

# SEQUENCE MODEL

# Usage

# Random illumination pattern

Ouser: Player

Usage: Always

Criticality: High

#### Level increase

User: Player

O Usage: Frequently

Criticality: High

#### Game over state

O User: Player

Usage: Often

Criticality: High

# Lego figure body parts

O User: Player

O Usage: Always

Criticality

© Criticality: Medium

## Pattern speed

User: Player

Usage: Frequently

Criticality: Medium

## Light up selected body part

User: Player

Usage: Always

Criticality: Low

## Friendly and intuitive GUI

Ouser: Player

Usage: Frequently

Criticality: Low

BUILD ME UP