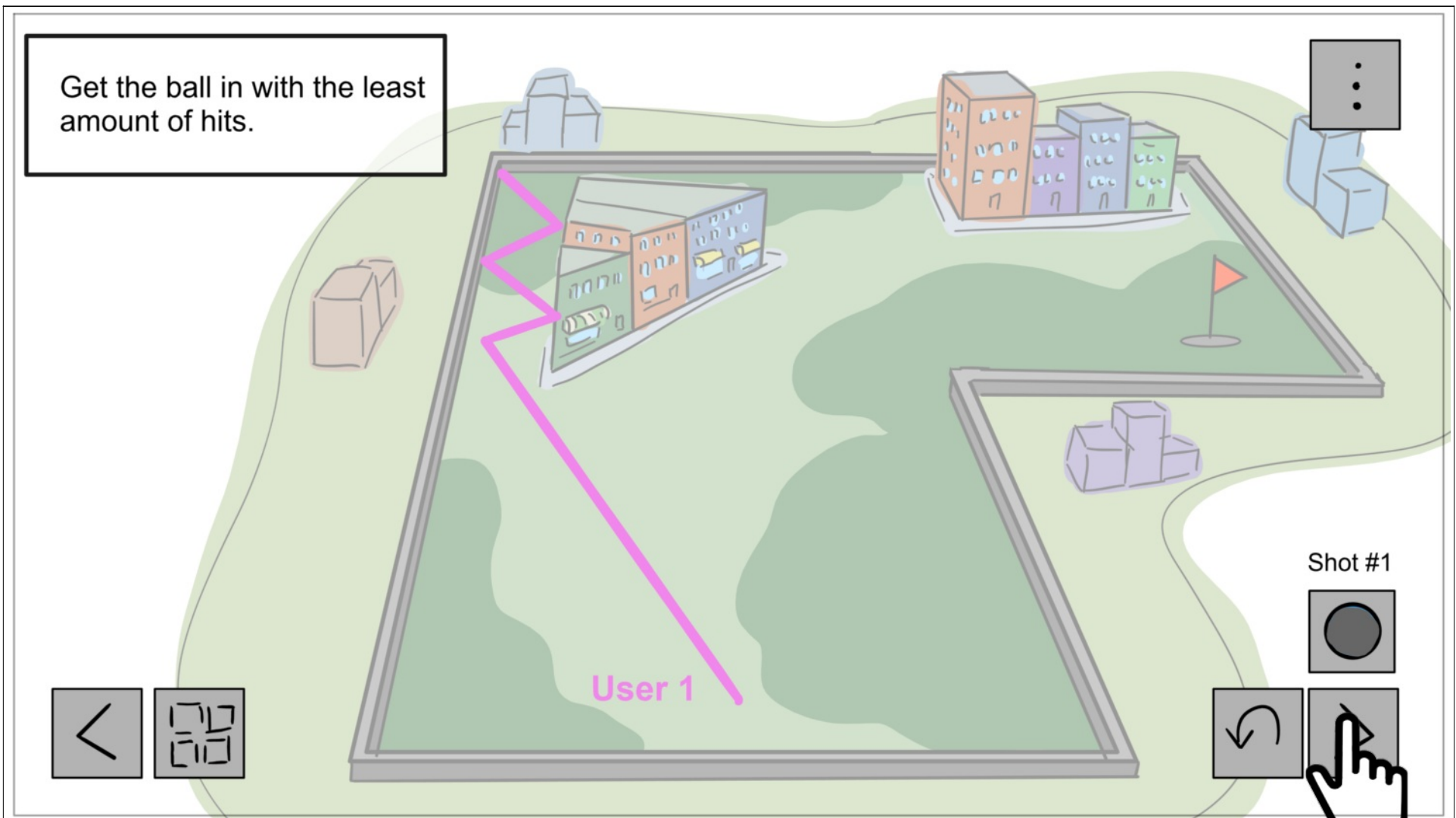
Notes
The user that's unable to finish the game, will proceed like normal. Their ball's trail will show appear on screen and show where it made it to. User clicks next to continue to the next hole

Get the ball in with the least amount of hits.

