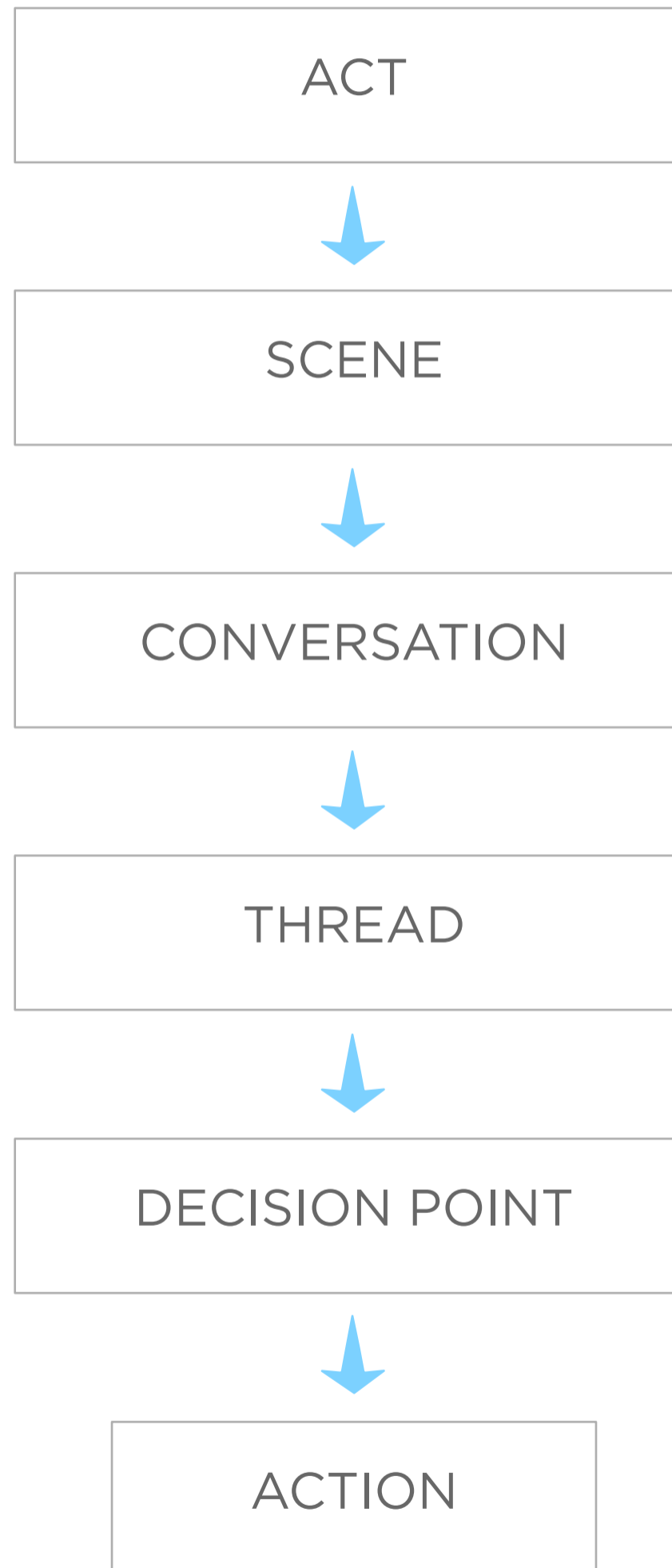


SECTION HIERARCHY





SECTION HIERARCHY

Act: Acts are organizational devices that group major areas of the sim's storyline together. Acts are the parent element of Scenes.

Conversation (Convo): Each scene is comprised of potentially any number of conversations. For example, while visiting the factory for the first time, the player character may have a conversation with the foreman on the factory floor, then have a conversation with some equipment workers in the break room, and then another conversation with the production manager in the observation room. Each of these would be a distinct conversation in the same scene, as long as the sim doesn't have to reload a new environment for any of these. All characters must be specified at the conversation level. Conversations can be viewed as collections of Decision Points or in Decision Path mode.

Decision Path mode is an intuitive way of viewing interconnected Decision Points and easily creating the conditional logic between them. In Decision Path mode, users will be able to create internal goals and outcomes and define the milestones that collectively satisfy them.

ACT



SCENE



CONVERSATION



THREAD



DECISION POINT



ACTION

Scene: A scene takes place in a specified environment and at a predetermined slot in a chronological order of events. Once the environment changes, so too does the scene. (Environment here means the world that is currently loaded.) Because of this, environments must be specified at the scene level. Characters can return to the same environment later in the sim (such as a factory), but it would be a different scene. If each floor of the factory is a distinct world that has to be loaded, then a new scene would need to be created each time the character moves between floors. If all floors of the factory are built into one world which is loaded at once, then everything that transpires (but doesn't have to) can be encapsulated in one scene.

Thread: Threads are organizational devices used to group different areas or paths of a conversation. Threads should not be confused with "topics" which are a separate organizational device. Threads are more flexible than topics in terms of their grouping capacity; every DP can belong to a thread, whereas not every DP can belong to a topic.



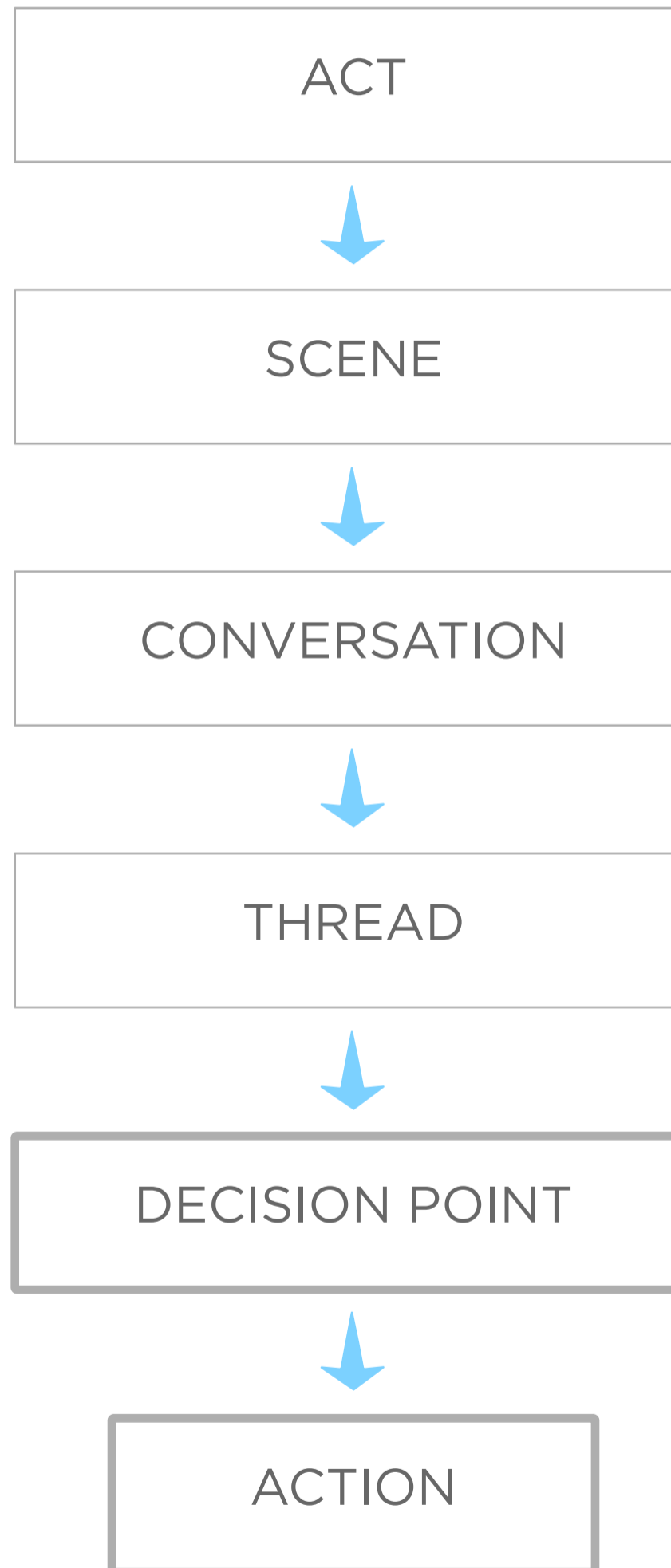
SECTION HIERARCHY

Decision Point (DP, or sometimes, event):
DPs are snapshots in time. Exactly when in time is up to you, but it can only happen once (hence, event). Imagine you're at a party and you want to introduce yourself to someone. You can introduce yourself upon your arrival, just before you leave, or any time in-between. However, you can only introduce yourself once. That event, and how (not when) you go about doing it, is captured as a Decision Point.

DPs are really "super-nodes" in that they can accommodate multiple conditional inputs, and allow for multiple auto-selected action paths through the node. These paths are called Dynamic Response Logic (DRL) trees. A simple example might be the player character saying "Hello" to an NPC they've interacted with before. If the player had ingratiated himself to the NPC in the earlier interaction, the NPC's response would be positive. If the player had annoyed the NPC earlier, the response would be negative.

An example of a DP with multiple inputs might be that the player character (you) heard a rumor from an NPC that the character they are interacting with was shopping around for a promotion at other companies. So, given that that information had been revealed to you, a DP where you're asking the NPC about his job might include an action option that touches on the subject of him shopping around. Had you not received that information, that action would not have been flagged to on.

Without the ability provided by DPs to capture multiple inputs and use conditional DRL trees to direct non-interactive dialog, authors would have to create individual nodes for each possible input and output combination, which is both tedious and time-consuming. Once a DP has been activated, it is closed. It cannot be suspended or restored.



Action: Actions drive the player's progress through the simulation. Actions (embedded in DPs) contain hooks into the UI which populate the decision menu. When an action is selected (upon completion of the action), any rules attached to the action will be fired, which modifies variables and creates a new set of conditions to be parsed by whichever DPs are alerted.

Actions are where the sim author determines what characters do, what they say, where they move to, how they move there, who or what they look at, what direction they're facing, what their facial expressions are, what objects they interact with. Actions are the screenplay and stage direction all rolled into one intuitive timeline.

Each action contains a timeline for every character in the conversation (player character at the top, then primary characters, then secondary characters). All characters are on one synchronized timeline. In addition to creating rules attached to the action, the author has two primary tools available for every character, a dialog tool, and an animations tool. There is also a timeline for motion graphics, which includes prefab elements such as text boxes, survey tools, arrows, etc..., and the ability to upload motion graphics movie files or to launch interactive exercises in an external HTML window.



LANDING PAGE OVERVIEW

1.0 MENU BAR (INACTIVE UNTIL USER IS IN A SIMULATION)

1.1 Finder - The user will use the drop down window to navigate around the various sections of the simulation.

1.2 Breadcrumb (not shown) - Once a user is in a simulation, the breadcrumb will display their current path.

1.3 Pin - The user will be able to pin (favorite) their current path, which can be accessed in the Sim Dashboard.

1.4 Dashboard - The simulation dashboard will provide quick access to various sections within the simulation as well as top level information regarding the sim.

1.5 Settings - The user will be able to tweak various settings pertaining to the creation of simulations.

1.6 Search - The user will be able to search for any part of their simulation.

2.0 EXISTING/CREATE SIMULATION

2.1 Existing Simulations - Simulations that have already been created will be displayed here (Sim Title, Sim ID, # of Acts and Scenes present in Sim).

2.2 Create Simulation - The user can create a simulation by filling out the required fields (Sim Title, Sim ID, # of Acts). The user may click on the '?' next to the Acts drop down if they are in need of extra information.

2.3 Step indicator

2.4 Create Button - Inactive until required fields have values.



CREATE SIMULATION

- 1.0 No. of Acts - This is a drop down that upon selection, will generate fields below it. Here the user has selected the value of '3', therefore 3 fields have been generated. The drop down value will have a maximum of 5 on this screen.
- 2.0 Act Titles - These fields are generated once a value is selected from the Act drop down. These are the titles of the acts that will be present in the simulation. The user will be able to edit and/or add more acts within the system.
- 3.0 Once all required fields have values, the 'Create' button will become active.

Finder ▼

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🔍

Step 1 of 2

EXISTING SIMULATIONS

- [Verizon Simulation](#)
ID: A003; Acts: 2; Scenes: 9
- [Otsuka: Baby Mix](#)
ID: A04; Acts: 1; Scenes: 5
- [FDNY: Fire Rescue Sim](#)
ID: FD02; Acts: 2; Scenes: 8
- [Making a Sale in a Competitive Env.](#)
ID: B1A; Acts: 3; Scenes: 12
- [Making Critical Decisions as a CEO](#)
ID: C001; Acts: 1; Scenes: 5
- [The Road to Success: Career Goals](#)
ID: INT01; Acts: 2; Scenes: 7

CREATE SIMULATION

Simulation Title

Simulation ID

1.0 No. of Acts ?
 ▼

2.0 Act Titles

1.

2.

3.

3.0

CHARACTER SELECTION

- 1.0 System Characters - Now that the Simulation has been created, the user may use this additional step to add any amount of characters to their simulation. Whenever characters are created or imported they will be saved to the system pool. Meaning, that the user will be able to access characters from previous simulations and use them for their current project.
- 2.0 Character Filters (Specific filters TBD)
- 3.0 Characters - Character Headshot, Name, Gender, Age, and Height and Weight.
- 4.0 Simulation Characters - These characters will appear in your simulation.
- 5.0 Step Indicator
- 6.0 Skip (Active) - The user may skip this step.
- 7.0 Finish (Inactive) - Finish will only become active if characters have been added.
- 8.0 CS Copy - This text will explain to the user that this step is optional and that they will be able to access this functionality elsewhere within the system.

Finder ▾

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🔍

5.0
Step 2 of 2

1.0

SYSTEM CHARACTERS

2.0 All | [Male](#) | [Female](#) | [>40](#)

3.0 **Character Name**
 Male; Age: 22
 Height: 5' 10"; Weight: 160 lbs

Character Name
 Female; Age: 24
 Height: 5' 10"; Weight: 160 lbs

Character Name
 Male; Age: 24
 Height: 5' 10"; Weight: 160 lbs

Character Name
 Male; Age: 25
 Height: 5' 10"; Weight: 160 lbs

Character Name
 Female; Age: 25
 Height: 5' 10"; Weight: 160 lbs

Character Name
 Female; Age: 26
 Height: 5' 10"; Weight: 160 lbs

4.0

SIMULATION CHARACTERS

These characters will appear in your simulation

6.0

SKIP

FINISH

8.0 Character selection is optional. You will be able to add and edit characters through your simulation dashboard, Character Editor, and 'Conversation' section.

