

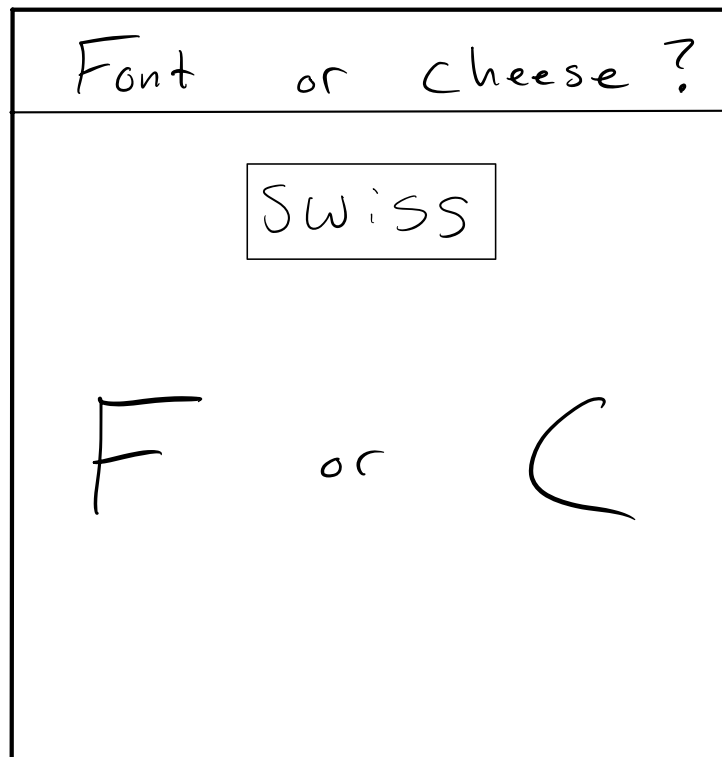
# Elements of Cheese of Font:

Core: binary answer choice (either cheese or font),  
"c" or "f" keys to select whether the word is  
a cheese or font

Supportive: Feedback after selecting "c" or "f" (whether  
the user was right or wrong), instructions to  
type "c" or "f" to identify if it is a cheese or  
font

Extraneous: Snarky comments after you get the choice wrong,  
coloring (everything is yellow/orange),

## Small Sketch:



HUGE

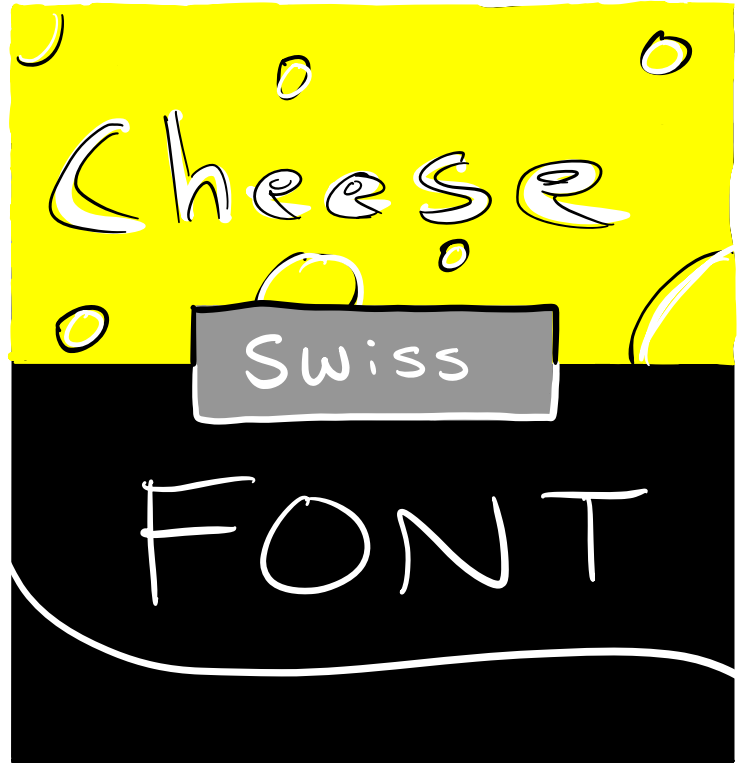
SWISS

?

F

C

one color



Type 1

Piora

font

CHEESE

Type 2

Piora

FONT X CHEESE

Type 3

BEMBO

Font or Cheese

Type 4

ROTTOT

Font or Cheese

## Proximity:

The words "font" and "cheese" should be grouped because we want them to hold equal weight since we don't want to lean the user to click one over the other. The actual prompt should look very different and be very distinguishable from the 2 answer choices. The timer and score should be separate from the answer choice and prompts, as they don't directly influence gameplay.