

Challenge Stacks

Design Document

v2.1

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About This Document

This document outlines the design, features, and functionality of Challenge Stacks in the *My Future is My Life* (codename: IVY). **Comments are expected and desired. Please feel free to comment directly on this document.**

Table of Contents

[Definitions](#)[Design One Sheet](#)[Challenge Stack Summary](#)[Features](#)[Background](#)[Panning](#)[Touchable Objects](#)[Triggered Media](#)[Sense Highlights on Touchable Objects](#)[Activation](#)[Key Points](#)[Decision Points & Resolution Points](#)[Minigame Cards](#)[Scene Navigation](#)[Help & Hints](#)[Back to Lifeline](#)[Scene Caption](#)[Play Challenge Animatic](#)[Background Music](#)[Challenge Animatic](#)[Chunked By Scene](#)[Watching the Challenge Animatic](#)[Pan, Framing \(with Movement\), Cut](#)[Audio](#)[On Screen Text](#)[UI](#)[Challenge Stacks & Roll Consequences](#)[Challenge Stacks on the Lifeline](#)[Example Challenge Stack User Narrative](#)[Metrics & Data Collection inside Challenge Stacks](#)

1. Definitions

Challenge Animatic - A simple animation view of the Challenge Stack's current story given the state of each of its Decision Points.

Challenge Completion - A Challenge Stack is considered Complete when the player has changed each of its Decision Points and its Resolution Point.

Challenge Scene - An interactive visual scene that represents a moment in the storyline of a Challenge Stack. There are three types of Challenge Scenes- Decision Point Challenge Scenes, Dead End Challenge Scenes, and Resolution Challenge Scenes.

Challenge Stack - A sequence of interactive Challenge Scenes that tell a story about a situation from the player's Lifeline. Individual Challenge Stacks can be considered equivalent to a "quest" or "mission" in other games.

Consequence - A result of a Challenge Stack with effects incorporated into the player's Epilogue. **Ex:** The Consequence of a Challenge Stack where the end result is the player's character engaging in unprotected sex could be that the player's character is struggling with an STD like AIDS/HIV in their Epilogue.

Decision Point - Represents a pivot point in the storyline of a Challenge Stack. The player's goal in a Challenge Stack is to change each Decision Point for the better outcome. To change, Decision Points require Power Skill of a particular kind & level, as well as certain Key Points.

Decision Point Challenge Scene - A Challenge Scene with an associated Decision Point. This type of Challenge Scene represents a pivot moment in the storyline of the Challenge Stack.

Dead End Challenge Scene - A Challenge Scene with no associated Decision Point or Resolution Point. This type of Challenge Scene represents a possible ending of the Challenge Stack storyline, but not the final ending.

Key Point - A collectible item gathered by the player by activating a Touchable Object in a Challenge Scene. Key Points are used to change a Decision Point.

Lifeline - A visual interface that allows the player to see the Challenge Stacks available, information about each stack, and to enter the stack (if it is unlocked)

Minigame Card - A collectible item gathered by the player by activating a Touchable Object in a Challenge Scene. A Minigame Card represents a new level for a particular Skill Minigame. Once found, that minigame level will be available when the player exits to the Lifeline and goes to that minigame.

My Future is My Life - The working title of the overall game

Power Skill - A skill that can be used as the basis for changing a Decision Point. Power Skills include Refusal Power and Knowledge Power.

Resolution Challenge Scene - A Challenge Scene with an associated Resolution Point. This type of Challenge Scene represents the final ending of the Challenge Stack storyline. Completing this completes the



overall Challenge Stack.

Resolution Point - Represents completion and reflection on the final positive outcome of the storyline of a Challenge Stack. Once the Resolution Point is completed, new Challenge Stacks are unlocked. To change a Resolution Points requires a Power Skill of a particular kind & level, as well as certain Key Points.

Roll Consequences - The process by which the player moves from the Lifeline to the Epilogue. In rolling their life, the player finds out the Consequence- positive or negative- from each Challenge Stack- even those that have not yet been unlocked or completed.

Scene Navigator - A UI component used in a Challenge Stack to allow the player to jump from Challenge Scene to Challenge Scene.

Sense Skill - A skill that can be used as a tool to activate Touchable Objects in Challenge Scenes, finding Key Points and Minigame Cards. Sense Skills include: People Sense, Trouble Sense, Future Sense, & Priority Sense.