ADD CHARACTER

1.0 Add to Sim - A mouseover will display a 'Add to Sim' button that upon selection will add the character to the simulation.

Finder ▾

Step 2 of 2

SYSTEM CHARACTERS

All | [Male](#) | [Female](#) | [>40](#)

Character Name

Male; Age: 22

Hight: 5' 10"; Weight: 160 lbs

Character Name

Female; Age: 24

Hight: 5' 10"; Weight: 160 l

Character Name

Male; Age: 24

Hight: 5' 10"; Weight: 160 lbs

Character Name

Male; Age: 25

Hight: 5' 10"; Weight: 160 lbs

Character Name

Female; Age: 25

Hight: 5' 10"; Weight: 160 lbs

Character Name

Female; Age: 26

Hight: 5' 10"; Weight: 160 lbs

SIMULATION CHARACTERS

These characters will appear in your simulation

SKIP

FINISH

Character selection is optional. You will be able to add and edit characters through your simulation dashboard, Character Editor, and 'Conversation' section.

CHARACTER ADDED

- 1.0 The selected Sim has been successfully added to the Simulation.
- 2.0 Finish (Active) - The button has become active since character(s) have been successfully added to the simulation.

Finder ▾

Step 2 of 2

SYSTEM CHARACTERS

All | [Male](#) | [Female](#) | [>40](#)

Character Name
Male; Age: 22
Hight: 5' 10"; Weight: 160 lbs

Character Name
Female; Age: 24
Hight: 5' 10"; Weight: 160 lbs

Character Name
Male; Age: 24
Hight: 5' 10"; Weight: 160 lbs

Character Name
Male; Age: 25
Hight: 5' 10"; Weight: 160 lbs

Character Name
Female; Age: 25
Hight: 5' 10"; Weight: 160 lbs

Character Name
Female; Age: 26
Hight: 5' 10"; Weight: 160 lbs

SIMULATION CHARACTERS

These characters will appear in your simulation

1.0

Character Name
Female; Age: 24
Hight: 5' 10"; Weight: 160 lbs

2.0

SKIP

FINISH

Character selection is optional. You will be able to add and edit characters through your simulation dashboard, Character Editor, and 'Conversation' section.

SIMULATION CHARACTERS

1.0 The user may add as many characters as desired. Both the System and Simulation character pools will have scroll bars to accommodate a long character listing.

Finder ▼

Step 2 of 2

SYSTEM CHARACTERS

All | [Male](#) | [Female](#) | [>40](#)

Character Name
Male; Age: 22
Hight: 5' 10"; Weight: 160 lbs

Character Name
Male; Age: 24
Hight: 5' 10"; Weight: 160 lbs

Character Name
Male; Age: 25
Hight: 5' 10"; Weight: 160 lbs

Character Name
Female; Age: 25
Hight: 5' 10"; Weight: 160 lbs

Character Name
Female; Age: 26
Hight: 5' 10"; Weight: 160 lbs

Character Name
Female; Age: 27
Hight: 5' 10"; Weight: 160 lbs

SIMULATION CHARACTERS

These characters will appear in your simulation

Character Name
Female; Age: 24
Hight: 5' 10"; Weight: 160 lbs

Character Name
Male; Age: 24
Hight: 5' 10"; Weight: 160 lbs

Character Name
Male; Age: 25
Hight: 5' 10"; Weight: 160 lbs

Character Name
Female; Age: 25
Hight: 5' 10"; Weight: 160 lbs

Character Name
Female; Age: 26
Hight: 5' 10"; Weight: 160 lbs

Character Name
Female; Age: 27

SKIP
FINISH

Character selection is optional. You will be able to add and edit characters through your simulation dashboard, Character Editor, and 'Conversation' section.

System Architecture: Damon Tabb | Wireframe: Adam Sadowski | UX: Adam/Damon

REMOVE CHARACTER







1.0 Remove - A user may remove a character the same way that they added one. A mouseover on the Simulation side will display a 'Remove' button.

Finder ▼ 🔍 ⌘ ⚙️

Step 2 of 2







SYSTEM CHARACTERS

All | [Male](#) | [Female](#) | [>40](#)

-  Character Name
Male; Age: 22
Hight: 5' 10"; Weight: 160 lbs
-  Character Name
Male; Age: 24
Hight: 5' 10"; Weight: 160 lbs
-  Character Name
Male; Age: 25
Hight: 5' 10"; Weight: 160 lbs
-  Character Name
Female; Age: 25
Hight: 5' 10"; Weight: 160 lbs
-  Character Name
Female; Age: 26
Hight: 5' 10"; Weight: 160 lbs
-  Character Name
Female; Age: 27
Hight: 5' 10"; Weight: 160 lbs

SIMULATION CHARACTERS

These characters will appear in your simulation

-  Character Name
Female; Age: 24
Hight: 5' 10"; Weight: 160 lbs
-  Character Name
Male; Age: 24
Hight: 5' 10"; Weight: 160 lbs
-  Character Name
Male; Age: 25
Hight: 5' 10"; Weight: 160 lbs
-  Character Name
Female; Age: 25
Hight: 5' 10"; Weight: 160 lb REMOVE
-  Character Name
Female; Age: 26
Hight: 5' 10"; Weight: 160 lbs
-  Character Name
Female; Age: 27

SKIP FINISH

Character selection is optional. You will be able to add and edit characters through your simulation dashboard, Character Editor, and 'Conversation' section.

1.0

FINISH

1.0 Once the user is ready they may press 'Finish' to begin building out the simulation.

NOTE: The next page will be where the user begins to flesh out the simulation. The user will be taken the Act Hub page regardless if they 'Skipped' or 'Finished' the character selection step.

Finder ▾

Step 2 of 2

SYSTEM CHARACTERS

All | [Male](#) | [Female](#) | [>40](#)

- Character Name
Male; Age: 22
Hight: 5' 10"; Weight: 160 lbs
- Character Name
Male; Age: 24
Hight: 5' 10"; Weight: 160 lbs
- Character Name
Male; Age: 25
Hight: 5' 10"; Weight: 160 lbs
- Character Name
Female; Age: 25
Hight: 5' 10"; Weight: 160 lbs
- Character Name
Female; Age: 26
Hight: 5' 10"; Weight: 160 lbs
- Character Name
Female; Age: 27
Hight: 5' 10"; Weight: 160 lbs

SIMULATION CHARACTERS

These characters will appear in your simulation

- Character Name
Female; Age: 24
Hight: 5' 10"; Weight: 160 lbs
- Character Name
Male; Age: 24
Hight: 5' 10"; Weight: 160 lbs
- Character Name
Male; Age: 25
Hight: 5' 10"; Weight: 160 lbs
- Character Name
Female; Age: 25
Hight: 5' 10"; Weight: 160 lbs
- Character Name
Female; Age: 26
Hight: 5' 10"; Weight: 160 lbs
- Character Name
Female; Age: 27

SKIP

FINISH

Character selection is optional. You will be able to add and edit characters through your simulation dashboard, Character Editor, and 'Conversation' section.

ACT HUB

1.0 MENU BAR (ACTIVE)

Menu Bar items are now active and available to use.

1.1 Breadcrumb - The breadcrumb will now begin displaying the user's path. Note that breadcrumbs will always display the generic title of the section and number as well as the system ID, and NOT the full title (Correct: Act 1 (1), Incorrect: Act 1: The Family Business). Mousing over the breadcrumb will display its full Title (further explanation will be provided in a different part of the wireframe). The system ID in parenthesis represents the backend ID.

2.0 ACT SECTION HEADER

2.1 Acts - The Acts that the user created in the opening screen will be presented here. As with the breadcrumb, only generic titles will be displayed on a tab. The user may hit the '+' to create additional Acts.

2.2 Act Title (read only state) - The user may edit this title at any time.

2.3 Description - The user may provide notes for what this section entails.

2.4 Creates a 'Rule' for this Act

2.5 Click to view current rules (#of Rules)

2.6 Delete Section - Click to delete section

2.7 Save - The user will have to save any changes to the title/description.

2.8 Scenes - The user will define the amount of scenes in this act. To do so, they must press on the '+' button.

The wireframe shows a web application interface for editing simulation acts. At the top is a menu bar (1.0) containing a 'Finder' dropdown (1.1), a search bar, and utility icons. Below the menu bar is the 'ACTS' section (2.0), which features a breadcrumb trail (2.1) with tabs for 'Act 1', 'Act 2', and 'Act 3', followed by a '+' button. The main content area (2.2) displays the title 'Act 1: The Family Business' with an 'edit' link, and a 'Description' field (2.3). On the right side of the content area, there are three links: 'Create Rule' (2.4), 'View Rules (0)' (2.5), and 'Delete Section' (2.6). A 'SAVE' button (2.7) is located at the bottom right of the content area. Below the content area is a 'SCENES' section (2.8) with a '+' button.

ACT DESCRIPTION

1.0 Description - Once a user describes the Act and presses 'Save', the description will become read only. Pressing 'Edit' will revert the description to its previous state of being an open text field. The user may also collapse the description by pressing 'less'.

Finder ▼ Act 1 (1)

ACTS

Act 1

Act 2

Act 3

+

Act 1: The Family Business [edit](#)
[Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

1.0

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit. [less ▲](#)

SCENES

+





1.0

1.0


System Architecture: Damon Tabb | Wireframe: Adam Sadowski | UX: Adam/Damon

COLLAPSED DESCRIPTION

1.0 The user has collapsed the description. To expand, the user will have to select 'more'.

Finder ▾ Act 1 (1)    

ACTS

Act 1 Act 2 Act 3 

Act 1: The Family Business [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

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SCENES

1.0




NEW ACT

1.0 The user may create a new Act at any time by pressing "+".

Finder ▾ Act 1 (1)    

ACTS

Act 1 Act 2 Act 3  1.0

Act 1: The Family Business [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

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SCENES

NEW ACT CONT.

1.0 Once the user names the act and gives it a description, they must press 'Save'.

2.0 The value in the parenthesis is the System ID (SID). It displays 4 because this is the 4th Act in the system. The SID will be displayed for all sections within the breadcrumb. This is because each section's sub-section will be numbered from 1 onward.

For example: If the author creates the very first Act in the system, the GID will be 1 and the SID will be 1. "Act 1 (1)"

Now if the author creates 3 Scenes within Act 1, those scenes will be numbered 1, 2, and 3 respectively. If they are the first scenes in the system, their SID will also be 1, 2, and 3 respectively.

Now let's say the author creates Act 2 (2) and adds 2 scenes to it. The Scenes in Act 2 will again be numbered 1 and 2 respectively, but their SID's will be (4) and (5).

<u>Act 1</u>	<u>Act 2</u>
Scene 1 (1)	Scene 1 (4)
Scene 2 (2)	Scene 2 (5)
Scene 3 (3)	

Finder ▾ Act 4 (4) 2.0

ACTS

Act 1

Act 2

Act 3

Act 4

+

[Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

1.0

1.0

SAVE

SCENES +



SAVE NEW ACT

1.0 The user may create a new Act at any time by pressing "+".

Finder Act 4 (4)

ACTS

Act 1

Act 2

Act 3

Act 4

+

[Create Rule](#) |
 [View Rules \(0\)](#) |
 [Delete Section](#)

Description

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit.

SAVE

SCENES +




1.0


System Architecture: Damon Tabb | Wireframe: Adam Sadowski | UX: Adam/Damon

DELETE SECTION

1.0 The user may delete a section at any time by pressing 'Delete Section'.

Finder ▾ Act 4 (4)



ACTS

Act 1

Act 2

Act 3

Act 4

+

[Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Act 4: The Finale [edit](#)

Description [edit](#)

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SCENES +

System Architecture: Damon Tabb | Wireframe: Adam Sadowski | UX: Adam/Damon

DELETE CONFIRMATION





1.0 Confirmation - Because Acts are the highest section in the simulation editor, deleting an Act will delete all other sections below it. Therefore, a confirmation is necessary as well as some helpful tips regarding Act management. For example, it may be more beneficial for a user rename/edit an existing Act to a new one rather than deleting and starting from scratch.

The screenshot shows the 'Simulation Editor' interface. At the top, there's a 'Finder' dropdown set to 'Act 4 (4)'. Below it, the 'ACTS' section is visible, with tabs for 'Act 1', 'Act 2', 'Act 3', and 'Act 4'. The 'Act 4' tab is active, showing the title 'Act 4: The Finale' and a description. A 'DELETE ACT' dialog box is overlaid on the screen, asking for confirmation to delete 'Act 4: The Finale'. The dialog includes a tip: 'TIP: It may be easier to rename and edit a section rather than delete it entirely.' There are 'CANCEL' and 'DELETE' buttons at the bottom of the dialog. A mouse cursor is pointing at the 'DELETE' button, and a small '1.0' version indicator is visible near the cursor.




CREATE SCENES

1.0 Scenes - To create Scenes the user must press the '+' button.

Finder Act 1 (1)    Search 

ACTS



Act 1 Act 2 Act 3 

Act 1: The Family Business [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit. [less ▲](#)

SCENES

CREATE SCENES CONT.

1.0 Once the user has pressed the '+' button, it will display a numerical text field and a 'Create' button.

Finder ▾ Act 1 (1)

ACTS

Act 1

Act 2

Act 3

+

Act 1: The Family Business [edit](#)
[Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

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SCENES





1.0

CREATE




CREATE SCENES CONT. II

1.0 Pressing 'Create' will generate 4 Scenes.

Finder Act 1 (1)    Search 

ACTS

Act 1 Act 2 Act 3 

Act 1: The Family Business [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

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SCENES [CREATE](#)

1.0



SCENE TITLES

1.0 Scene Titles - The user will input the Scene Titles the same way in which they did with the Act titles. Once completed, the user will have to press 'Save'.

Finder Act 1 (1)

ACTS

Act 1

Act 2

Act 3

+

Act 1: The Family Business [edit](#)

Description [edit](#)

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[Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

SCENES +

Scene Titles

1.

2.

3.

4.

SAVE

1.0

System Architecture: Damon Tabb | Wireframe: Adam Sadowski | UX: Adam/Damon



SCENE TITLES CONT.

1.0 The user has input titles for each Scene and may now 'Save'

Finder ▼ Act 1 (1)

Search
🔍

ACTS

Act 1

Act 2

Act 3

+

Act 1: The Family Business [edit](#)
[Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

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SCENES +

Scene Titles

1.
2.
3.
4.

