- There must be a simple login function so the player inserts her name
- You can ask the game to
  - describe the original story of Tappetina (see the 8 small fragments, the player asks for more by tapping twice on the pic)
  - show what other players have recorded for this role (one by one) Show other stories (the player click on the name)
- The game asks you to
  - imagine you are Tappetina and think about your own childhood and your role models.
  - think aloud and record your feelings and your story (Think&Feel aloud ++) (the player push the red button) and after the record a new story appears in the name of the player

Tap 2x

Click name

John
Mary
Leti

Tap 2x

Click name

John
Mary
Leti
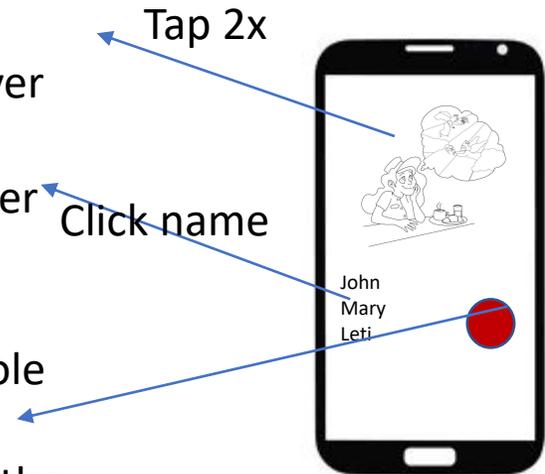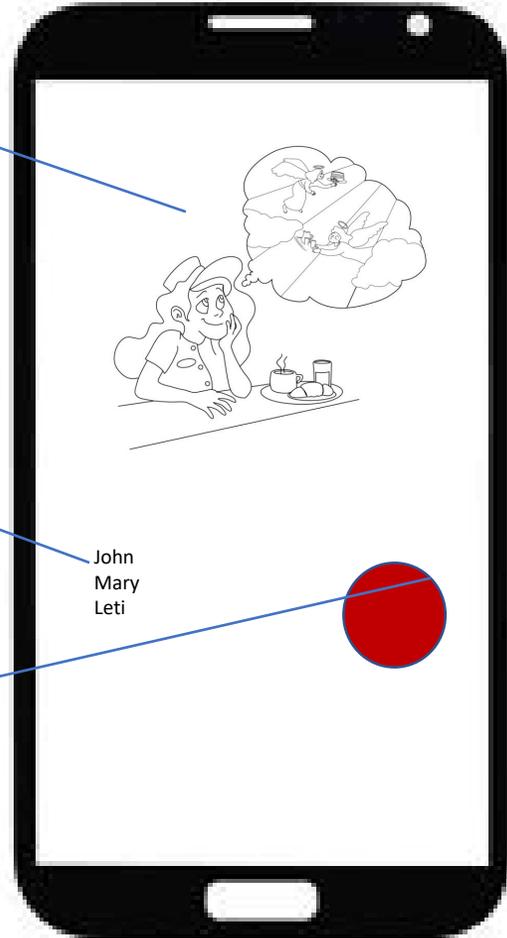
For the first prototype I only need to implement this.

1. Tappetina attended nun's religious schools and her first role models were the Saints.

2. Tappetina has a Degree in Physics, but she insists that she doesn't understand a lot about bank accounts, she lets her husband deal with it, or her dad, or someone else.

3. Tappetina cooks gigantic lunches and dinners for dozens of people, staining pans and dishes. When she is on her own, she is eats an orange standing right over the bin so not to make a mess.

4. Each Tuesday, Tappetina meets her girlfriends and they gossip around. Tappetina wants to be good, but she lacks the trust in herself so she gets angry, she talks behind people's backs, she whines, she is jealous, she tells lies and she is rather dorky. Tappetina sometimes does not trust her friends either and believes that everyone is mean.

5. The favourite gossip target of Tappetina and her girlfriends is Doory Mentor. Doory Mentor knows what she wants and doesn't waste time in tittle-tattle. Sometimes Doory Mentor is cold while Tappetina and her friends are nice and they smile and they're always ready to help, they know how to cook well and they can be very funny.

6. There is a picture on the lab wall of the great team who invented the flying mat. In the 90's Tappetina used to work in the lab as a PhD student and she worked in the team, led by professor Felici. The team developed a prototype for an invention, a flying mat, activated and controlled by a PC. Felici and some of the team members moved to California and they sold the patent of the invention to the Fiasco Enterprise.

7. An invention is a new solution to a problem by help of technology. Examples of invention are: the electric light bulb, the flying mat of Tappetina, and the anti-garbage algorithm of Sissi.

8. A patent is a document that certifies who is the inventor of an invention. Inventors of the the flying mat was the whole team lead by professor Felici, but the patent did not specify all the team members. Tappetina was not mentioned in the patent document, that is why she did not earn anything when the patent was sold, even if the first prototype of the flying mat was developed mainly by Tappetina and it is still in her hands. The mat can reach a speed of 10.000 Km/hour, that is 100 times faster than a car.