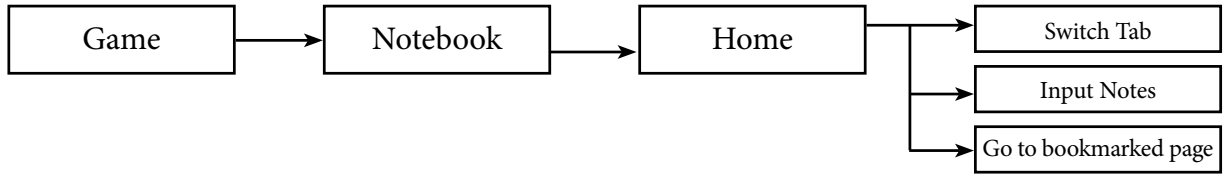
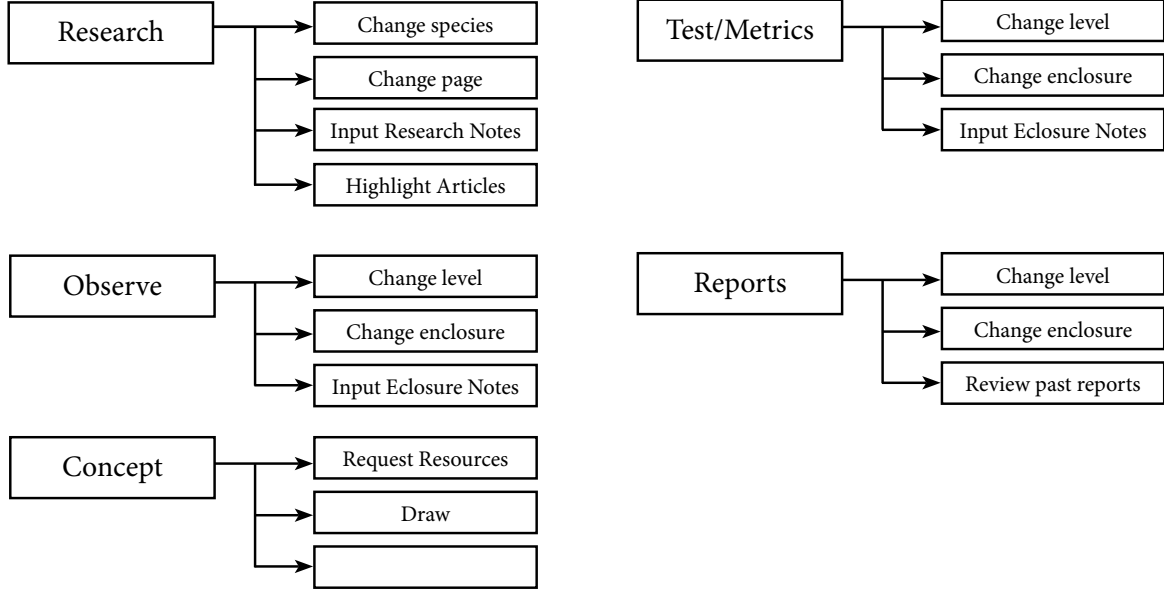