SAVE

1.0



SCENE TITLES

1.0 The Scene Titles are now in a read only state. The user may rearrange the Scenes as they see fit by click and holding onto the handle to the left of a Scene. Pressing 'edit' will take the user to the Scene section where they can begin to add details to that specific Scene.

NOTE: The system will automatically add the 'Scene #:' prefix to the title that the user gave.

Finder ▾ Act 1 (1)

ACTS

Act 1

Act 2

Act 3

+

Act 1: The Family Business [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

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SCENES +

<div style="display: flex; align-items: center;"> ⋮ Scene 1: The Suits edit </div>
<div style="display: flex; align-items: center;"> ⋮ Scene 2: Running the Numbers edit </div>
<div style="display: flex; align-items: center;"> ⋮ Scene 3: A Second Chance edit </div>
<div style="display: flex; align-items: center;"> ⋮ Scene 4: Sales It Ain't So edit </div>

1.0

1.0

MOVE SCENE

1.0 To rearrange a Scene, the user must simply click on the Scene's handle and drag it to the desired position.

Finder ▼ Act 1 (1)

ACTS

Act 1

Act 2

Act 3

+

Act 1: The Family Business [edit](#)
[Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

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SCENES +

☰ Scene 1: The Suits	edit
☰ Scene 2: Running the Numbers	edit
☰ Scene 3: A Second Chance	edit
☰ Scene 4: Sales It Ain't So	edit

1.0

System Architecture: Damon Tabb | Wireframe: Adam Sadowski | UX: Adam/Damon

MOVE SCENE CONT.

1.0 The user is moving Scene 4 above Scene 3.

Finder Act 1 (1) Search

ACTS

Act 1 Act 2 Act 3

Act 1: The Family Business [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

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SCENES

Scene 1: The Suits edit
Scene 2: Running the Numbers edit
Scene 4: Sales It Ain't So edit
Scene 3: A Second Chance edit



MOVE SCENE COMPLETE

1.0 The user has successfully moved Scene 4 to the place of Scene 3. The system will automatically adjust the Scene #: prefix accordingly.

2.0 To progress to the next section, the user will have to press 'edit' on a desired Scene.

Finder ▼ Act 1 (1)

ACTS

Act 1

Act 2

Act 3

+

Act 1: The Family Business [edit](#)
[Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

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SCENES +

Scene 1: The Suits	edit
Scene 2: Running the Numbers	edit
Scene 3: Sales It Ain't So	edit
Scene 4: A Second Chance	edit

1.0

2.0

System Architecture: Damon Tabb | Wireframe: Adam Sadowski | UX: Adam/Damon

SCENE HUB

MENU BAR

- 1.0 Breadcrumb - The breadcrumb has updated the path of the user to accommodate for the Scene section. Scene # (SID)
- 2.0 SCENE SECTION HEADER
- 2.1 Scenes - The Scenes that the user created in the Act section will be presented here. The user may hit the '+' to create additional Scenes.
- 2.2 Scene Title (read only state) - The user may edit this title at any time.
- 2.3 Description - The user may provide notes for what this section entails.
- 2.4 Select Environment - Each Scene will have one environment. This link will launch a pop up where the user can view, select, and ultimately edit an environment.
- 2.5 Creates a 'Rule' for this Act
- 2.6 Click to view current rules (#of Rules)
- 2.7 Delete Section - Click to delete section
- 2.8 Save - The user will have to save any changes to the title/description.
- 2.9 Conversations - The user will define the amount of conversations in this Scene. To do so, they must press on the '+' button.

The wireframe shows a web interface for editing scenes. At the top is a breadcrumb path: 'Finder > Act 1(1) > Scene 1 (1)'. Below this is a 'SCENES' section with a horizontal list of tabs: 'Scene 1', 'Scene 2', 'Scene 3', 'Scene 4', and a '+' button. The 'Scene 1' tab is active. Below the tabs is the scene title 'Scene 1: The Suits' with an 'edit' link. To the right of the title are four links: 'Select Environment', 'Create Rule', 'View Rules (0)', and 'Delete Section'. Below the title is a large text area for the 'Description'. At the bottom right of the description area is a 'SAVE' button. Below the description is a 'CONVERSATIONS' section with a '+' button. The interface also includes a search bar and utility icons in the top right corner.



ADD ENVIRONMENT

1.0 Clicking on 'Select Environment' will display a pop up where the user can view, select, and ultimately edit an environment.

Finder ▼ Act 1(1) > Scene 1 (1)

Search 🔍

SCENES

Scene 1

Scene 2

Scene 3

Scene 4

+

Scene 1: The Suits [edit](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque eu ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit. [less ▲](#)

[Select Environment](#) | [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

CONVERSATIONS

System Architecture: Damon Tabb | Wireframe: Adam Sadowski | UX: Adam/Damon

SCENE ENVIRONMENT

- 1.0 System Environments (# of ENV's in system)
- 2.0 Environment Filters (Final Filters TBD)
- 3.0 Environment - Image, ENV Title, Size, # of Waypoints, # of Floors, # of Rooms

Finder ▾ Act 1(1) > Scene 1(1)

SCENES

Scene 1
Scene 2
Scene 3
Scene 4
+

Scene 1: The

Description [edit](#)

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CONVERSA

SCENE ENVIRONMENT

1.0

2.0

3.0

SYSTEM ENVIRONMENTS (22)

All | [Medical](#) | [Office](#) | [Education](#)

- Hospital 1
Small | 14 Waypoints
2 Floors | 15 Rooms
- Hospital 2
Large | 31 Waypoints
5 Floors | 27 Rooms
- Office Building 1
Medium | 22 Waypoints
3 Floors | 17 Rooms
- Office Building 2
Medium | 19 Waypoints
4 Floors | 17 Rooms
- Office Building 3
Small | 8 Waypoints
2 Floors | 6 Rooms
- College Campus 1
Large | 110 Waypoints
5 Floors | 90 Rooms
- High School 1
Medium | 25 Waypoints
3 Floors | 20 Rooms
- High School 2
Medium | 24 Waypoints
3 Floors | 21 Rooms
- High School 3
Medium | 22 Waypoints
2 Floors | 21 Rooms

[Delete Section](#)

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SELECT ENVIRONMENT TO VIEW DETAILS

CANCEL
SAVE

VIEW ENVIRONMENT

- 1.0 Selected Environment
- 2.0 Screenshot of Environment
- 3.0 Image Name
- 4.0 Screenshot Gallery
- 5.0 Environment Name/Description
- 6.0 Edit Environment (Launches ENV Editor)
- 7.0 Environment Details

Finder ▾ Act 1(1) > Scene 1 (1)

SCENES

Scene 1
Scene 2
Scene 3
Scene 4
+

Scene 1: The Su

Description [edit](#)

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condimentum. Se
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eros felis blandit c

CONVERSA

SYSTEM ENVIRONMENTS (22)
2.0

All
[Medical](#)
[Office](#)
[Education](#)

- Hospital 1**

Small | 14 Waypoints

2 Floors | 15 Rooms
- Hospital 2**

Large | 31 Waypoints

5 Floors | 27 Rooms
- Office Building 1**

Medium | 22 Waypoints

3 Floors | 17 Rooms
- Office Building 2**

Medium | 19 Waypoints

4 Floors | 17 Rooms
- Office Building 3**

Small | 8 Waypoints

2 Floors | 6 Rooms
- College Campus 1**

Large | 110 Waypoints

5 Floors | 90 Rooms
- High School 1**

Medium | 25 Waypoints

3 Floors | 20 Rooms
- High School 2**

Medium | 24 Waypoints

3 Floors | 21 Rooms
- High School 3**

Medium | 22 Waypoints

2 Floors | 21 Rooms

SCENE ENVIRONMENT

Front 1
3.0

4.0

X

X

X

X

X

X

X

6.0

Hospital 1

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7.0 14 Waypoints | 2 Floors | 15 Rooms

CANCEL


SAVE

SELECT ENVIRONMENT





1.0 When the user has selected the desired Environment, they must press 'Save'.

The screenshot shows the 'SCENE ENVIRONMENT' dialog box in the simulation editor. The dialog is titled 'SCENE ENVIRONMENT' and contains a list of 'SYSTEM ENVIRONMENTS (22)'. The 'Hospital 1' environment is selected, highlighted in blue. The list includes various environments such as Hospital 2, Office Building 1-3, College Campus 1, and High School 1-3, each with details on waypoints, floors, and rooms. A preview of the 'Hospital 1' environment is shown in the center, with a 'Front 1' view. Below the preview are several environment icons, with the first one (Hospital 1) highlighted in blue. The 'Hospital 1' section includes a description: 'Ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula cosuat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum.' and statistics: '14 Waypoints | 2 Floors | 15 Rooms'. At the bottom right, there are 'CANCEL' and 'SAVE' buttons, with a mouse cursor clicking on the 'SAVE' button. A '1.0' annotation is present near the mouse cursor.

ADD CONVERSATION(S)

- 1.0 The environment will title will now be displayed. To select a different environment the user must simply click on the title.
- 2.0 To add conversations to this Scene, the user must press '+'.


Finder ▼ Act 1(1) > Scene 1 (1)

SCENES

Scene 1

Scene 2

Scene 3

Scene 4

+

Scene 1: The Suits [edit](#)

Environment: [Hospital 1](#) | [Create Rule](#) | [View Rules \(O\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit. [less ▲](#)

CONVERSATIONS +



CREATE CONVERSATIONS

1.0 Pressing 'Create' will generate the desired amount of Conversations

Finder ▼ Act 1(1) > Scene 1 (1) 🔍 🏠 ⚙️

SCENES

Scene 1 | Scene 2 | Scene 3 | Scene 4 | +

Scene 1: The Suits [edit](#) Environment: [Hospital 1](#) | [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

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CONVERSATIONS [CREATE](#)

1.0

CONVERSATION TITLES

1.0 Conversation Titles - As done previously, the user will input the titles of the conversations. Once finished they will have to press 'Save'.

Finder ▼ Act 1(1) > Scene 1 (1)

Search
Q

SCENES

Scene 1

Scene 2

Scene 3

Scene 4

+

Scene 1: The Suits [edit](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit. [less ▲](#)

Environment: [Hospital 1](#) | [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

CONVERSATIONS +

Conversation Titles

1.

2.

SAVE

1.0



CONVERSATIONS

1.0 Once saved, the Conversations will be read only and can be rearranged if needed. Pressing 'edit' will take the user to the Conversations Hub.

Finder ▼ Act 1(1) > Scene 1 (1)

Search
🔍

SCENES

Scene 1

Scene 2

Scene 3

Scene 4

+

Scene 1: The Suits [edit](#)

Environment: [Hospital 1](#) | [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit. [less ▲](#)

CONVERSATIONS +

Conversation 1: Meet With Receptionist
edit

Conversation 2: Go to Waiting Room
edit

CONVERSATION HUB

- 1.0 The Conversation Hub looks and functions in the same way as the previous section hubs.
- 2.0 Characters - The user will add Characters to this Conversation from the System and Simulation Character Pools.
- 3.0 Threads - A user will generate the desired amount of Threads for this Conversation.
- 4.0 Decision Path Mode - This mode will be available once the user has created decision points (which live within threads). Meaning that once DP's have been created throughout the sim, the user will come back to the conversation section to view their relationship.

Finder ▼ Act 1(1) > Scene 1(1) > Conversation 1 (1)

Search
🔍

1.0 CONVERSATIONS

Conversation 1

Conversation 2

+

Conversation 1: Meet with Receptionist [edit](#)

Description

[Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

SAVE

2.0 CHARACTERS +

Add characters to this conversation. You may add characters from both the system and current simulation character pool. If you would like to create or edit any characters, you may do so in the [Character Editor](#).

3.0 THREADS +

4.0

Switch to Decision Path Mode

?

ADD CHARACTERS

1.0 To add Characters the user will have to press the '+' button.

Finder ▼ Act 1(1) > Scene 1(1) > Conversation 1 (1)

Search 🔍

CONVERSATIONS

Conversation 1

Conversation 2

+

Conversation 1: Meet With Receptionist [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit. [less ▲](#)

CHARACTERS +

Add characters to this conversation. You may add characters from both the system and current simulation character pool. If you would like to create or edit any characters, you may do so in the [Character Editor](#).

THREADS +

[Switch to Decision Path Mode ?](#)

System Architecture: Damon Tabb | Wireframe: Adam Sadowski | UX: Adam/Damon

ADD CHARACTERS

- 1.0 Conversation Characters - The user will add characters from the Simulation and System Character pools to the current Conversation.
- 2.0 The Simulation pool will display any characters that the user has added either from the Simulation's creation or Character Editor. The number of characters within each pool will be displayed in parenthesis. Below, the user may use filters to find the desired character(s).

Finder ▾ Act 1(1) > Scene 1(1) > Conversation 1 (1)

CONVERSATIONS

Conversation 1
Conversation 2
+

Conversation 1: Meet with Receptionist [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Sed suscipit justo condimentum rhoncus dui, at tenebrae vitae neque. Vivamus ligula massa eros felis blandit orci, quis adipiscing elit.

CHARACTERS +

Add characters to this conversation or create or edit any character

SIMULATION (8) | [SYSTEM \(106\)](#)

All | [Male](#) | [Female](#) | [>40](#)

- Character Name**
Male; Age: 22
Height: 5' 10"; Weight: 160 lbs
- Character Name**
Female; Age: 24
Height: 5' 10"; Weight: 160 lbs
- Character Name**
Male; Age: 24
Height: 5' 10"; Weight: 160 lbs
- Character Name**
Male; Age: 25
Height: 5' 10"; Weight: 160 lbs
- Character Name**
Female; Age: 25
Height: 5' 10"; Weight: 160 lbs
- Character Name**
Female; Age: 26
Height: 5' 10"; Weight: 160 lbs

CONVERSATION CHARACTERS

These characters will appear in Conversation 1

CANCEL
SAVE

THREADS +



ADD TO SIM

1.0 A mouseover will display the 'Add to Sim' button.

Finder ▾ Act 1(1) > Scene 1(1) > Conversation 1 (1) 🔍 Search

CONVERSATIONS

Conversation 1 Conversation 2 +

Conversation 1: Meet with Receptionist [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)
Torem ipsum dolor sit amet, consectetur adipiscing elit. Sed suscipit justo condimentum rhoncus dui, at tunc vitae neque. Vivamus ligula massa eros felis blandit orci, quis adipiscing elit.

