

// BIG ANOTHER TRICK GUIDE, FEEDFORWARD, FEEDBACK SYSTEMS

Design Requirements:

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UX Goals:

- Keep as much in context as possible, avoiding systems that require user to switch context during trick training
- Use visual cues to hint and encourage discovery, (i.e. teach one direction, let users discover other direction)
- Textual Direction should be a last resort [see overall UX/UI System Spec]

UX Best Practices:

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UX Risks:

- Showing Feedback in a clear and digestible order within context.
- Ensuring user understands available interactions at all times.

Understanding Core Systems:

- **Guide:** This is an adaptive visual representation of the entire trick matrix, used for teaching, and recall.
- **Feed Forward:** This is an adaptive visual cue system used to help users understand their options, before engaging with gesture system
- **Feed Back:** This is an adaptive cue system used to help users understand their current, and post gesture performance
- **Gesture:** This is the cue system used to help users track gestures in real time. [taken from previous design doc]

Guide System:

Goals:

- Adaptive teaching based on user expertise per gesture (gestures and reward)
- Ensures user understands “location, direction, and resulting action”
- Integrates with Feed Forward, Feedback and UI Hint Systems
- Can be mimicked within environment to encourage recall outside of activity

Global States:

- First Time Doing Any Trick
 - Focus on How to Engage
 - Focus on Gesture
 - Focus on Reward
- First Time Doing Unlocked Trick
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- Second Time Doing Trick
- Third+ Time Doing Trick
- New Trick Unlocked

UI Components:

- **Start Node**
- **Directional Arrow**
- **Human Hand**

Feed Forward System:

Goals:

- At a glance shows all possible gestures, and their states
- Shows preview of trick, gesture is tied to
- Shows visual cues for how to engage

Global States:

- Off
- Training
- Idle
- Focused Idle
- Selected Idle
- Preview

Global Trick States:

- Available
- Locked
- New

Trick Sub States:

- Proficiency
 - None
 - Good
 - Maxed

UI Components:

- Trick Matrix
- Interaction Cues
 - Cycle thru gestures and available states
 - Select Gesture
 - Preview outcome of successful gesture
 - Enable Training of selected trick
- Trick Preview

Feed Back System:

Goals:

- Gives user concurrent feedback as they attempt gesture
- Gives user terminal feedback after they attempt gesture
- Shows visual cues for how to max engagement post completed gesture
- Works with “pet” reactions

Global States:

- **Concurrent**
 - **Visual Cue System**
 - **Haptic Cue System**
 - **Audio Cue System**
- **Terminal**
 - **Gesture**
 - **Perfect**
 - **Completed**
 - **Completed Locked**
 - **Invalid**
 - **Anther**
 - **Perfect**
 - **Completed**
 - **Confused**
 - **New Gesture Unlocked**
 - **Bonus**
 - **Reward Anther**

UI Components:

- **Start Node**
- **Directional Arrow**
- **Human Hand**
- **Gaze Direction Cue**

Gesture

Trick/Training Gesture Trail Interaction States

- **Neutral:** User is in trick mode, attempting to start a trick, has not started a valid gesture yet
- **Invalid:** User is attempting trick but not in trick mode, or trying to use two hands, etc.
- **Trainer:** Example of Trail User should attempt to follow
- **In Progress:** User has started a valid gesture path
 - **Good:** Going well
 - **Poor:** Needs Improvement
 - **Bad:** User has gone off valid gesture path, and must correct or will lead to Fail
- **Complete**
 - **Good:** Gesture completed at high level of proficiency
 - **Poor:** Gesture completed at low level of proficiency
 - **Fail:** Gesture attempt failed, user must restart.

Feedback Flow ??