# Notebook and Encyclopedia Design

## User Flow



## Tabs

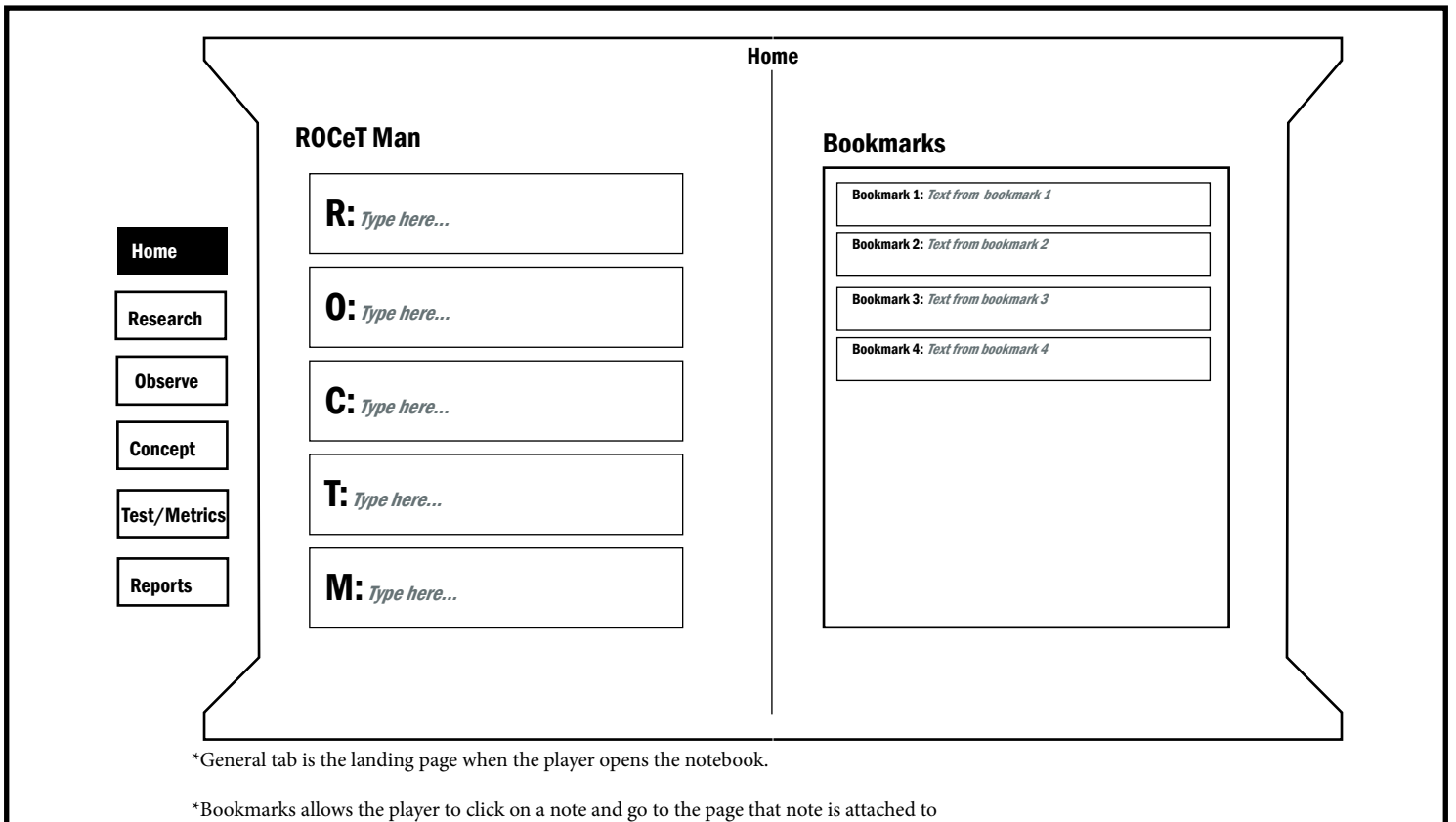


### Thoughts on why the player needs the journal

The main reason the player needs to take notes is because there are a lot of details to remember about the various species, foods, and terrains. Without the notes, the player will be more likely to make mistakes and use up valuable resources more quickly. Some players might be okay with this and might need more motivation. At the end of each level, players will be asked to summarize their findings by answering questions (this unlike the journal itself could be multiple choice/looking for specific answers or ranges of answers). Depending on how well the player answers these will determine whether they can move on to more interesting, complicated, and vulnerable species. Unlocking new levels and species means unlocking collectibles and narrative. This way doing poorly doesn't make the game harder for you, it just makes the process unlocking more fun elements of the game slower. Additionally, the quizzes can be used to unlock useful tools for example, once the player has figured out the root radius of food source and answered the quiz question correctly, the root radius will be highlighted when the player uses the inspector tool on that type of food.

\*Tabs help guide player through ROCeT Man Protocol

## Home page



\*General tab is the landing page when the player opens the notebook.