CHARACTERS +
Add characters to this conversation or create or edit any character

THREADS +

SIMULATION (8) | [SYSTEM \(106\)](#)

All | [Male](#) | [Female](#) | [>40](#)

	Character Name Male; Age: 22 Height: 5' 10"; Weight: 160	ADD TO SIM
	Character Name Female; Age: 24 Height: 5' 10"; Weight: 160 lbs	
	Character Name Male; Age: 24 Height: 5' 10"; Weight: 160 lbs	
	Character Name Male; Age: 25 Height: 5' 10"; Weight: 160 lbs	
	Character Name Female; Age: 25 Height: 5' 10"; Weight: 160 lbs	
	Character Name Female; Age: 26 Height: 5' 10"; Weight: 160 lbs	

CONVERSATION CHARACTERS
These characters will appear in Conversation 1

[CANCEL](#) [SAVE](#)

CHARACTER ADDED

1.0 The selected character has successfully been added to Conversation 1. To remove, the user must simply mouseover the character and press 'Remove' once it is displayed.

Finder ▾ Act 1(1) > Scene 1(1) > Conversation 1 (1)

CONVERSATIONS

Conversation 1
Conversation 2
+

Conversation 1: Meet with Receptionist [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Sed suscipit justo condimentum rhoncus dui, at tempor vitae neque. Vivamus ligula massa eros felis blandit orci, quis adipiscing elit.

CHARACTERS

Add characters to this conversation or create or edit any character

SIMULATION (8) | [SYSTEM \(106\)](#)

All | [Male](#) | [Female](#) | [>40](#)

- Character Name**

Female; Age: 24
Height: 5' 10"; Weight: 160 lbs
- Character Name**

Male; Age: 24
Height: 5' 10"; Weight: 160 lbs
- Character Name**

Male; Age: 25
Height: 5' 10"; Weight: 160 lbs
- Character Name**

Female; Age: 25
Height: 5' 10"; Weight: 160 lbs
- Character Name**

Female; Age: 26
Height: 5' 10"; Weight: 160 lbs
- Character Name**

Male; Age: 22
Height: 5' 10"; Weight: 160 lbs

CONVERSATION CHARACTERS

These characters will appear in Conversation 1

- Character Name**

Male; Age: 22
Height: 5' 10"; Weight: 160 lbs

CANCEL
SAVE

THREADS

SAVE

1.0 Once the user has added all the desired characters they must press 'Save'.

Finder ▾ Act 1(1) > Scene 1(1) > Conversation 1 (1)

CONVERSATIONS

Conversation 1
Conversation 2
+

Conversation 1: Meet with Receptionist [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Sed suscipit justo condimentum rhoncus dui, at tenebrae vitae neque. Vivamus ligula massa eros felis blandit orci, quis adipiscing elit.

CHARACTERS +

Add characters to this conversation or create or edit any character

SIMULATION (8) | [SYSTEM \(106\)](#)

All | [Male](#) | [Female](#) | [>40](#)

- Character Name**
Female; Age: 24
Height: 5' 10"; Weight: 160 lbs
- Character Name**
Male; Age: 24
Height: 5' 10"; Weight: 160 lbs
- Character Name**
Male; Age: 25
Height: 5' 10"; Weight: 160 lbs
- Character Name**
Female; Age: 25
Height: 5' 10"; Weight: 160 lbs
- Character Name**
Female; Age: 26
Height: 5' 10"; Weight: 160 lbs
- Character Name**
Male; Age: 22
Height: 5' 10"; Weight: 160 lbs

CONVERSATION CHARACTERS

These characters will appear in Conversation 1

- Character Name**
Male; Age: 22
Height: 5' 10"; Weight: 160 lbs
- Character Name**
Female; Age: 24
Height: 5' 10"; Weight: 160 lbs
- Character Name**
Male; Age: 24
Height: 5' 10"; Weight: 160 lbs

CANCEL
SAVE

Decision Path Mode ?

1.0

CHARACTERS ADDED

1.0 The 3 characters have been successfully added to Conversation 1. The user may press 'edit' to launch the character editor or may press 'delete' to remove the character from the conversation.

2.0 A mouseover will display the character details: Name, Gender, Age, Height, Weight.

Finder ▼ [Act 1\(1\)](#) > [Scene 1\(1\)](#) > Conversation 1 (1) 🔍

CONVERSATIONS

Conversation 1 + Conversation 2 +

Conversation 1: Meet With Receptionist [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit. [less ▲](#)

CHARA Character Name
Male; Age: 22
Height: 5' 10"; Weight: 180 lbs

1.0 2.0

[edit](#) [delete](#) [edit](#) [delete](#) [edit](#) [delete](#)

THREADS

+ [Switch to Decision Path Mode ?](#)

EDIT CHARACTER

1.0 A user may edit the character. Pressing 'edit' will launch the Character Editor.

Finder ▼ Act 1(1) > Scene 1(1) > Conversation 1 (1)

Search 🔍

CONVERSATIONS

Conversation 1

Conversation 2

+

Conversation 1: Meet With Receptionist [edit](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit. [less ▲](#)

[Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

CHARACTERS +

[edit](#) [delete](#)

[edit](#) [delete](#)

[edit](#) [delete](#)

[Switch to Decision Path Mode ?](#)

THREADS +

1.0

CHARACTER EDITOR

- 1.0 Simulation/System Toggle - The user may switch between the characters they have selected for their Sim and the characters present in the system (global).
- 2.0 Character Listing Filters
- 3.0 Characters - Image, Name, Primary/Secondary
- 4.0 Backdrops (Can be sample environments or colors. This is optional functionality).
- 5.0 Full Character Model
- 6.0 Character Edit Options Toggle - Look, Clothes
- 7.0 Edit Options Sub-sections - Body, Face, Hair
- 8.0 Character Height
- 9.0 Character Weight
- 10.0 Skin Tone Selection

Finder ▼ [Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > Character Editor
Search

SIMULATION | [SYSTEM](#)

All | [Male](#) | [Female](#) | [>40](#)

1.0

- 3.0 Character Name
Primary Character
- Character Name
Primary Character
- Character Name
Primary Character
- Character Name
Primary Character
- Character Name
Primary Character
- Character Name
Primary Character
- Character Name
Primary Character

1.0

5.0

SAVE

LOOK | [CLOTHES](#)

Body | [Face](#) | [Hair](#)

8.0 Height

9.0 Weight

10 Skin Tone

CHARACTER EDITOR

- 1.0 Character Edit Toggle - It is now set to Clothes
- 2.0 Edit Options Sub-section - Top, Bottom, Shoes, Misc
- 3.0 Object Listing
- 4.0 # of Items
- 5.0 Pages

Finder ▾ [Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > Character Editor

SIMULATION | [SYSTEM](#)

All | [Male](#) | [Female](#) | [>40](#)

Character Name
Primary Character

Character Name
Primary Character

Character Name
Primary Character

Character Name
Primary Character

Character Name
Primary Character

Character Name
Primary Character

Character Name
Primary Character

[LOOK](#) | CLOTHES

Top | [Bottom](#) | [Shoes](#) | [Misc](#)

2.0

3.0

4.0

5.0

SAVE

32 items
1 | 2

CHARACTER EDITOR

1.0 If the user has made any changes they must press 'Save' to apply them.

If the user wishes to return to the section they were at when they decided to edit the character, they may do so with the breadcrumb of Finder Navigation.

Finder ▾ [Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > Character Editor

SIMULATION | [SYSTEM](#)

All | [Male](#) | [Female](#) | [>40](#)

Character Name
Primary Character

Character Name
Primary Character

Character Name
Primary Character

Character Name
Primary Character

Character Name
Primary Character

Character Name
Primary Character

Character Name
Primary Character

[LOOK](#) | CLOTHES

Top | [Bottom](#) | [Shoes](#) | [Misc](#)

X	X	X
X	X	X
X	X	X
X	X	X
X	X	X
X	X	X
X	X	X
X	X	X
X	X	X
X	X	X

32 items 1 | 2

SAVE

CREATE THREADS

1.0 When the user is ready to generate some threads, they made do so by pressing '+'.
1.0

Finder ▼ Act 1(1) > Scene 1(1) > Conversation 1 (1)

Search
🔍

CONVERSATIONS

Conversation 1

Conversation 2

+


Conversation 1: Meet With Receptionist [edit](#)

Description [edit](#)


Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit. [less ▲](#)

[Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)


CHARACTERS +



[edit](#) [delete](#)



[edit](#) [delete](#)



[edit](#) [delete](#)

THREADS +

[Switch to Decision Path Mode ?](#)

System Architecture: Damon Tabb | Wireframe: Adam Sadowski | UX: Adam/Damon

SWITCH TO DPM

1.0 As mentioned earlier, Decision Path Mode will not be available until the user has created Decision Points within the Threads in a Conversation. However, the following screens will display the functionality of DPM as if there were Decision Points present.

Finder ▼ Act 1(1) > Scene 1(1) > Conversation 1 (1)

Search
🔍

CONVERSATIONS

Conversation 1

Conversation 2

+

Conversation 1: Meet With Receptionist [edit](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit. [less](#) ▲

[Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

CHARACTERS +

[edit](#) [delete](#)

[edit](#) [delete](#)

[edit](#) [delete](#)

THREADS +

☰ Thread 1: Dictum Turpis Orci [edit](#)

☰ Thread 2: Et Aliquam [edit](#)

[Switch to Decision Path Mode ?](#)

1.0

DECISION PATH MODE

- 1.0 DPM will allow the user to select a specific action and view its connections/relationship to other decision points within the simulation. Relationships between DP's will be determined by the rules and variables that the user will associate with a given DP.
- 2.0 Current - This section displays the current list of DP's that are being viewed. From here, the user will be able to select a specific DP and then see its Incoming and Outgoing connections. Nothing will be displayed in the Incoming and Outgoing sections until an DP is selected. The user selects an DP by pressing 'View'.
- 3.0 DP - When a user clicks a DP to view its incoming and outgoing connections, the page will quickly reload to display both the selected DP's details as well visually represent its connections. The user may also edit this DP by pressing 'edit'. The little boxes titled 'R1, R2, R3, etc.' are Rules that are associated with that DP. Clicking on a rule will launch the Rule Editor.
- 4.0 Create Mode - This will revert the user to the previous screen where they can add more Threads.

Finder ▾ [Act 1\(1\)](#) > [Scene 1\(1\)](#) > Conversation 1 (1)

CONVERSATIONS

Conversation 1
Conversation 2
+

Conversation 1: Meet with Receptionist [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit. [less ▲](#)

1.0 **DECISION PATH MODE** 4.0 [Switch to Create Mode](#)

INCOMING	2.0 CURRENT	OUTGOING
	<div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> <p>Decision Point 1: Tempor Tortor Erat edit</p> <p>A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> 3.0 R1 View </div> </div> <div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> <p>Decision Point 2: Tempor Tortor Erat edit</p> <p>A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 R3 View </div> </div> <div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> <p>Decision Point 3: Tempor Tortor Erat edit</p> <p>A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 View </div> </div> <div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> <p>Decision Point 4: Tempor Tortor Erat edit</p> <p>A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 R3 View </div> </div> <div style="border: 1px solid #ccc; padding: 5px;"> <p>Decision Point 5: Tempor Tortor Erat edit</p> <p>A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 R3 R3 View </div> </div>	



DECISION PATH MODE

- 1.0 DPM Help - Clicking "?" will display a pop up that will explain the functionality of DPM.
- 2.0 Decision Point - DP Title, Path, Rules

Finder ▼
Act 1(1) > Scene 1(1) > Conversation 1 (1)

CONVERSATIONS

Conversation 1
Conversation 2
+

Conversation 1: Meet with Receptionist [edit](#)
[Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit. [less ▲](#)

DECISION PATH MODE ?
[Switch to Create Mode](#)

INCOMING	CURRENT	OUTGOING
	<div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> Decision Point 1: Tempor Tortor Erat edit <small>A1; S1; C1; T1</small> R1 View </div> <div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> Decision Point 2: Tempor Tortor Erat edit <small>A1; S1; C1; T1</small> R1 R2 R3 View </div> <div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> Decision Point 3: Tempor Tortor Erat edit <small>A1; S1; C1; T1</small> R1 R2 View </div> <div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> Decision Point 4: Tempor Tortor Erat edit <small>A1; S1; C1; T1</small> R1 R2 R3 View </div> <div style="border: 1px solid #ccc; padding: 5px;"> Decision Point 5: Tempor Tortor Erat edit <small>A1; S1; C1; T1</small> R1 R2 R3 R3 View </div>	

System Architecture: Damon Tabb | Wireframe: Adam Sadowski | UX: Adam/Damon

DPM HELP

1.0 If a user needs any additional information regarding Decision Path Mode they may press the '?' found next to the section header. A pop up containing a combination of images and text will attempt to shed more light on functionality.

The screenshot shows the 'SIMULATION EDITOR' interface. At the top, there is a breadcrumb trail: 'Finder > Act 1(1) > Scene 1(1) > Conversation 1 (1)'. Below this is a search bar with a magnifying glass icon. The main content area is titled 'CONVERSATIONS' and shows two tabs: 'Conversation 1' (selected) and 'Conversation 2'. Under 'Conversation 1', there is a description: 'Conversation 1: Meet with Receptionist' and a 'Description edit' link. Below the description is a 'DECISION PATH MODE ?' section header. The interface is divided into 'INCOMING' and 'OUTGOING' sections. A 'DECISION PATH MODE' popup window is open, displaying the following content:

DECISION PATH MODE

CURRENT
Dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet.

Aenean id urna nec libero vehicula consequat pellentesque et.

INCOMING
Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec.

OUTGOING
Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis

On the right side of the interface, there are links for 'Create Rule', 'View Rules (0)', 'Delete Section', and 'Switch to Create Mode'. A 'Close' button is visible in the top right corner of the popup window.

VIEW RELATIONSHIPS

1.0 To view the relationships a DP has, the user must press 'View'.

Finder ▼
Act 1(1) > Scene 1(1) > Conversation 1 (1)

Search
🔍

CONVERSATIONS

Conversation 1
Conversation 2
+

Conversation 1: Meet with Receptionist [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit. [less](#) ▲

DECISION PATH MODE ? [Switch to Create Mode](#)

INCOMING	CURRENT	OUTGOING
	<div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> <p>Decision Point 1: Tempor Tortor Erat edit</p> <p>A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 View </div> </div> <div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> <p>Decision Point 2: Tempor Tortor Erat edit</p> <p>A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 R3 View </div> </div> <div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> <p>Decision Point 3: Tempor Tortor Erat edit</p> <p>A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 View </div> </div> <div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> <p>Decision Point 4: Tempor Tortor Erat edit</p> <p>A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 R3 View </div> </div> <div style="border: 1px solid #ccc; padding: 5px;"> <p>Decision Point 5: Tempor Tortor Erat edit</p> <p>A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 R3 R3 View </div> </div>	



INCOMING/OUTGOING

1.0 INCOMING DP

The DP's that are displayed here are associated to the selected Current DP by their Rule Relationship. The user has in some way connected the DP's displayed in the Incoming section with that of the selected DP.