You ran out of shots.

____5____ Strokes

Continue

Shot #5
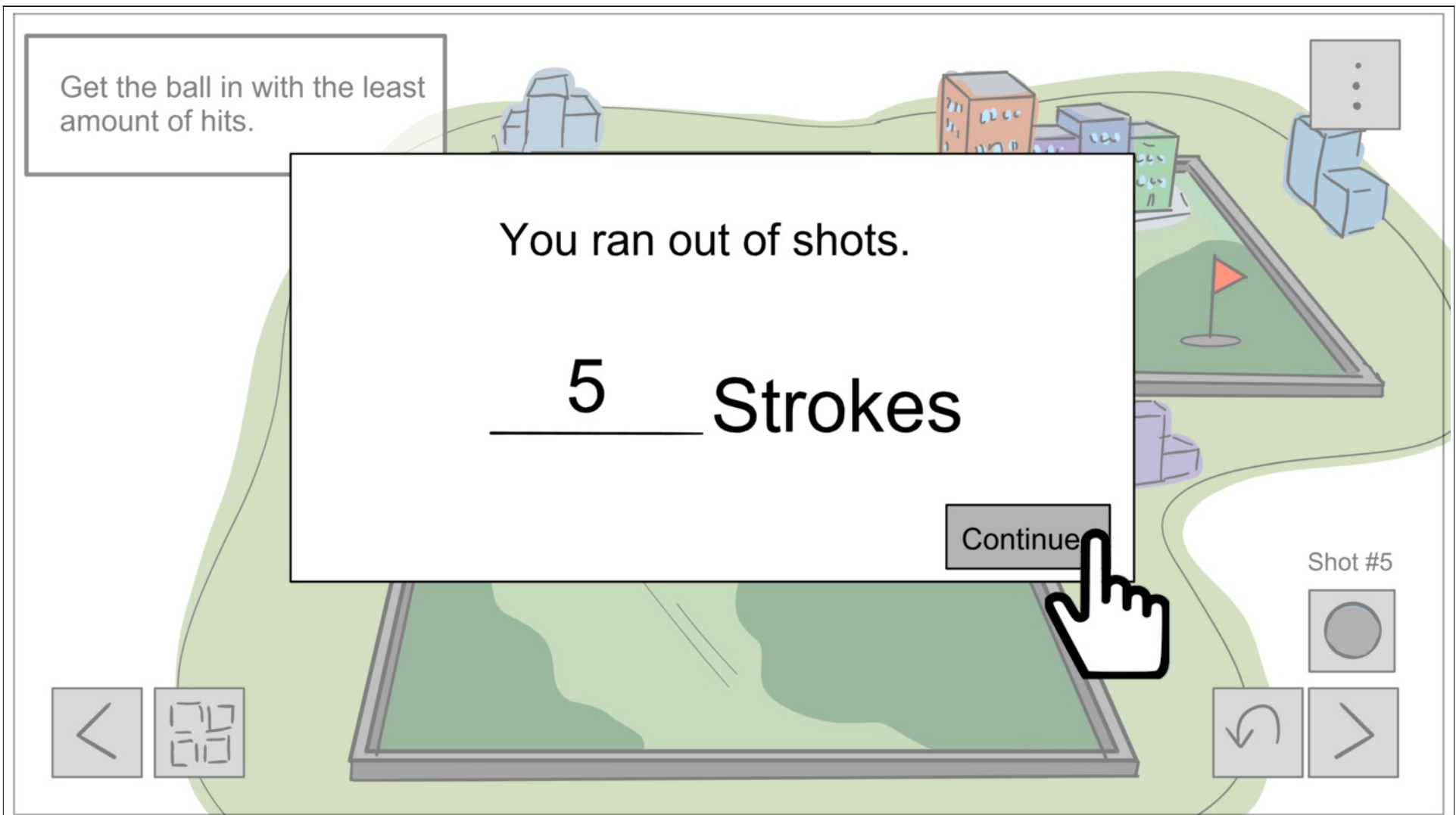
Notes

If they use all their shots, they're automatically done, and get 5 strokes. Similar