\*Bookmarks allows the player to click on a note and go to the page that note is attached to

# HIGH SCAFFOLDING PAGES: Level 1

## Research Tab Open

**Research What is Known**

Species
Food
Terrain

**CapraX Zeigrun** +

**Edible Foods:**

**Preffered Foods:** *Start typing here...*

**Food Intake:** *Start typing here...*

**Needed Number of Water Tiles:** *Start typing here...*

**Water Composition:** *Start typing here...*

**Survivable Terrain:** *Start typing here...*

**Comfortable Terrain:** *Start typing here...*

**Traversable Terrain:** *Start typing here...*

**Prey To:** *Start typing here...*

**Predator To:** *Start typing here...*

**ARTICLE TITLE : Author** ▼

highlight
+

Rescue teams found strange space goats, later named CapraX Zeigrun, in the middle and lower regions of the Pastillion Mountain Range, where **the terrain was noted to be a combination of dirt and grass.**

The middle and lower parts of the Pastillion Mountain Range supported few plant species, the most common being space maple trees, Candentis Acernis. Researchers noted that a single goat would consume anywhere from five to eight of the maple fruit a day. The fruit produced was observed to be approximately kiwi-sized.

Few other fauna were noted in the Pastillion Mountain Range; however, local slugs were often prey for roving CapraX Zeigrun.

Orthographic drawing for space goat enclosure requires 2,500 sq. ft. of space. 500 sq. ft. reserved for mimicking a freshwater lake as seen in the Pastillion Mountain Range.

Image

↑

\*Research tab is for notes from encyclopedia

\*Notes show on the left and encyclopedia entries show on the right

\*Players use the UI Bar at the top to switch between species/food/tile and then choose specific types within each of those categories as a drop down menu.

\* Encyclopedia can be open to a different species/food/tile type than the notes.

\*Clicking the arrow next the article title of the encyclopedia opens a drop down menu to choose another article for the current species

\*Square "+" button adds a bookmark

\*Can highlight or erase. Clicking the button toggles between the two modes

**Research What is Known**

Species
Food
Terrain

**SPACE MAPLE : Target Specifications** +

**Needed Number of Water Tiles:** *Start typing here...*

**Water Composition:** *Start typing here...*

**Needed Area:** *Start typing here...*

**Root Radius:** *Start typing here...*

**Survivable terrain types:** *Start typing here...*

**Thriving terrain:** *Start typing here...*

**Production Rates:** *Start typing here...*

**Eaten by which species:** *Start typing here...*

**ARTICLE TITLE : Author** ▼

highlight
+

Rescue teams found strange space goats, later named CapraX Zeigrun, in the middle and lower regions of the Pastillion Mountain Range, where **the terrain was noted to be a combination of dirt and grass.**

The middle and lower parts of the Pastillion Mountain Range supported few plant species, the most common being space maple trees, Candentis Acernis. Researchers noted that a single goat would consume anywhere from five to eight of the maple fruit a day. The fruit produced was observed to be approximately kiwi-sized.

Few other fauna were noted in the Pastillion Mountain Range; however, local slugs were often prey for roving CapraX Zeigrun.

Orthographic drawing for space goat enclosure requires 2,500 sq. ft. of space. 500 sq. ft. reserved for mimicking a freshwater lake as seen in the Pastillion Mountain Range.