2.0 OUTGOING DP

Same applies for the Outgoing section except that outgoing DP's are DP's that stem from the current, selected DP.

Finder ▼ Act 1(1) > Scene 1(1) > Conversation 1 (1)

Search
🔍

CONVERSATIONS

Conversation 1
Conversation 2
+

Conversation 1: Meet with Receptionist [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit. [less](#) ▲

DECISION PATH MODE ? [Switch to Create Mode](#)

INCOMING +	CURRENT	OUTGOING +
<div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> 1.0 <p style="font-size: 0.8em;">Decision Point 1: Tempor Tortor Erat edit</p> <p style="font-size: 0.7em;">A1; S2; C1; T3</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 R3 View </div> </div> <div style="border: 1px solid #ccc; padding: 5px;"> <p style="font-size: 0.8em;">Decision Point 2: Tempor Tortor Erat edit</p> <p style="font-size: 0.7em;">A1; S1; C2; T2</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 View </div> </div>	<div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> <p style="font-size: 0.8em;">Decision Point 1: Tempor Tortor Erat edit</p> <p style="font-size: 0.7em;">A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 View </div> </div> <div style="border: 1px solid #ccc; padding: 5px; background-color: #f0f0f0; margin-bottom: 5px;"> <p style="font-size: 0.8em;">Decision Point 2: Tempor Tortor Erat edit</p> <p style="font-size: 0.7em;">A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 R3 View </div> </div> <div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> <p style="font-size: 0.8em;">Decision Point 3: Tempor Tortor Erat edit</p> <p style="font-size: 0.7em;">A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 View </div> </div> <div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> <p style="font-size: 0.8em;">Decision Point 4: Tempor Tortor Erat edit</p> <p style="font-size: 0.7em;">A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 R3 View </div> </div> <div style="border: 1px solid #ccc; padding: 5px;"> <p style="font-size: 0.8em;">Decision Point 4: Tempor Tortor Erat edit</p> <p style="font-size: 0.7em;">A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 R3 R3 View </div> </div>	<div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> 2.0 <p style="font-size: 0.8em;">Decision Point 1: Tempor Tortor Erat edit</p> <p style="font-size: 0.7em;">A3; S1; C1; T2</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 R3 View </div> </div> <div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> <p style="font-size: 0.8em;">Decision Point 2: Tempor Tortor Erat edit</p> <p style="font-size: 0.7em;">A2; S2; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 View </div> </div> <div style="border: 1px solid #ccc; padding: 5px;"> <p style="font-size: 0.8em;">Decision Point: Tempor Tortor Erat edit</p> <p style="font-size: 0.7em;">A1; S3; C3; T2</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 R3 View </div> </div>



SWITCH TO CREATE MODE

1.0 The user is now switching back to Create Mode. This will allow the user to add and edit the threads in the current conversation.

Finder ▼
Act 1(1) > Scene 1(1) > Conversation 1 (1)

Search
🔍

CONVERSATIONS

Conversation 1
Conversation 2
+

Conversation 1: Meet with Receptionist [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit. [less ▲](#)

DECISION PATH MODE ?

[Switch to Create Mode](#)

INCOMING +	CURRENT	OUTGOING +
<p>Decision Point 1: Tempor Tortor Erat edit</p> <p>A1; S2; C1; T3</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 R3 View </div>	<p>Decision Point 1: Tempor Tortor Erat edit</p> <p>A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 View </div>	<p>Decision Point 1: Tempor Tortor Erat edit</p> <p>A3; S1; C1; T2</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 R3 View </div>
<p>Decision Point 2: Tempor Tortor Erat edit</p> <p>A1; S1; C2; T2</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 View </div>	<p>Decision Point 2: Tempor Tortor Erat edit</p> <p>A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 R3 View </div>	<p>Decision Point 2: Tempor Tortor Erat edit</p> <p>A2; S2; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 View </div>
<p>Decision Point 3: Tempor Tortor Erat edit</p> <p>A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 View </div>	<p>Decision Point 4: Tempor Tortor Erat edit</p> <p>A1; S1; C1; T1</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 R3 View </div>	<p>Decision Point: Tempor Tortor Erat edit</p> <p>A1; S3; C3; T2</p> <div style="display: flex; justify-content: space-between; align-items: center;"> R1 R2 R3 View </div>

1.0

EDIT THREAD

1.0 Once Threads have been created, the user will press 'edit' to access the Thread Hub.

Finder ▼ Act 1(1) > Scene 1(1) > Conversation 1 (1)

Search 🔍

CONVERSATIONS

Conversation 1
Conversation 2
+

Conversation 1: Meet with Receptionist [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit. [less ▲](#)

CHARACTERS +

[edit](#) [delete](#)

[edit](#) [delete](#)

[edit](#) [delete](#)

THREADS +

[Switch to Decision Path Mode ?](#)

⋮
Thread 1: Dictum Turpis Orci
edit

⋮
Thread 2: Et Aliquam
edit

System Architecture: Damon Tabb | Wireframe: Adam Sadowski | UX: Adam/Damon



THREADS HUB

1.0 The Topic Hub is exactly the same as the previous Hubs except that the user will generate Events in this section.

Finder ▼ [Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > Thread 1 (1) 🔍

THREADS

Thread 1 Thread 2 +

Thread 1: Lorem Ipsum [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description

[SAVE](#)

DECISION POINTS +



DECISION POINTS

- 1.0 Once Decision Points have been created they will be listed. Dp's can be moved, duplicated, and edited.
- 2.0 Moving a Dp will display a pop up where the user can designate the new location.
- 3.0 Duplicate will duplicate the DP to the same thread.
- 4.0 Edit will take the user to the DP Hub.

Finder ▼
Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1 (1)

Search
🔍

THREADS

Thread 1

Thread 2

+

Thread 1: Lorem Ipsum [edit](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci at condimentum. Sed suscipit justo erat, nec convallis quam rutrum et. Etiam nunc ligula, aliquam a tincidunt vel, aliquet ut felis. Nunc sodales eu ligula rutrum lacinia. Cras condimentum rhoncus dui, at tempor leo pretium quis. Nam adipiscing quam eros, eu vehicula massa hendrerit nec. Praesent tincidunt lacus nec odio mollis consequat eu vitae neque. Vivamus ligula massa, dictum eu magna sit amet, feugiat gravida orci. Aliquam convallis massa eu porta commodo. Sed tempus, turpis vel ultrices tincidunt, eros felis blandit orci, quis adipiscing nulla libero sit amet turpis. Lorem ipsum dolor sit amet, consectetur adipiscing elit. [less ▲](#)

[Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

DECISION POINTS +

1.0
1.0
2.0
3.0

⋮	Decision Point 1:	move duplicate edit
⋮	Decision Point 2:	move duplicate edit
⋮	Decision Point 3:	move duplicate edit
⋮	Decision Point 4:	move duplicate edit

MOVE DECISION POINT

1.0 Selecting 'Move' will display a pop up window where the user may specify the location the desired DP is to be moved to.

Finder ▼
Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1 (1)

Search
🔍

THREADS

Thread 1

Thread 2

+

Thread 1: Lorem Ipsum [edit](#)

Description [edit](#)

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[Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

DECISION POINTS +

Decision Point 1:	move duplicate edit
Decision Point 2:	move duplicate edit
Decision Point 3:	move duplicate edit
Decision Point 4:	move duplicate edit

MOVE DECISION POINT

1.0 The Move pop up will display a cascade of drop downs: Act, Scene, Conversation, Thread

The screenshot displays the 'Simulation Editor' interface. At the top, a breadcrumb trail reads 'Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1)'. Below this, the 'THREADS' section shows 'Thread 1' selected. The main content area displays a 'Description' for 'Thread 1: Lorem Ipsum' with placeholder text. A 'DECISION POINTS' section lists four decision points. A modal dialog box titled 'MOVE DECISION POINT' is centered on the screen, asking the user to select a destination for 'Decision Point 1: Lorem Ipsum'. The dialog contains four dropdown menus labeled 'Act', 'Scene', 'Conversation', and 'Thread'. At the bottom of the dialog are 'CANCEL' and 'MOVE' buttons. A mouse cursor is pointing at the 'MOVE' button, and a small '1.0' version indicator is visible near the cursor.



EDIT DECISION POINT

1.0 To edit a DP, the user must press 'edit'.

Finder ▼
Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1 (1)

Search
🔍

THREADS

Thread 1

Thread 2

+

Thread 1: Lorem Ipsum [edit](#)

Description [edit](#)

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[Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

DECISION POINTS +

<div style="display: flex; align-items: center;"> ☰ Decision Point 1: </div>	move duplicate edit
<div style="display: flex; align-items: center;"> ☰ Decision Point 2: </div>	move duplicate edit
<div style="display: flex; align-items: center;"> ☰ Decision Point 3: </div>	move duplicate edit
<div style="display: flex; align-items: center;"> ☰ Decision Point 4: </div>	move duplicate edit



DECISION POINTS HUB

The DP hub is where the user will begin to create and define actions within the Simulation.

- 1.0 Dynamic Response Logic - The user will create and link together actions within the Decision Point.
- 2.0 Validate Rules - Once Actions have been created in the DRL tree, the user will be able to validate the rule relationships between actions to make sure that they make sense.

Finder ▼
Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1 (1)

Search
🔍

DECISION POINTS

Decision Point 1

Decision Point 2

Decision Point 3

Decision Point 4

+

Decision Point 1: Aenean Vehicula [edit](#)

Description

[Create Rule](#) |
 [View Rules \(0\)](#) |
 [Delete Section](#)

SAVE

1.0 DYNAMIC RESPONSE LOGIC ?

+

□

×

Validate Rules

System Architecture: Damon Tabb | Wireframe: Adam Sadowski | UX: Adam/Damon



DYNAMIC RESPONSE LOGIC

- 1.0 New Action - To create a new action the user must press "+".
- 2.0 Link - Links together two actions (currently inactive)
- 2.0 Delete - Deletes a selected action (inactive until action is selected)

Finder ▼ [Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > [Thread 1\(1\)](#) > Decision Point 1 (1)

DECISION POINTS

Decision Point 1 | Decision Point 2 | Decision Point 3 | Decision Point 4 |

Decision Point 1: Aenean Vehicula [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci [more](#)

DYNAMIC RESPONSE LOGIC [Validate Rules](#)

ACTIONS

Action - An action has been created. Actions that are created from the DRL+ will be displayed on the left side.

1.0 Action Node - Action Title, 'i' icon will temporarily display the full action title, 'edit' will launch the action editor, "+" will create a stem reaction.

Finder ▼

[Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > [Thread 1\(1\)](#) > Decision Point 1 (1)

Search
🔍

DECISION POINTS

Decision Point 1

Decision Point 2

Decision Point 3

Decision Point 4

+

Decision Point 1: Aenean Vehicula [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci [more](#)▼

DYNAMIC RESPONSE LOGIC ?

+

⏏

×

[Validate Rules](#)

1.0

i

ACTION 1

+

[edit](#)

ACTION REACTION

1.0 Stem Reaction - To create a reaction to this action, the user will have to press the '+' on the desired action.

Finder ▼ [Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > [Thread 1\(1\)](#) > Decision Point 1 (1) 🔍

DECISION POINTS

Decision Point 1 | Decision Point 2 | Decision Point 3 | Decision Point 4 +

Decision Point 1: Aenean Vehicula [edit](#) 🔗 [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci [more](#) ▼

DYNAMIC RESPONSE LOGIC ? + ⏏ ×

[Validate Rules](#)




ⓘ ACTION 1 + [edit](#)


1.0

ACTION REACTION CONT.

- 1.0 Action 1.1 - This is a reaction. Anything that stems from an Action on the left panel will be automated. Exactly what will be automated will be determined when a user launches the action editor by pressing 'edit'.
- 2.0 Action Rule - Actions that are connected to one another must be so by a determined rule. Clicking on the 'R' will display the rule editor where the author will specify the rule relationship.

Finder
▼
Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1 (1)

Search 

DECISION POINTS

Decision Point 1

Decision Point 2

Decision Point 3

Decision Point 4

+

Decision Point 1: Aenean Vehicula [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci [more](#)▼

DYNAMIC RESPONSE LOGIC ? + [Validate Rules](#)

i
ACTION 1
+
R

[edit](#)

—

i
ACTION 1.1
+

[edit](#)

1.0

2.0

System Architecture: Damon Tabb | Wireframe: Adam Sadowski | UX: Adam/Damon

MORE REACTIONS

1.0 The user may continue to create reactions from Action 1.

Finder ▼ [Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > [Thread 1\(1\)](#) > Decision Point 1 (1) 🔑 🏠 ⚙️ 🔍

DECISION POINTS

Decision Point 1 | Decision Point 2 | Decision Point 3 | Decision Point 4 | +

Decision Point 1: Aenean Vehicula [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci [more](#) ▼

DYNAMIC RESPONSE LOGIC ? + ⏏ ✕ [Validate Rules](#)

ⓘ ACTION 1 + R ⓘ ACTION 1.1 + edit

REACTIONS CONT.

- 1.0 The user has created another reaction.
- 2.0 The user may also create branching reactions from a specific action or reaction.

Finder
▼
Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1 (1)

Search
🔍

DECISION POINTS

Decision Point 1
Decision Point 2
Decision Point 3
Decision Point 4
+

Decision Point 1: Aenean Vehicula [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci [more](#)▼

DYNAMIC RESPONSE LOGIC ? + + ×

i ACTION 1 [edit](#)

R

i ACTION 1.1 [edit](#)

R

i ACTION 1.1.1 [edit](#)

1.0
2.0

[Validate Rules](#)

BRANCHING REACTIONS

1.0 The user has branched multiple reactions from reaction 1.1

Finder
▼
Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1 (1)

Search

🔍

DECISION POINTS

Decision Point 1

Decision Point 2

Decision Point 3

Decision Point 4

+

Decision Point 1: Aenean Vehicula [edit](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci [more](#)▼

[Create Rule](#) |
 [View Rules \(0\)](#) |
 [Delete Section](#)

DYNAMIC RESPONSE LOGIC ?