to run out of time, the user will continue like normal to keep up with their teammates
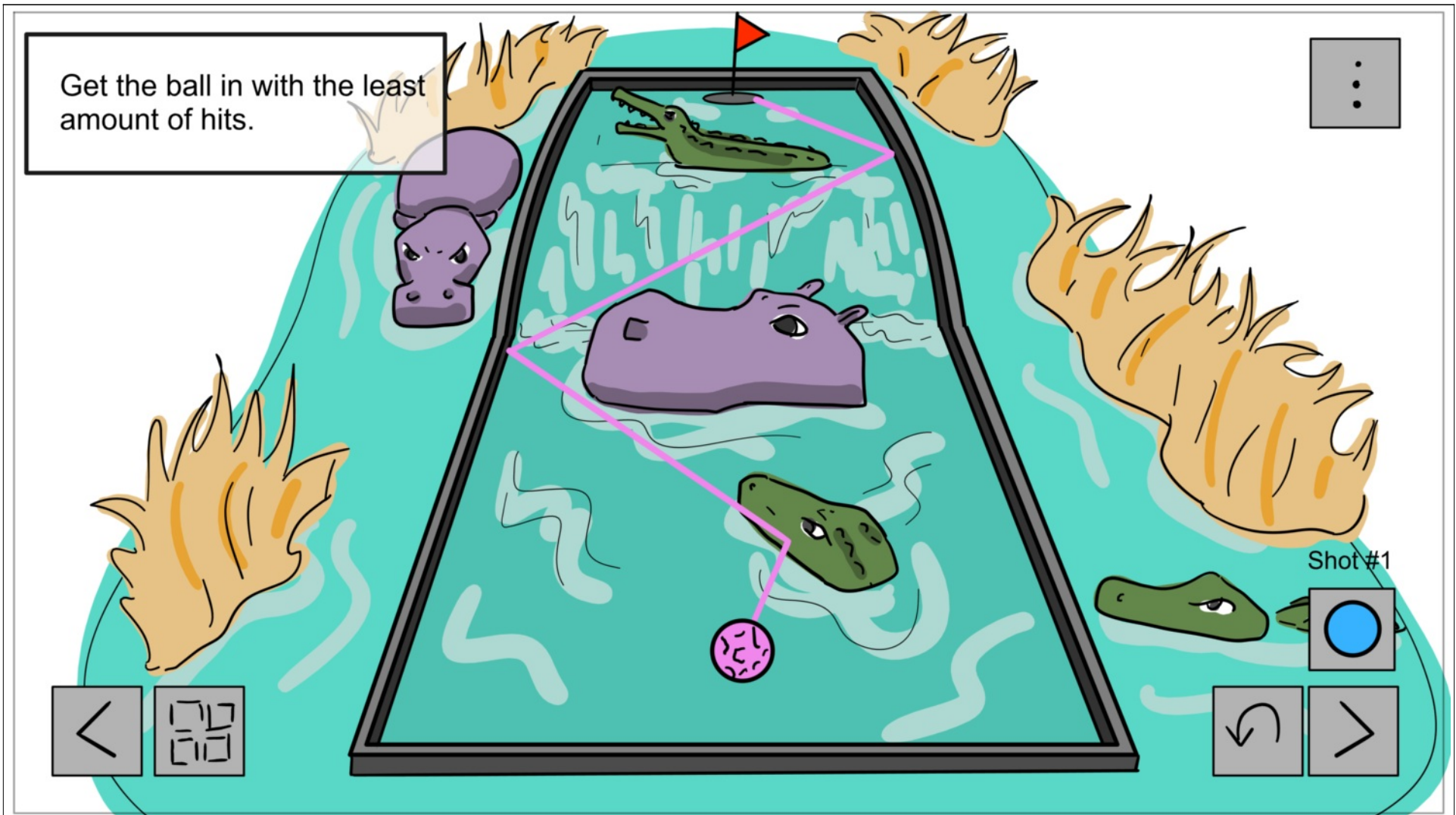
Explore 3

Get the ball in with the least amount of hits.