Image

↑

Home

Research

Observe

Concept

Test/Metrics

Reports

Observations Tab Open

**Observe the Current Situation**

LEVEL 1 ▾ ENCLOSURE 2 ▾ +

Good for which species?: *Start typing here...*

**What more does each species still need to meet target specifications?: *Start typing here...***

**Terrain**

Current situation: *Start typing here...*

Good for which species?: *Start typing here...*

**What more does each species still need to meet target specifications?: *Start typing here...***

**Other**

What can each species access?: *Start typing here...*

What are available resources?: *Start typing here...*

Home

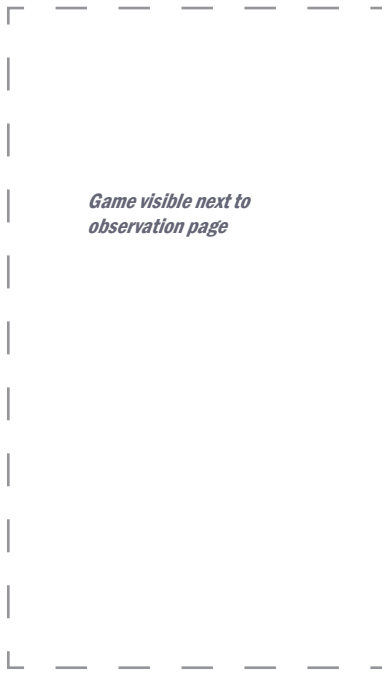
Research

**Observe**

Concept

Test/Metrics

Reports



*Game visible next to observation page*

\*Observe tab is for taking notes based on the starting state of the game to help the player understand the problem

\*Clicking the arrow next to the level/enclosure title opens a drop down menu that the player can use to choose past enclosures. Only the current enclosure should be editable

\*This design is only a half page so that the player can see the game while taking observation notes.

\*Same formatted box for terrain, food and water.

“Other” box has some prompts but player can add any other notes they want here as well

\*Best case scenario: boxes grow in size to match the amount of text.  
\*Alternate: boxes start at a max size and there is a character limit

# HIGH SCAFFOLDING PAGES: Level 1

## Concept Tab Open: trace paper closed

- \*Each of these boxes represents a request the player would like to make for materials. They can enter which species and the need they hope to address.
- \* The player will be told they can ask for a certain number of resources. The total they request can be above this which is why they need to prioritize their requests.

- \*There will be a set number of requests that can be made for each level.
- \*The player has a certain number they can use at the beginning of the level and then a certain amount they can use throughout the level. If they don't use the beginning ones, they are lost
- \*Depending on if the request would actually help the species, it can be approved up to a certain predetermined amount that will be a part of each level design

## Concept Tab Open: trace paper open

- \*Clicking the arrow in the top right open and closes trace paper so that the player can draw a plan of what they want to do. The game is visible underneath so that they can use it as a guide
- \*Requests will be marked as "granted" "partially granted" or "denied" after the player clicks the request resources button. Hovering over the granted or denied mark should open a pop-up that explains why

- \*First try this version with free-hand drawing
- \*If this is too difficult to implement, we can design to use tile placement instead
- \*Large square brush, the size of a tile
- \*When "Request Resources" is clicked, Star pops up to tell you what was approved and what was denied
- \*Different color for top 3 priority requests, as well as labels on the side

# HIGH SCAFFOLDING PAGES: Level 1

## Test/Metrics Tab Open

This drop down should include all species and food sources

This drop down should include  
 -“food need”  
 -“terrain need”  
 -“water need”  
 -“population size/production rate”.  
 Population size if a species was chosen and production rate if a food source was used

*Game visible next to observation page*

\*Test/Metrics tab is for taking notes based on changes the player is testing so that they can keep track of the impact they have on the design  
 \*Clicking the arrow next to the level/enclosure title opens a drop down menu that the player can use to choose past enclosures. Only the current enclosure should be editable  
 \*Notes here start with sentence structure the player will fill in with an area for free form notes below. These make up one “observation box”  
 \*There is always a blank observation box at the bottom. When the player starts typing, it becomes solid and a new blank one is added below it  
 \*This design is only a half page so that the player can see the game while taking observation notes.

- \* When clicking to choose species or food, drop down menu would appear; until the player chooses something it should look like a blank space that needs to be filled in
- \*As soon as they modify any of the drop downs, it becomes an official note
- \* Use different font and color for drop downs

density?  
 predator/prey relationships?

make sure npc uses vocab when describing this page  
 should the metric be the bar or just a number so players aren't just guessing  
 Would it be worth adding a limit to how many things can be built at once

## Reports Tab Open

Question 1: ....  
 My Answer:

Consistent with other researchers!

Question 2: ....  
 My Answer:

Inconsistent with other researchers

Question 3: How many trees are needed?  
 My Answer:

Consistent with other researchers!

Question 1: ....  
 My Answer:

Consistent with other researchers!