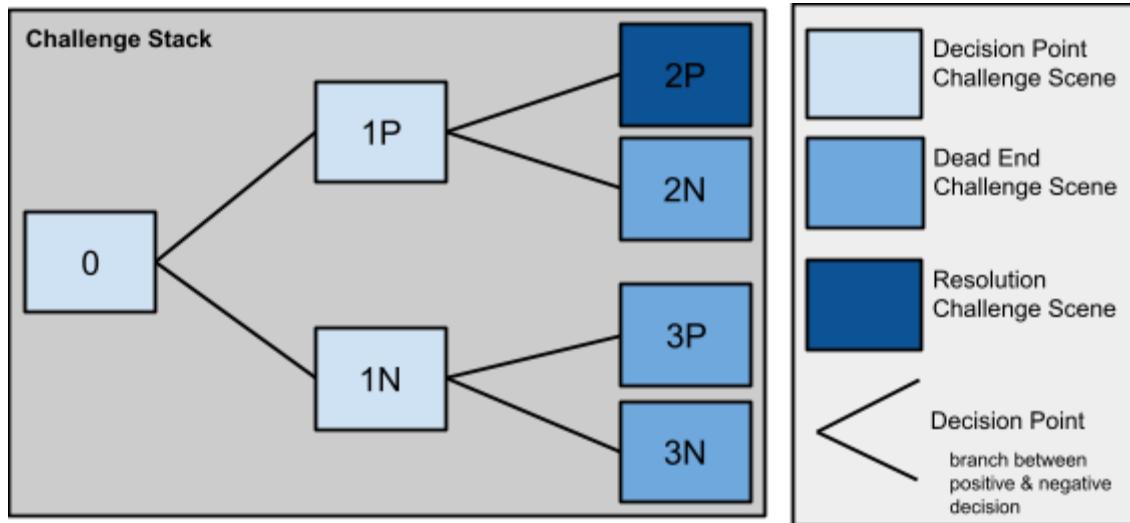
Touchable Object - A visual object in a Challenge Scene that responds to a player's touch.

2. Challenge Stack Summary

Challenge Stacks are a large part of the core gameplay of *My Future is My Life*. Challenge Stacks combine gameplay found in Hidden Object Games, Point & Click Adventures, and Motion Comics.

Players enter a Challenge Stack by selecting it through the [Lifeline interface](#).

A Challenge Stack represents a storyline in the overall life of the player's character. This storyline is broken into moments called Challenge Scenes. A Challenge Scene is a first person visual view of a particular point in the Challenge Stack storyline. Some of these Scenes ~~are~~ have an associated Decision Point that determines what happens next in the story. The largest Challenge Stack has 3 Decision Points and 7 Challenge Scenes. Some Stacks have only 1 or 2 Decision Points (and thus 3 or 5 Challenge Scenes, with 5 being the most common). The final Challenge Scene of a Challenge Stack is called the Resolution Challenge Scene. This Scene has a Resolution Point, which is very similar to a Decision Point. Story end points that are not final endings are called Dead End Challenge Scenes and do not have a Decision Point or Resolution Point.



The primary gameplay in a Challenge Stack is to explore each Challenge Scene, looking for objects which can be interacted with. Interacting with these objects requires certain Skill levels of different Sense Skills. Each interaction reveals either a Key Point, a Minigame Card, or a piece of informative or entertaining media. Key Points can be used, along with Power Skills, to change the outcome of a Decision Point, thus opening up additional Challenge Scenes and changing the overall story outcome of that Challenge Stack. They can also be used to complete the Resolution Point in the Resolution Challenge Scene.



Example of a Challenge Scene and related UI. Note that UI shown here is to illustrate functionality, not actual style or final layout.

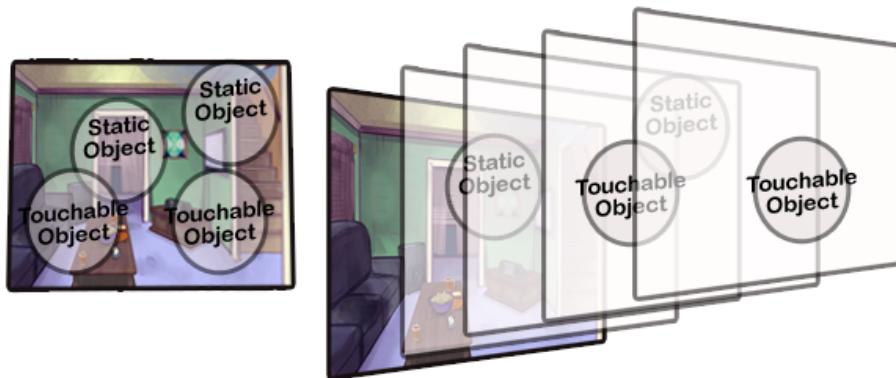
The typical high level gameplay steps for the player to complete a Challenge Stack are as follows:

