

Start here.

a)

i) Interactivity is when there is a communication of data being sent from two different locations.

ii) Not attempted

b) Not attempted

c)

i) The need of data for movement of the character and they need to try and make it as realistic as possible

ii) The balance board needs to be as ~~good~~ good as if you're really snowboarding and has to send signals to the controller to make it active in the game.

iii) Not attempted