Question 2: ....  
 My Answer:

Consistent with other researchers!

Question 3: What is the goats preferred food  
 My Answer: **SpaceMaple**

Consistent with other researchers!

- \*The reports tab is purely for players to get feedback on how they did on the report
- \*They can change which level and enclosure they are looking at but can't edit anything else
- \*Should only show levels they have finished, not current level
- \*If they redo an enclosure it should show their answers from the most recent time they have finished that enclosure

## Scaffolding Variations

### Research Tab Open (Species): HIGH SCAFFOLDING

**Research What is Known**

Species Food Terrain

**CapraX Zeigrun: Target Specifications** +

**Edible Foods:** *Start typing here...*

**Preferred Foods:** *Start typing here...*

**Food Intake:** *Start typing here...*

**Needed Number of Water Tiles:** *Start typing here...*

**Water Composition:** *Start typing here...*

**Survivable Terrain:** *Start typing here...*

**Comfortable Terrain:** *Start typing here...*

**Traversable Terrain:** *Start typing here...*

**Prey To:** *Start typing here...*

**Predator To:** *Start typing here...*

**ARTICLE TITLE : Author** highlight +

Rescue teams found strange space goats, later named CapraX Zeigrun, in the middle and lower regions of the Pastillion Mountain Range, where the terrain was noted to be a combination of dirt and grass.

The middle and lower parts of the Pastillion Mountain Range supported few plant species, the most common being space maple trees, Candentis Acernis. Researchers noted that a single goat would consume anywhere from five to eight of the maple fruit a day. The fruit produced was observed to be approximately kiwi-sized.

Few other fauna were noted in the Pastillion Mountain Range; however, local slugs were often prey for roving CapraX Zeigrun.

Orthographic drawing for space goat enclosure requires 2,500 sq. ft. of space. 500 sq. ft. reserved for mimicking a freshwater lake as seen in the Pastillion Mountain Range.

Image

Medium Scaffolding: Goat, Cow, Spider

Some highlighting in the encyclopedia

### Research Tab Open (Species): LOW SCAFFOLDING

**Research What is Known**

Species Food Terrain

**COW: Target Specifications** +

**Food Needs:** *Start typing here...*

**Terrain Needs:** *Start typing here...*

**Water Needs:** *Start typing here...*

**Other Needs:** *Start typing here...*

**ARTICLE TITLE : Author** highlight +

Rescue teams found strange space goats, later named CapraX Zeigrun, in the middle and lower regions of the Pastillion Mountain Range, where the terrain was noted to be a combination of dirt and grass.

The middle and lower parts of the Pastillion Mountain Range supported few plant species, the most common being space maple trees, Candentis Acernis. Researchers noted that a single goat would consume anywhere from five to eight of the maple fruit a day. The fruit produced was observed to be approximately kiwi-sized.

Few other fauna were noted in the Pastillion Mountain Range; however, local slugs were often prey for roving CapraX Zeigrun.

Orthographic drawing for space goat enclosure requires 2,500 sq. ft. of space. 500 sq. ft. reserved for mimicking a freshwater lake as seen in the Pastillion Mountain Range.

Image

Low Scaffolding: Anteater, Slug, Momo

No highlighting in the encyclopedia

## Scaffolding Variations

### Research Tab Open (Food): MEDIUM SCAFFOLDING

The interface is titled "Research What is Known" and features a navigation sidebar on the left with buttons for Home, Research (highlighted), Observe, Concept, Test/Metrics, and Reports. At the top, there are tabs for Species, Food (highlighted), and Terrain. The main content is split into two columns. The left column, titled "BERRIES: Target Specifications", contains several text input fields with placeholder text: "Needed Number of Water Tiles: Start typing here...", "Water Composition: Start typing here...", "Needed Area: Start typing here...", "Root Radius: Start typing here...", "Survivable terrain types: Start typing here...", "Thriving terrain: Start typing here...", "Production Rates: Start typing here...", and "Eaten by which species: Start typing here...". The right column, titled "ARTICLE TITLE: Author", contains an article snippet with some text highlighted in purple: "Rescue teams found strange space goats, later named CapraX Zeigrun, in the middle and lower regions of the Pastillion Mountain Range, where the terrain was noted to be a combination of dirt and grass." Below the article is a placeholder box labeled "Image".

