

Big Anther Training UI/UX Spec

UX Concerns:

- How to get the Anther's attention?
- Anther's default stance?
- How close must Anther be to begin training?

Goals:

- Works within global UI framework [LINK]
- Mirrors well known animal training techniques to increase intuition of activity

Trick Training Philosophy:

Positive Reinforcement: Good behaviors get rewarded, but bad or unwanted behaviors simply go ignored.

- **Lure – Reward Training Loop [Based on Real World Training Technique]**
 - When first teaching a trick, user must use a **lure**
 - Once trick is completed for the first time, user must **reward**
 - Trick is now unlocked, proficiency can be earned
 - New Trick(s) to train available
 - Subsequent trick requests can now happen without lure, or reward post 1st time completion [**Recall**]

INTENT: *To continue to encourage positive reinforcement, the first time a trick is learned users must complete the entire loop. The first time a trick is learned should trigger a very special vfx moment, further reinforcing the loop. This will encourage users to always reward during future trick completions. We can also introduce different ways to reward during this loop.*

- **Recall**
 - Trick Request once Anther has “learned” trick being requested
 - Doing trick without lure increases proficiency score faster
 - Doing trick with reward post completion increases proficiency score faster
- **Shaping [Based on Real World Training Technique]**
 - Simple Tricks add up to more complex ones
 - Teaching Anther to lie down unlocks ability to teach Anther to roll over.
- **Proficiency**
 - Trick must be learned to unlock this

The Lure:

Real World Training: This is usually an object, or treat held by a trainer that is used to grab the animal's attention and keep it during initial training. Once the animal has learned the trick, lures are slowly managed out and replaced with pure gestures and/or voice.

Benefits For Big Anther:

- Helps the user get the Anther's attention for training
- Helps Anther brain know it's time for training
- Helps teach the user as they teach the Anther
 - Holding Lure During Training gives the user a "cheat sheet" for training
 - Gesture is projected in world, so user can match easily
- Can act as Trick book reference once multiple tricks are taught
- Handles the "Headset handoff" scenario

Interaction:

- **User Holds Lure in one hand**
 - **Shake:** Makes a unique sound that makes the Anther come to the user, pay attention, at correct distance for training.
 - **Look at Lure:** spawns menu system for trick selection, reviewing learned tricks
 - **Hold Lure Out Toward Anther:**
 - If user selected a trick from lure trick menu, that is projected
 - Next Trick Available To Learn gesture is projected in world
 - If no new trick is available to learn, last attempted trick is used
 - **Gesture While Holding Lure :** [same as when not holding lure, user will point when no lure is in hand]

Potential Lures:

Note: Lures often become "rewards".

- Golden Apples or some type of food item, that makes noise when "shaken"
 - Potentially the gesture outline the user is to copy is made up the "smells" coming from object
- Object tied to Anther lore

Trick/Training Gesture Trail Interaction States

- **Neutral:** User is in trick mode, attempting to start a trick, has not started a valid gesture yet
- **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.

Potential Rewards:

Note:

Food Items that are used as rewards are usually different from routine feeding items

Having various ways for users to reward during training helps build attachment

- Thumbs Up Gesture [Used in Real World Training]
- Petting [Used in Real World Training]
- Edible Treats [Used in Real World Training]
- Lure Itself [Used in Real World Training]
- Toy

Understanding Core Flows

Understanding Metaphors

2 nodes