+
□
✕

```

graph LR
    A[ACTION 1] -- R --> B[ACTION 1.1]
    B -- R --> C[ACTION 1.1.1]
    B -- R --> D[ACTION 1.1.2]
          
```

[Validate Rules](#)

NEW MAIN ACTION

1.0 To create another main action, the user must press "+" from the DRL header.

Finder ▼
Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1 (1)

Search
🔍

DECISION POINTS

Decision Point 1
Decision Point 2
Decision Point 3
Decision Point 4
+

Decision Point 1: Aenean Vehicula [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci [more](#)▼

DYNAMIC RESPONSE LOGIC ? + ⏏ ×

```

graph LR
    A1[ACTION 1] -- R --> A11[ACTION 1.1]
    A11 -- R --> A111[ACTION 1.1.1]
    A11 -- R --> A112[ACTION 1.1.2]
    
```

[Validate Rules](#)

ACTION LINK

1.0 The user may link together actions to create decision pathways.

Finder
▼
Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1 (1)

Search
🔍

DECISION POINTS

Decision Point 1
Decision Point 2
Decision Point 3
Decision Point 4
+

Decision Point 1: Aenean Vehicula [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci [more](#)▼

DYNAMIC RESPONSE LOGIC ? + □ ×

```

graph LR
    A1[ACTION 1] -- R --> A11[ACTION 1.1]
    A11 -- R --> A111[ACTION 1.1.1]
    A11 -- R --> A112[ACTION 1.1.2]
    A2[ACTION 2]
  
```

[Validate Rules](#)

ACTION SELECT

1.0 To create a link, the user must first select an action. Once they have done so, the Action Link button will become active

Finder
▼
Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1 (1)

Search

🔍

DECISION POINTS

Decision Point 1

Decision Point 2

Decision Point 3

Decision Point 4

+

Decision Point 1: Aenean Vehicula [edit](#)

Description [edit](#)

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[Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

DYNAMIC RESPONSE LOGIC ?

+
🔗
✕

i ACTION 1 +

i ACTION 2 +

R

+
ACTION 1.1
+

R

i ACTION 1.1.1 +

i ACTION 1.1.2 +

+

ACTION LINK

1.0 Once the user has selected the desired action, they must press the 'Link' button.

Finder ▼ [Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > [Thread 1\(1\)](#) > Decision Point 1 (1) 🔍

DECISION POINTS

Decision Point 1 | Decision Point 2 | Decision Point 3 | Decision Point 4 +

Decision Point 1: Aenean Vehicula [edit](#) 🔗 [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci [more](#) ▼

DYNAMIC RESPONSE LOGIC ? + ⋮ ×

[Validate Rules](#)

```
graph LR; A1[ACTION 1] --> A11[ACTION 1.1]; A11 --> A111[ACTION 1.1.1]; A11 --> A112[ACTION 1.1.2];
```

SELECT REACTION

1.0 Once the 'Link' button is in an active selected state, the next selected reaction will be the one that the previously selected action will be linked to.

Finder
▼
Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1 (1)

Search
🔍

DECISION POINTS

Decision Point 1
Decision Point 2
Decision Point 3
Decision Point 4
+

Decision Point 1: Aenean Vehicula [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci [more](#)▼

DYNAMIC RESPONSE LOGIC ? + --> X

i ACTION 1 edit

i ACTION 2 edit

i ACTION 1.1 edit

+
R

i ACTION 1.1.1 edit

+
R

i ACTION 1.1.2 edit

+

+
R

1.0

1.0

RULE EDIT

1.0 To edit/create an action rule, the user must select the 'R' box.

Finder ▼ [Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > [Thread 1\(1\)](#) > Decision Point 1 (1) 🔍

DECISION POINTS

Decision Point 1 | Decision Point 2 | Decision Point 3 | Decision Point 4 +

Decision Point 1: Aenean Vehicula [edit](#) 🔗 [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci [more](#)▼

DYNAMIC RESPONSE LOGIC ? + ⏏ ✕

[Validate Rules](#)

```
graph LR; A1[ACTION 1] --> R1[R]; R1 --> A11[ACTION 1.1]; A11 --> R11[R]; R11 --> A111[ACTION 1.1.1]; R11 --> A112[ACTION 1.1.2]; A2[ACTION 2] --> R2[R]; R2 --> A112;
```


RULE EDIT POP UP

1.0 Rule Editor is TBD

The screenshot displays the Simulation Editor interface. At the top, a breadcrumb trail reads: Finder > Act 1 (1) > Scene 1 (1) > Conversation 1 (1) > Thread 1 (1) > Decision Point 1 (1). To the right of the breadcrumb are icons for a pin, a grid, and a gear, followed by a search bar with the text "Search".

The main content area is titled "DECISION POINTS" and features a tabbed interface with "Decision Point 1" selected. Below the tabs, the text "Decision Point 1: Aenean Vehicula" is displayed with an "edit" link. To the right of this text are links for "Create Rule", "View Rules (0)", and "Delete Section".

Below the decision point information is a "Description" section with the text "Torem ipsum dolor sit amet, consit amet lectus posuere auctor. In" and an "edit" link. Further down is a "DYNAMIC RESPONSE" section containing two action items: "ACTION 1" and "ACTION 2", each with an "edit" link and a small icon.

A large white pop-up window titled "RULE EDITOR" is centered on the screen. It contains a "SAVE" button in the bottom right corner, which is being clicked by a mouse cursor. A small "1.0" version indicator is visible near the cursor.

ACTION EDIT

1.0 To edit an action, the user must select 'edit'

Finder ▼ [Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > [Thread 1\(1\)](#) > Decision Point 1 (1) 🔍

DECISION POINTS

Decision Point 1 | Decision Point 2 | Decision Point 3 | Decision Point 4 +

Decision Point 1: Aenean Vehicula [edit](#) 🔗 [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci [more](#)▼

DYNAMIC RESPONSE LOGIC ? + ⏏ ✕

[Validate Rules](#)

```
graph LR; A1[ACTION 1] -- R --> A11[ACTION 1.1]; A11 -- R --> A111[ACTION 1.1.1]; A11 -- R --> A112[ACTION 1.1.2]; A2[ACTION 2] -- R --> A111; A2 -- R --> A112;
```

ACTION EDITOR

The Action Editor is where the author will determine what plays out once the user makes a selection. All the users in the conversation will be displayed here, each with their own timeline. The author will place various elements on this timeline that the sim will play out.

- 1.0 Action Name - edit
- 2.0 Test Action - The unity engine will run a demo of the action elements created by the author.
- 3.0 Delete - This will delete the action
- 4.0 Motion Graphics Timeline - This timeline will allow the author to place pop ups, questions, and other HTML properties in to the simulation.
- 5.0 Character - Hide, Move Up/Down, Character headshot, Dialogue Button, Movement Button, Character Name
- 6.0 Character Timeline
- 7.0 Timeline Ruler (Metric: seconds)

The screenshot shows the Action Editor interface. At the top, there is a breadcrumb navigation: **Finder** > [Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > [Thread 1\(1\)](#) > Decision Point 1 (1). To the right of the breadcrumb are icons for a pin, a grid, and a gear, followed by a search bar labeled "Search". On the far right, there are callouts 2.0 and 3.0 pointing to "Test" and "Delete" buttons respectively.

The main area is titled "ACTION 1" with an "edit" link. On the left side, there is a vertical panel with three character entries:

- Motion Graphics**: Includes a plus icon and a "hide" button.
- Alice Jones**: Includes a silhouette icon, a dialogue bubble icon, and a movement icon.
- Dr. Mark Wo..**: Includes a silhouette icon, a dialogue bubble icon, and a movement icon.
- John Mark**: Includes a silhouette icon, a dialogue bubble icon, and a movement icon.

Each character entry has a "hide" button and a small triangle for moving up/down. Callouts 4.0, 5.0, 6.0, and 7.0 point to these respective elements. The main workspace contains a large timeline area with horizontal lines and a ruler at the bottom.

HIDE CHARACTER

1.0 The user may hide any characters that are not applicable to the action. Hidden characters will be displayed at the bottom. The user can always display a hidden character by pressing 'show'.

Finder ▼
Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1 (1)

Search
🔍

ACTION 1 [edit](#)

[Test](#) | [Delete](#)

Motion Graphics +

hide ▼▲

🗨️
👤

Alice Jones

hide ▼▲

🗨️
👤

Dr. Mark Wo..

hide ▼▲

🗨️
👤

John Mark

DIALOGUE ACTION

1.0 To create a piece of dialogue, the user must press on the Dialogue button. Clicking on either the Dialogue or Movement button will place the item on the next available space on the timeline. This will be done automatically and not in a drag and drop fashion.

However, when a user selects a timeline button the system will first display a pop up for the user to fill in the details.

The screenshot shows the 'ACTION 1' panel in the Simulation Editor. At the top, a breadcrumb trail reads: **Finder** > [Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > [Thread 1\(1\)](#) > Decision Point 1 (1). To the right of the breadcrumb are icons for a pin, a grid, and a gear, followed by a search bar with the text 'Search' and a magnifying glass icon. Below the breadcrumb, the title 'ACTION 1' is displayed with an 'edit' link to its right. In the top right corner of the panel, there are links for 'Test' and 'Delete'. On the left side of the panel, there is a vertical list of character selection options. At the top is 'Motion Graphics' with a plus icon. Below it is a 'hide' button with a downward arrow. The first character is 'Alice Jones', represented by a silhouette icon and a speech bubble icon. A mouse cursor is hovering over the speech bubble icon, and a '1.0' callout bubble is positioned next to it. Below Alice Jones is another character, 'Dr. Mark Wo..', also with a silhouette and speech bubble icon. At the bottom of the character list is a 'show' button with an upward arrow and the name 'John Mark'. The main area of the panel is a large, empty timeline with horizontal lines and a vertical dotted line, indicating where dialogue actions can be placed.

CHARACTER DIALOGUE

- 1.0 Dialogue Text - The user will type or paste the desired dialogue into this text field. This text field should have Bold, Underline, and Italic functionality.
- 2.0 Start Time/End Time - The position of the object on the timeline will be displayed here.
- 3.0 Duration/Sound File - Once a sound file is uploaded the system should automatically place a value in the duration field.
- 4.0 Thought Bubble - The user may also decide to have the text be displayed as a thought bubble. If so, they will have to display a duration that the thought bubble will be displayed for. Additionally, if the user selects 'Yes' for thought bubble then the bottom half of the pop up will become inactive. Bottom half: Action label, Tactic, Topic, Top Level Label.
- 5.0 Action Label
- 6.0 Tactic Dropdown
- 7.0 Topic Dropdown
- 8.0 Top Level Label

UPLOAD SOUND FILE

1.0 To upload a sound file, the user must press 'browse'

The screenshot shows the 'SIMULATION EDITOR' interface with a 'CHARACTER DIALOGUE' dialog box open. The dialog box has a title bar with 'CHARACTER DIALOGUE' and 'S: XX:XX E: XX:XX'. Inside, there is a text area containing 'Dialogue BUI' and 'Hi, you're looking great today.'. Below this are fields for 'Duration', 'Upload sound file' (with a 'Browse' button), 'Thought Bubble' (with 'Yes' and 'No' buttons), and 'Thought Bubble Location'. A dashed line separates these from the bottom section, which includes 'Action Label', 'Tactic', 'Topic', and 'Top Level Label' (with 'Tactic', 'Topic', and 'Other' buttons). 'CANCEL' and 'SAVE' buttons are at the bottom right. A callout bubble with '1.0' points to the 'Browse' button.

UPLOAD SOUND FILE CONT.

1.0 The user will have to find and select the desired file, and then press 'Upload'.

The screenshot displays the 'SIMULATION EDITOR' interface. At the top, a breadcrumb trail reads: **Finder** > Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1 (1). To the right of the breadcrumb are icons for a pin, a grid, and a gear, followed by a search bar containing the text 'Search' and a magnifying glass icon.

The main content area is titled 'ACTION 1' with an 'edit' link. On the left side, there is a 'Motion Graphics' section with a plus icon and a 'hide' dropdown. Below this are two character profiles: 'Alice Jones' and 'Dr. Mark Wo..', each with a silhouette icon, a speech bubble icon, and a 'hide' dropdown. At the bottom left, there is a 'show' dropdown and the name 'John Mark'.

A 'FILE BROWSER' dialog box is centered on the screen. It has a title bar with 'X:XX' on the right. The dialog contains the text 'FILE BROWSER' and two buttons: 'CANCEL' and 'UPLOAD'. A mouse cursor is pointing at the 'UPLOAD' button, and a circular callout with the number '1.0' is positioned next to it. Below the dialog, the 'ACTION 1' configuration form is visible, with fields for 'Action Label', 'Tactic', 'Topic', and 'Top Level Label'. The 'Top Level Label' field has three buttons: 'Tactic', 'Topic', and 'Other', followed by an empty text input field. At the bottom right of the dialog, there are 'CANCEL' and 'SAVE' buttons.

SAVE

1.0 Once all of the necessary fields have been completed, the user will have to press 'Save'.

Finder ▾ Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1(1) Search

ACTION 1 [edit](#) [Test](#) | [Delete](#)

Motion Graphics +

hide ▾

Alice Jones

hide ▾

Dr. Mark Wo..

show ▾

John Mark

CHARACTER DIALOGUE

S: XX:XX E: XX:XX

Dialogue **BUI**

Hi, you're looking great today.

Duration 00:03 alicegreeting1.mp3 [Replace](#) [Delete](#)

Thought Bubble ? [Yes](#) [No](#) Thought Bubble Duration

Action Label

Looking Good

Tactic

Charm ▾

Topic

Smalltalk ▾

Top Level Label

[Tactic](#) [Topic](#) [Other](#) [Greet](#)

[CANCEL](#) [SAVE](#)

1.0

TIMELINE

1.0 The Dialogue has now been placed onto the timeline.

Timeline objects (Dialogue/Movement) will have their own respective colors representing their specific functionality. This will be important because there are multiple actions within the Movement Button and because timeline objects have the potential to be very small (sometimes only 1 second) and will therefore be very small when represented on the timeline.

Finder ▼
Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1(1) > Action 1(1)

Search
Test | Delete

ACTION 1 edit

Motion Graphics +

hide ▼▲

Alice Jones

▼▲
▶

Dr. Mark Wo..