Medium Scaffolding: Space Maple, Berries, Mushroom

Some highlighting in the encyclopedia

### Research Tab Open (Food): LOW SCAFFOLDING

The interface is titled "Research What is Known" and features a navigation sidebar on the left with buttons for Home, Research (highlighted), Observe, Concept, Test/Metrics, and Reports. At the top, there are tabs for Species, Food (highlighted), and Terrain. The main content is split into two columns. The left column, titled "KELP: Target Specifications", contains three text input fields with placeholder text: "Terrain Needs: Start typing here...", "Water Needs: Start typing here...", and "Other Needs: Start typing here...". The right column, titled "ARTICLE TITLE: Author", contains an article snippet with no text highlighted: "Rescue teams found strange space goats, later named CapraX Zeigrun, in the middle and lower regions of the Pastillion Mountain Range, where the terrain was noted to be a combination of dirt and grass." Below the article is a placeholder box labeled "Image".

Low Scaffolding: Kelp, Ant Colony

No highlighting in the encyclopedia

# Scaffolding Variations

## Observations Tab Open: HIGH SCAFFOLDING

**Observe the Current Situation**

**LEVEL 2 ▼ ENCLOSURE 2 ▼**

Good for which species?: *Start typing here...*

What more does each species still need to meet target specifications?: *Start typing here...*

**Terrain**

Current situation: *Start typing here...*

Good for which species?: *Start typing here...*

What more does each species still need to meet target specifications?: *Start typing here...*

**Other**

What can each species access?: *Start typing here...*

What are available resources?: *Start typing here...*

Home

Research

**Observe**

Concept

Test/Metrics

Reports

*Game visible next to observation page*

Medium Scaffolding: Tutorial, Level 1, Level 2

## Observations Tab Open: LOW SCAFFOLDING

**Observe the Current Situation**

**LEVEL 4 ▼ ENCLOSURE 2 ▼**

**Food**

*Start typing here...*

**Water**

*Start typing here...*

**Terrain**

*Start typing here...*

**Other**

*Start typing here...*

Home

Research

**Observe**

Concept

Test/Metrics

Reports

*Game visible next to observation page*

Low Scaffolding: Level 3, Level 4, Level 5



# Scaffolding Variations

Concept Tab: NO CHANGE in scaffolding

Test/Metrics Tab Open: HIGH SCAFFOLDING

**Test and Record Key Metrics**

LEVEL 1 ▾ ENCLOSURE 2 ▾ +

[Goat]'s [Food Need] [Improved] when: *Start typing here...*

Does this meet target specifications?: *Start typing here...*

Related Notes: *Start typing here...*

[Space Maples]'s [Terrain Need] [deteriorated] when: *Start typing here...*

Does this meet target specifications?: *Start typing here...*

Related Notes: *Start typing here...*

[Choose food or species]'s [Choose Need] [choose improved or deteriorated] when: *Start typing here...*

Does this meet target specifications?: *Start typing here...*

Related Notes: *Start typing here...*

Home

Research

Observe

Concept

**Test/Metrics**

Reports

*Game visible next to observation page*

Low Scaffolding: Tutorial, Level 1, Level 2

Test/Metrics Tab Open: LOW SCAFFOLDING

**Test and Record Key Metrics**

LEVEL 3 ▾ ENCLOSURE 2 ▾ +

[Goat]'s [Food Need] [improved] when: *Start typing here...*

[Space Maples]'s [Terrain Need] [deteriorated] when: *Start typing here...*

[Choose food or species]'s [Choose Need] [choose improved or deteriorated] when: *Start typing here...*

*Start typing here...*

Home

Research

Observe

Concept

**Test/Metrics**

Reports

*Game visible next to observation page*

Low Scaffolding: Level 3, Level 4, Level 5

This adds a generic option for a text box that doesn't have a pre-existing sentence structure

Reports Tab: NO CHANGE in scaffolding