BASIC stub assembled program

1. Usability
2. Fiction
3. Juiciness
4. Interactivity
5. Difficulty

\[ \text{movie length} = \frac{\text{game len}}{\text{movie cost}} \times \frac{\text{game cost}}{\text{movie cost}} \]

\[ \text{paratext} = \text{peritext} + \text{epitext} \]