▼▲
▶

show ▼▲

John Mark

1.0

MOVEMENT

1.0 To add a Character Movement onto the timeline, the user will have to press the Movement Button.

The screenshot shows the 'ACTION 1' editor interface. At the top, there is a breadcrumb trail: **Finder** > [Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > [Thread 1\(1\)](#) > [Decision Point 1\(1\)](#) > [Action 1\(1\)](#). To the right of the breadcrumb trail are icons for a pin, a grid, and a gear, followed by a search bar with the text 'Search' and a magnifying glass icon. Below the breadcrumb trail, the title 'ACTION 1' is displayed with an 'edit' link. In the top right corner, there are links for 'Test' and 'Delete'. The main area is divided into a left sidebar and a main workspace. The sidebar contains a 'Motion Graphics' section with a plus icon, followed by a 'hide' button and a list of characters: 'Alice Jones' and 'Dr. Mark Wo..'. Each character entry has a silhouette icon, a speech bubble icon, and a person icon. A mouse cursor is hovering over the person icon for 'Dr. Mark Wo..', and a callout bubble with '1.0' is next to it. Below the character list is a 'show' button and the name 'John Mark'. The main workspace is a large empty area with a horizontal timeline at the bottom.

CHARACTER MOVEMENT

The Character Movement window will have 4 sections: Position, Interact, Aspect, and Other. The user will complete only one per timeline item.

- 1.0 Position - This option will allow the author to specify where they want a character to move to.
- 2.0 Action - This drop down will provide a list of available movement animations (walk, run).
- 3.0 Action Speed - The author will be able to specify the speed in which the character will complete the action.
- 4.0 Animation Preview
- 5.0 Animation Cycle - Displays the duration of 1 cycle
- 6.0 Duration - The user will have to estimate the time that it will take for the character to complete the complete action. The Author will have to fine tune this value after testing.
- 7.0 Destination - The author will specify the destination of the character. If Waypoint, then then Floor # and Waypoint # will have to be specified.
- 8.0 Map of environment with waypoints.

The screenshot displays the 'CHARACTER MOVEMENT' dialog box within the 'SIMULATION EDITOR' interface. The dialog is titled 'CHARACTER MOVEMENT' and includes a search bar with 'S: XX:XX E: XX:XX'. It features four tabs: 'Position' (selected), 'Interact', 'Aspect', and 'Other'. The 'Position' tab contains the following elements:

- 1.0** Action Name: A dropdown menu.
- 2.0** Destination: A dropdown menu with a question mark icon.
- 7.0** Waypoint: A dropdown menu.
- 7.0** Floor #: A dropdown menu.
- 7.0** Waypoint #: A dropdown menu.
- 3.0** Action Speed: A horizontal slider.
- 4.0** Animation Preview: A large image showing a character's legs in a walking motion.
- 8.0** Map of environment with waypoints: A schematic diagram of a room layout with several blue circular waypoints. One waypoint is highlighted with a larger blue circle.
- 5.0** 1 cycle - 1.5 seconds: A text label indicating the current duration.
- 6.0** Duration: A text input field with a question mark icon, a spinner, and the unit 'Sec | Cycles'.

At the bottom of the dialog are 'CANCEL' and 'SAVE' buttons. The background interface shows a 'Finder' pane with a breadcrumb trail: 'Act 1 (1) > Scene 1 (1) > Conversation 1 (1) > Thread 1 (1) > Decision Point 1 (1) > Action 1 (1)'. Below this is a character list with 'Alice Jones' and 'Dr. Mark Wo..' visible, and a timeline area.

WAYPOINT DESTINATION

1.0 The author has completed the necessary fields

Finder ▾ Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1(1) > Action 1(1)
Search

ACTION 1 [edit](#)
[Test](#) | [Delete](#)

Motion Graphics +

[hide](#) ▾ ▲

Alice Jones

[hide](#) ▾ ▲

Dr. Mark Wo..

[show](#) ▾ ▲

John Mark

CHARACTER MOVEMENT S: XX:XX E: XX:XX

Position
Interact
Aspect
Other

Action

Walk - Woman 3 ▾

Action Speed

Destination ?

Waypoint ▾

Floor 3 ▾

Waypoint #7 ▾

1 cycle - 1.5 seconds

Duration ?

00:14 ▾

Sec | [Cycles](#)

CANCEL

SAVE

System Architecture: Damon Tabb | Wireframe: Adam Sadowski | UX: Adam/Damon

OBJECT DESTINATION

1.0 The author may also set the destination to be an object. If so, selecting Object from the drop down will populate a cascade of sub drop downs.

The logic is as follows:

Object > Type > Categories (i.e phones)
> Object Listing

Object > Floor > Floor# > Object Listing

Object > Owner > Character List >
Object Listing

The screenshot shows the Simulation Editor interface with a breadcrumb trail: Finder > Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1(1) > Action 1(1). The main window title is "ACTION 1" with an "edit" link. On the left, there is a "Motion Graphics" panel with a "+" icon and a list of characters: Alice Jones, Dr. Mark Wo., and John Mark. A "hide" button is next to Alice Jones and Dr. Mark Wo., and a "show" button is next to John Mark. The central area is a timeline with a playhead. A "CHARACTER MOVEMENT" dialog box is open, showing settings for "Walk - Woman 3". The dialog has tabs for "Position", "Interest", "Aspect", and "Other". The "Interest" tab is active, showing a "1.0" value. The "Destination" dropdown is set to "Object", which has opened a cascade of dropdowns: "Type/Floor/Owner", "Categories/Floor#/Character List", and "Object Listing". The dialog also features a "Duration" field with a "Cycles" link and "CANCEL" and "SAVE" buttons. A character silhouette is shown in a preview window within the dialog, with the text "1 cycle - 1.5 seconds" below it.

CHARACTER DESTINATION

1.0 The character destination may also be another character.

Logic: Character > Character Listing

The screenshot shows the SIMULATION EDITOR interface with a 'CHARACTER MOVEMENT' dialog box open. The background interface includes a breadcrumb trail: Finder > Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1(1) > Action 1(1). The main area is titled 'ACTION 1' with an 'edit' link. On the left, there is a 'Motion Graphics' panel with a '+' icon and a 'hide' button. Below this, there are character cards for 'Alice Jones', 'Dr. Mark Wo..', and 'John Mark', each with a 'hide' or 'show' button and a character icon. The 'CHARACTER MOVEMENT' dialog box has a title bar with 'S: XX:XX E: XX:XX' and tabs for 'Position', 'Interact', 'Aspect', and 'Other'. The 'Position' tab is active. It contains the following fields:

- 'Action' dropdown menu: 'Walk - Woman 3'
- 'Destination' dropdown menu: 'Character'
- 'Action Speed' slider: A horizontal line with a blue dot in the middle.
- 'Character Listing' dropdown menu: 'Character Listing'
- A large preview window showing a silhouette of a person walking.
- 'Duration' input field: A small box with a question mark icon, followed by 'Sec | Cycles'.
- '1 cycle - 1.5 seconds' text below the preview window.
- 'CANCEL' and 'SAVE' buttons at the bottom right.

INTERACT

- 1.0 The author may also have the character interact with an object in the environment.
- 2.0 Object Selection - The author will use the same logic as the previous cascade of drop downs to select an object.
- 3.0 Object Preview
- 4.0 Object Title
- 5.0 Animation - The user will select an animation (pick up, put down, etc.).
- 6.0 Animation Preview

The screenshot displays the SIMULATION EDITOR interface. At the top, a breadcrumb trail reads: Finder > Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1(1) > Action 1(1). The main window title is "ACTION 1" with an "edit" link. On the left, a sidebar shows character selection options for Alice Jones, Dr. Mark Wo., and John Mark. A central dialog box titled "CHARACTER MOVEMENT" is open, featuring tabs for "Position", "Interact", "Aspect", and "Other". The "Interact" tab is active, showing a form with three dropdown menus: "Object" (set to "Type/Floor/Owner"), "Categories/Floor#/Character Listing" (set to "Object Listing"), and "Animation" (set to "Right Hand Pick Up"). Below the form are two preview windows: the left one shows a silhouette of a bag labeled "Bag 13" (annotated with 4.0), and the right one shows a silhouette of a hand picking up an object (annotated with 6.0). The animation duration is "1 cycle - 1.5 seconds". At the bottom of the dialog are "CANCEL" and "SAVE" buttons. Other annotations include 1.0 pointing to the "Interact" tab, 2.0 pointing to the "Object" dropdown, 3.0 pointing to the "Object Listing" dropdown, and 5.0 pointing to the "Animation" dropdown.

ASPECT - DIRECTION

- 1.0 The aspect tab will allow the author to specify the orientation and facial expression of a character.
- 2.0 Orientation - The author may choose to have the character face a specific degree (in relation to N,S,E,W), Object, or character.
- 3.0 Facial Expression Dropdown
- 4.0 Duration of Expression
- 5.0 Expression Preview

The screenshot shows the SIMULATION EDITOR interface with a 'CHARACTER MOVEMENT' dialog box open. The dialog box has four tabs: 'Position', 'Interact', 'Aspect', and 'Other'. The 'Aspect' tab is selected. It contains the following controls:

- Orientation:** A dropdown menu labeled 'Direction' with a value of '180°' and a circular orientation indicator showing North = 0.
- Facial Expression:** A dropdown menu with the value 'Annoyed'.
- Duration (seconds):** A text input field with the value '2' and a note '(value of 0 will hold expression)'.
- Expression Preview:** A silhouette of a character's head and shoulders, showing the selected facial expression.

At the bottom of the dialog box are 'CANCEL' and 'SAVE' buttons. The background interface shows a breadcrumb trail: 'Act 1 (1) > Scene 1 (1) > Conversation 1 (1) > Thread 1 (1) > Decision Point 1 (1) > Action 1 (1)'. On the left, there is a 'Motion Graphics' panel with character cards for 'Alice Jones', 'Dr. Mark Wo..', and 'John Mark'. A search bar is visible in the top right corner.

ASPECT - CHARACTER

1.0 Orientation - If Character is selected then the author will have to specify if that character is the speaker, player, or NPC.

The screenshot displays the Simulation Editor interface. At the top, a breadcrumb trail reads: Finder > Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1(1) > Action 1(1). The main window title is "ACTION 1" with an "edit" link. On the left, a "Motion Graphics" panel lists characters: Alice Jones, Dr. Mark Wo., and John Mark. A "CHARACTER MOVEMENT" dialog box is open, showing the "Aspect" tab. It includes fields for "Orientation" (set to "Character"), "Facial Expression" (set to "Annoyed"), and "Duration (seconds)" (set to 2). A "Face Speaker" dropdown menu is also visible, listing "Character 1" through "Character 5". A character silhouette is shown in a preview window. "CANCEL" and "SAVE" buttons are at the bottom of the dialog.

ASPECT - OBJECT

1.0 Orientation - If the orientation is an object, the the author will have to specify which object using the same cascade of drop down menus found previously in the system.

The screenshot displays the SIMULATION EDITOR interface. At the top, a breadcrumb trail reads: Finder > Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1(1) > Action 1(1). The main window title is "ACTION 1" with an "edit" link. On the left, a "Motion Graphics" panel lists characters: Alice Jones, Dr. Mark Wo., and John Mark. A central dialog box titled "CHARACTER MOVEMENT" is open, showing settings for "Aspect". The "Aspect" tab is selected, with sub-tabs for "Position", "Interact", "Aspect", and "Other". The "Orientation" section contains four dropdown menus: "Object" (set to "Object"), "Type/Floor/Owner", "Category/Floor#/Character Listing", and "Object Listing". The "Facial Expression" dropdown is set to "Annoyed". The "Duration (seconds)" field is set to "2" with a note "(value of 0 will hold expression)". A silhouette of a character's head and shoulders is shown in a preview window. "CANCEL" and "SAVE" buttons are at the bottom of the dialog.

ACTION TIMELINE

This is an example of the action timeline having multiple dialogue and character interaction objects on it.

Finder ▼

[Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > [Thread 1\(1\)](#) > [Decision Point 1\(1\)](#) > Action 1 (1)

Search
🔍

ACTION 1 edit

[Test](#) | [Delete](#)

Motion Graphics +

hide ▼▲

🗨️

👤

Alice Jones

hide ▼▲

🗨️

👤

Dr. Mark Wo..

show ▼▲

John Mark

TIMELINE OBJECT INFO

1.0 Info Window - Clicking or double-clicking on any timeline object will display a mini window that will display the most important information pertaining to that object. The user will be able to launch the pop up editor from this window as well as move the object along the timeline using the Start and End time value fields.

The following pages will display different information windows.

The screenshot displays the Simulation Editor interface. At the top, a breadcrumb trail reads: **Finder** > Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1(1) > Action 1(1). To the right of the breadcrumb are icons for a pin, a grid, and a gear, followed by a search bar with the text "Search" and a magnifying glass icon.

The main area is titled "ACTION 1" with an "edit" link. A pop-up window is open over a timeline bar, showing the following details:

- Position** (with an "edit" link): Action - Woman Walk #3
- Duration - 00:19
- Destination - Object - Phone #4
- Start Time: 00:31
- End Time: 00:50

 The timeline below shows several dark grey bars representing actions. A mouse cursor is pointing at one of these bars, which has a "1.0" callout. Another "1.0" callout is visible above the pop-up window.

On the left side, there is a sidebar with "Motion Graphics" and a "+" icon. Below it are two character entries: "Alice Jones" and "Dr. Mark Wo..", each with a "hide" button and a person icon. At the bottom of the sidebar is "John Mark" with a "show" button and a person icon.

CHARACTER MOVEMENT INFO WINDOWS

Dialogue/Thought Bubble

#1 Reflects the information that would be displayed pertaining to the dialogue functionality. The user should be able to play the uploaded audio clip in this window.

1

Dialogue [edit](#)

First Line of Text

Audio File - Duration

Action Label

Tactic

Topic

Start Time
End Time

Dialogue [edit](#)

"Hi, you're looking great today."

Alicegreeting1.mp3 - 00:03

Action Label - Looking Good

Tactic - Charm

Topic - Smalltalk

Start Time
End Time

#2 Reflects the information that would be displayed pertaining to the thought bubble functionality.

2

Thought Bubble [edit](#)

First Line of Text

Duration

Start Time
End Time

Thought Bubble [edit](#)

"Yeah, right"

Duration - 00:04

Start Time
End Time

CHARACTER MOVEMENT INFO WINDOWS

Position

#1 Reflects the user's choice to make the destination of the character a waypoint on the map.

