

## // BIG ANTHEM MOOD UX DESIGN

### Design Requirements:

- **Mood States** has a behind the scenes range (Sad to Happy) which affects Anther behavior, ability to interact in various activities.
  - Visual cue to denote impactful shift in mood
- **Emotional States** that should be clearly communicated in visual way:
  - Confused
  - Exhausted
  - Loving this
  - Learning Progress
  - Max Learning
  - Failed Trick
- **Active States** that should be clearly communicated in visual way:
  - I Hear You (Anther is listening)
  - Busy/Distracted
  - Hungry
  - Play with Me (Fetch)
  - Pet Me

### UX Goals:

- **Ensure emotion/mood/active cues do not overlap each other**
- **Ensure cues have some sort of call to action (i.e. don't tell the user their Anther is "x" if there is nothing can do about it)**
- **Ensure cues are second behind actual Anther behavior, animation**

### UX Risks:

- It becomes too much about reading UI, instead of reading the creature and environment impacting immersion and connection
- User will want the ability to see current mood of Anther at anytime
- How to explain to user when Anther will be ready to learn new tricks again

## Understanding Core Systems:

- **Mood**
  - Visual Cue to denote up and down change between major mood states
    - **UI Asset: Up Arrow**
    - **UI Asset: Down Arrow**
  - Visual Cue to denote major mood state
    - **UI Asset: Sad (Low)**
    - **UI Asset: Super Happy (Highest)**
    - **UI Asset: Happy (Mid)**
  - Can users see their Anther's current mood at any time?
- **Emotional States: Feedback (In response to user action)**
  - Global:
    - **UI Asset: Exhausted (Tired of doing the same thing over and over)**
    - **UI Asset: Loving This**
    - **UI Asset: No More**
  - During Trick Loop:
    - **UI Asset: Confused**
    - **UI Asset: Learning Progress**
    - **UI Asset: Max Learning (Trick Mastery)**
    - **UI Asset: Failed Trick**
    - **UI Asset: Too Tired to Learn Unmastered Trick**
      - Exhausted then suggest mastered trick, if no trick mastered, suggest another activity
- **Active States:**
  - Global:
    - **UI Asset: Listening**
      - Must work with other mood, emotional, active states
    - **UI Asset: Busy/Distracted**
      - Blocks all other mood, emotion, active states from appearing
  - Actionable
    - **UI Asset: Hungry**
    - **UI Asset: Play with Me**
    - **UI Asset: Pet Me**

### Understanding UI Display Systems:

- **Mood**
- **Energy**
- **Anther**
  - **Global**
  - **Positional (Listening)**