Here is a state graph that describes our proposed use of user interaction for ACT 2 of the Tyrant VR experience. In particular we would like to look into how gaze based interaction can make the tyrant throw sequence read more clearly to the viewer in regards to the story. We are proposing gaze based interaction for the throw sequence as we want the user to be able to appropriately react to the follower who gets thrown into oblivion while also being able to turn back and see how the other followers react to this act of ruthlessness, more specifically the rebel's defiant stance.