1

[edit](#)

Position

Action - Action Name
Duration - XX:XX
Destination - Waypoint# (FI#)

.....

Start Time End Time

[edit](#)

Position

Action - Woman Walk #3
Duration - 00:19
Destination - Waypoint#7 (FI2)

.....

Start Time End Time

#2 Reflects the user's choice to make the destination of the character an object.

2

[edit](#)

Position

Action - Action Name
Duration - XX:XX
Destination - Object - Object Name

.....

Start Time End Time

[edit](#)

Position

Action - Woman Walk #3
Duration - 00:19
Destination - Object - Phone #4

.....

Start Time End Time

#3 Reflects the user's choice to make the destination of the character an object on a specific floor.

3

[edit](#)

Position

Action - Action Name
Duration - XX:XX
Destination - Object - Object Name (FI#)

.....

Start Time End Time

[edit](#)

Position

Action - Woman Walk #3
Duration - 00:19
Destination - Object - Phone #4 (FI#1)

.....

Start Time End Time

#4 Reflects the user's choice to make the destination of the character an object that belongs to another character.

4

[edit](#)

Position

Action - Action Name
Duration - XX:XX
Destination - Object - Object Name (Owner)

.....

Start Time End Time

[edit](#)

Position

Action - Woman Walk #3
Duration - 00:19
Destination - Object - Phone #4 (Alice Jones)

.....

Start Time End Time

#5 Reflects the user's choice to make the destination of the character another character in the simulation.

5

[edit](#)

Position

Action - Action Name
Duration - XX:XX
Destination - Character - Character Name

.....

Start Time End Time

[edit](#)

Position

Action - Woman Walk #3
Duration - 00:19
Destination - Character - Alice Jones

.....

Start Time End Time

CHARACTER MOVEMENT INFO WINDOWS

Interact

#1 Reflects the user's choice to make the character interact with an object.

1

[edit](#)

Interact
Object Name
Animation - Animation Name

Start Time End Time

[edit](#)

Interact
Bag #3
Animation - Right Hand Pick Up

Start Time End Time

Aspect

#1 Reflects the user's choice to define the orientation of the character as a degree value.

1

[edit](#)

Aspect
Orientation - Direction - Degree
Facial Expression - Expression - Duration

Start Time End Time

[edit](#)

Aspect
Orientation - Direction - 180°
Facial Expression - Annoyed - 2 seconds

Start Time End Time

#2 Reflects the user's choice to make the destination of the character another character.
p = Player, s = Speaker, Cn = Character name

2

[edit](#)

Aspect
Orientation - Character - P/S/CN
Facial Expression - Expression - Duration

Start Time End Time

[edit](#)

Aspect
Orientation - Character - Player
Facial Expression - Annoyed - 2 seconds

Start Time End Time

#3 Reflects the user's choice to make the orientation of the character an object.

3

[edit](#)

Aspect
Orientation - Object - Object Name
Facial Expression - Expression - Duration

Start Time End Time

[edit](#)

Aspect
Orientation - Object - Mirror #2
Facial Expression - Annoyed - 2 seconds

Start Time End Time

TIMELINE SCROLLBAR

1.0 The timeline will extend beyond the user's browser width. If the timeline begins to fill, they will have to use the scroll bar to navigate to the desired timeline object.

NOTE: The character panel on the left hand side will remain static, as the timeline will slide under it.

The screenshot displays the 'ACTION 1' editor interface. At the top, a breadcrumb trail reads: **Finder** > Act 1(1) > Scene 1(1) > Conversation 1(1) > Thread 1(1) > Decision Point 1(1) > Action 1(1). To the right of the breadcrumb are icons for a pin, a grid, and a gear, followed by a search bar labeled 'Search' with a magnifying glass icon. Below the breadcrumb, the title 'ACTION 1' is displayed with an 'edit' link and 'Test | Delete' options on the far right. The main workspace is divided into two horizontal tracks. The top track shows a timeline with several black rectangular blocks of varying lengths. The bottom track shows a similar timeline with fewer, larger blocks. On the left side, there is a character panel titled 'Motion Graphics' with a plus icon. It lists three characters: 'Alice Jones' (with a 'hide' button and a speech bubble icon), 'Dr. Mark Wo..' (with a 'hide' button and a person icon), and 'John Mark' (with a 'show' button and a person icon). At the bottom of the interface, a horizontal scrollbar is visible, with a mouse cursor pointing to it. A small '1.0' callout bubble is positioned near the scrollbar.

TIMELINE SCROLLBAR CONT.

1.0 The user has scrolled horizontally and has caused the timeline to slide under the character panel

The screenshot displays the 'ACTION 1' interface. At the top, a breadcrumb trail reads: [Finder](#) > [Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > [Thread 1\(1\)](#) > [Decision Point 1\(1\)](#) > [Action 1\(1\)](#). To the right of the breadcrumb are icons for a pin, a grid, and a gear, followed by a search bar with the text 'Search' and a magnifying glass icon. Below the breadcrumb, the title 'ACTION 1' is displayed with an 'edit' link. In the top right corner of the main area, there are links for 'Test' and 'Delete'. On the left side, there is a 'Motion Graphics' panel with a '+' icon. Below it, there are two character entries: 'Alice Jones' and 'Dr. Mark Wo..', each with a 'hide' link and a character icon. At the bottom of the character panel, there is a 'show' link and the name 'John Mark'. The main area contains a timeline with several horizontal bars representing actions. A scrollbar is visible at the bottom of the timeline, with a mouse cursor pointing to it. A small '1.0' callout bubble is positioned near the scrollbar.

NAVIGATION

1.0 Once a user has finished editing an action or section, they can return to the previous screen using the breadcrumb or Finder.

The Finder will pull down a column style listing of all the components within the simulation. It will also act as a breadcrumb since the user's current path will be displayed.

The screenshot displays the Simulation Editor interface. At the top, a breadcrumb path reads: [Act 1 \(1\)](#) > [Scene 1 \(1\)](#) > [Conversation 1 \(1\)](#) > [Thread 1 \(1\)](#) > [Decision Point 1 \(1\)](#) > Action 1 (1). To the right of the breadcrumb are icons for a pin, a grid, and a gear, followed by a search bar labeled "Search".

The main area is titled "ACTION 1" with an "edit" link and "Test | Delete" options. Below the title is a timeline view with several horizontal bars representing actions. A mouse cursor is pointing at the "Finder" dropdown menu in the top left corner, which is currently open, showing a list of components. The list includes "Motion Graphics" with a plus icon, "Alice Jones" with a silhouette icon and a "hide" link, "Dr. Mark Wo.." with a silhouette icon and a "hide" link, and "John Mark" with a silhouette icon and a "show" link. A "1.0" version indicator is visible near the mouse cursor.



FINDER NAVIGATION

Finder - The finder will always display the user's current path. To navigate to a different area within the simulation, the user must simply select a different value in a given section. Single select will populate the next column while a double click will take the user to that selection.

NOTE: Actions will not be displayed in the finder.

Finder
▼
Act 1 (1) > Scene 1 (1) > Conversation 1 (1) > Thread 1 (1) > Decision Point 1 (1) > Action 1 (1)

Acts	Scenes	Conversations	Threads	Decision Points ?
A1: Family Business A2: Dog Eat Dog A3: New Beginnings	S1: Meet with CEO S2: The Numbers S3: Sales Department S4: A Second Chance	C1: Talk to Receptionist C2: Go to Waiting Room	T1: Lorem Ipsum T2: Lorem Ipsum	DP1: Decision Point 1 DP2: Decision Point 2 DP3: Decision Point 3 DP4: Decision Point 4

Dr. Mark Wo..

[show](#) ▼▲

John Mark

System Architecture: Damon Tabb | Wireframe: Adam Sadowski | UX: Adam/Damon

NAVIGATING

1.0 If the user wishes to go to a different section, they must begin the process by selecting the highest level of their desired section.

The user will now navigate to a section within Scene 2.

Finder ▼

[Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > [Thread 1\(1\)](#) > [Decision Point 1\(1\)](#) > Action 1 (1)

Search 🔍

Acts	Scenes	Conversations	Threads	Decision Points
A1: Family Business A2: Dog Eat Dog A3: New Beginnings	S1: Meet with CEO S2: The Numbers S3: Sales Department S4: A Serious Chance	C1: Talk to Receptionist C2: Go to Waiting Room	T1: Lorem Ipsum T2: Lorem Ipsum	DP1: Decision Point 1 DP2: Decision Point 2 DP3: Decision Point 3 DP4: Decision Point 4

Dr. Mark Wo..

show ▼▲

John Mark



SCENE 2

1.0 Selecting Scene 2 (single click) will populate the conversations within that scene.

Finder ▼ [Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > [Thread 1\(1\)](#) > [Decision Point 1\(1\)](#) > Action 1 (1) 🔍 ⚙️ 🗄️ 🔗

Acts	Scenes	Conversations	Threads	Decision Points
A1: Family Business A2: Dog Eat Dog A3: New Beginnings	S1: Meet with CEO S2: The Numbers S3: Sales Department S4: A Second Chance	C1: Lorem Ipsum C2: Lorem Ipsum C3: Lorem Ipsum		

[Test](#) | [Delete](#)

Dr. Mark Wo..

[show](#) ▼▲

John Mark



CONVERSATIONS

1.0 The user must now single click a conversation. Doing so will populate the threads within that conversation.

Finder ▼ [Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > [Thread 1\(1\)](#) > [Decision Point 1\(1\)](#) > Action 1 (1) 🔍 ⚙️ 🏠 🔗

Acts	Scenes	Conversations	Threads	Decision Points
A1: Family Business A2: Dog Eat Dog A3: New Beginnings	S1: Meet with CEO S2: The Numbers S3: Sales Department S4: A Second Chance	C1: Lorem Ipsum C2: Lorem Ipsum C3: Lorem Ipsum	T1: Lorem Ipsum T2: Lorem Ipsum	

[Test](#) | [Delete](#)

Dr. Mark Wo..

[show](#) ▼▲
John Mark



THREADS

1.0 Now the user must select a thread to display the Decision Points within that section.

Finder ▼

[Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > [Thread 1\(1\)](#) > [Decision Point 1\(1\)](#) > Action 1 (1)

🔍

Acts	Scenes	Conversations	Threads	Decision Points
A1: Family Business A2: Dog Eat Dog A3: New Beginnings	S1: Meet with CEO S2: The Numbers S3: Sales Department S4: A Second Chance	C1: Lorem Ipsum C2: Lorem Ipsum C3: Lorem Ipsum	T1: Lorem Ipsum T2: Lorem Ipsum <div style="position: relative; height: 20px;"> 1.0 </div>	DP1: Decision Point 1 DP2: Decision Point 2 DP3: Decision Point 3 DP4: Decision Point 4

Dr. Mark Wo..

show ▼▲

John Mark

[Test](#) | [Delete](#)



DECISION POINTS

1.0 The user may now double click the desired Decision Point.

Finder ▼

[Act 1\(1\)](#) > [Scene 1\(1\)](#) > [Conversation 1\(1\)](#) > [Thread 1\(1\)](#) > [Decision Point 1\(1\)](#) > Action 1(1)

🔍

Acts	Scenes	Conversations	Threads	Decision Points ?
A1: Family Business A2: Dog Eat Dog A3: New Beginnings	S1: Meet with CEO S2: The Numbers S3: Sales Department S4: A Second Chance	C1: Lorem Ipsum C2: Lorem Ipsum C3: Lorem Ipsum	T1: Lorem Ipsum T2: Lorem Ipsum	DP1: Decision Point 1 DP2: Decision Point 2 DP3: Decision Point 3 DP4: Decision Point 4

Dr. Mark Wo..

[show](#) ▼▲

John Mark

[Test](#) | [Delete](#)



SCENE 2 - DP 1

The user has successfully navigated to a different point in the sim!

1.0 Notice the breadcrumbs SID. The GID (generic ID) still displays Scene 2 but because it was the 5th one created in the system (because it lives in Act 2) the SID will display (5).

1.0 1.0

Finder ▼ [Act 1\(1\)](#) > [Scene 2\(5\)](#) > [Conversation 3\(5\)](#) > [Thread 1\(3\)](#) > Decision Point 1 (5) 🔍

DECISION POINTS

Decision Point 1 Decision Point 2 Decision Point 3 Decision Point 4 +

Decision Point 1: Aenean Vehicula [edit](#) [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#)

Description [edit](#)

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci [more](#)▼

DYNAMIC RESPONSE LOGIC ? + ⏏ ×

Validate Rules

```

graph LR
    A["ACTION 1  
edit + R"] --> B["ACTION 1.1  
edit + R"]
    B --> C["ACTION 1.1.1  
edit +"]
  
```

BREADCRUMB/TAB HOVER

Mouse Hover - A mouse hover on any breadcrumb or tab in the system will temporarily display a window that will display the full title.


1.0 Breadcrumb Hover

2.0 Tab Hover

Title format:
Section Abbr. (SID): Full Title

The screenshot shows the Simulation Editor interface with the following elements:

- Finder:** A breadcrumb trail: [Act 1 \(1\)](#) > [Scene 2 \(5\)](#) > [Conversation 3 \(5\)](#). A mouse hover over [Conversation 3 \(5\)](#) displays a tooltip: **C3(5): Lorem Ipsum** in Point 1 (5).
- DECISION POINTS:** A horizontal bar with tabs: **Decision Point 1**, [Decision Point 2](#), [Decision Point 3](#), [Decision Point 4](#), and a **+** button. A mouse hover over [Decision Point 2](#) displays a tooltip: **DP2(6): Lorem Ipsum**.
- Decision Point 1 Content:**
 - Title: **Decision Point 1: Aenean Vehicula** [edit](#)
 - Description: [edit](#)
 - Text:

Torem ipsum dolor sit amet, consectetur adipiscing elit. Aenean id urna nec libero vehicula consequat. Pellentesque et ligula at nunc suscipit laoreet. Morbi tempor turpis sit amet lectus posuere auctor. In molestie facilisis justo id interdum. Pellentesque varius tortor lectus, ut blandit massa luctus eget. Nulla scelerisque faucibus orci [more](#)▼
- DYNAMIC RESPONSE LOGIC:**
 - Buttons: **+**, , **x**
 - Flowchart: **ACTION 1** [edit](#) **+** **R** **ACTION 1.1** [edit](#) **+** **R** **ACTION 1.1.1** [edit](#) **+**
- Utility Links:** [Create Rule](#) | [View Rules \(0\)](#) | [Delete Section](#) | [Validate Rules](#)