Shot #1
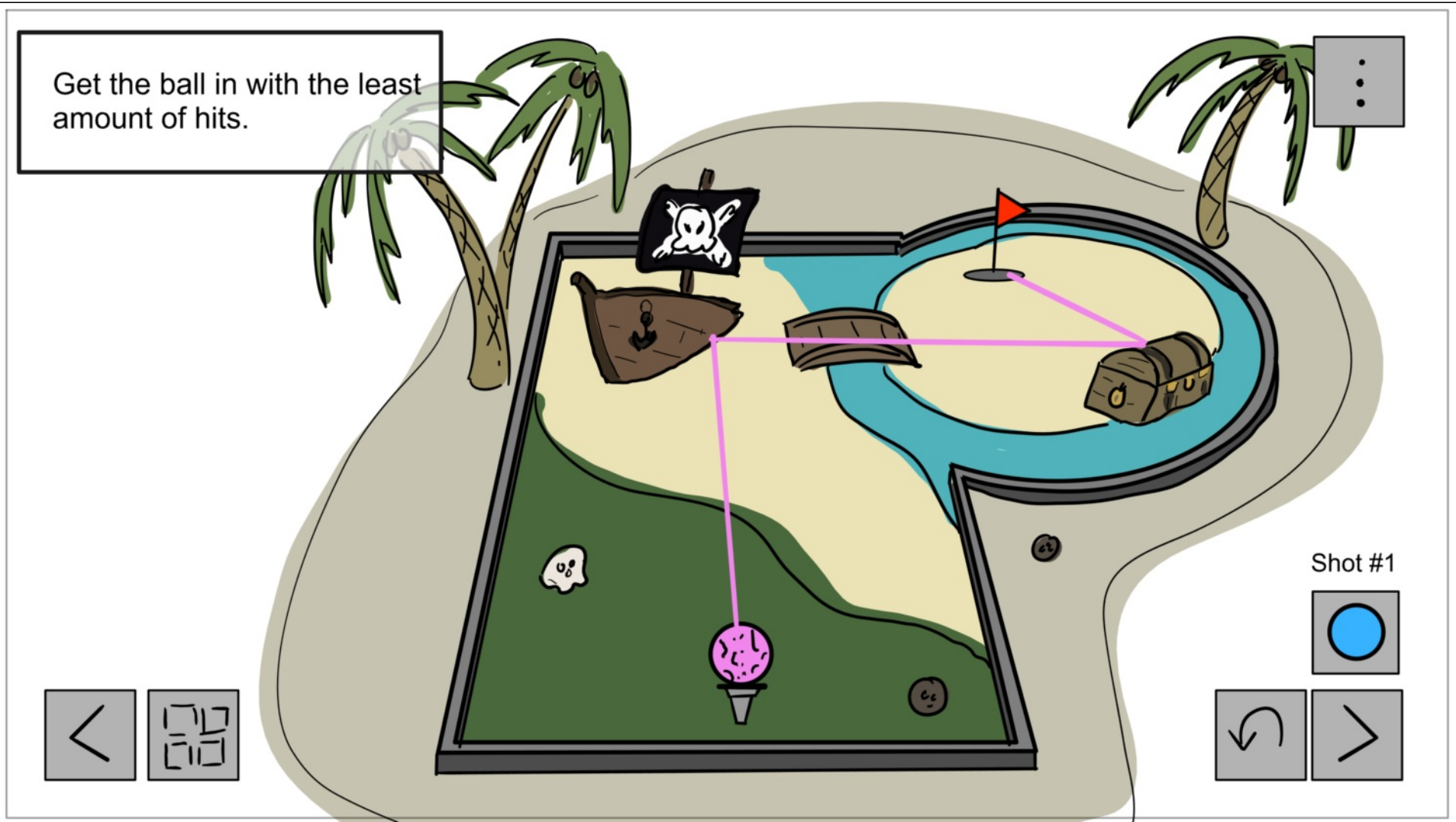
Notes

Pirate Theme: The line is the one in hole path

Explore 4

Get the ball in with the least amount of hits.

Shot #1

Notes

Savannah watering Hole Theme:
This one has a little waterfall the user needs to go up