1. Enter Challenge Stack for first time

2. View [Challenge Animatic](#)- an animated version of the story told in Challenge Stack
3. Start exploring stack in Challenge Scene 1. At this point 1N and 3N are also available to be explored.
4. Through activating Sense tools and tapping objects in the scene, collect Key Points and Minigame Cards.
5. Also note objects that can not yet be activated because high Skill levels are required.
6. After exploring Scenes 1, 1N, and 3N, exit Challenge Stack.
7. Level up skills using previous and recently found Minigame Cards (these cards represent minigame levels).
8. Return to Challenge Scene, collect some additional Key Points and change Decision Point at 1N from 3N to 3P.
9. View updated animatic showing story updated for new decision.
10. Explore new Challenge Scene 3P. (Previous Scenes still available; player can revisit 3N anytime)
11. Continue exploring the Challenge Scene and playing minigames to increase Skill levels until able to change Decision Point 1 (which leads then to 1P -> 2N), then Decision Point 1P to 2P.
12. View final animatic and arrive at the final Challenge Scene- the most positive ending, also called the Resolution Challenge Scene.
13. Collect Key Points and Minigame Cards hidden in this final scene and complete the Resolution Point. Typically at this point, most Key Points and Minigame Cards are found and the Challenge Stack is completed.

3. Features

The individual interactive scenes in a Challenge Stack are called **Challenge Scenes**. Challenge Scenes are where the gameplay of the Challenge Stack take place. A scene visually includes a background, static objects, & touchable objects. Static Objects & Touchable Objects are layered on top of the background image.



The order shown here is just an example. It is not necessarily the case that all static objects be behind all touchable objects.

Each Challenge Scene has the following features:

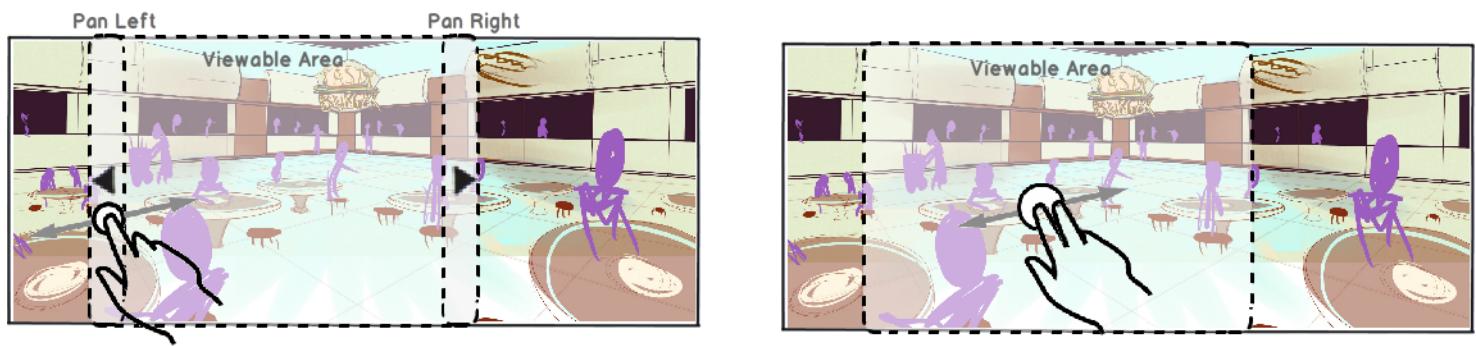
Background

The scene background is a visual representation of a story location in the game. It may be used in multiple Challenge Scenes in multiple Challenge Stacks through the overall story of the game.



Panning

A challenge scene consists of a visual scene. Some scenes may extend beyond the viewable area to the left and right. The player can pan the scene by dragging their finger left or right into the edge of the scene. With 2 fingers, the player can pan from any point on the screen.¹



Static Objects

Static Objects are people or objects that are part of a Challenge Scene but are not interactive. These are objects that are separate from the background layer and add visual variation and detail to the background as suitable for the story.



For example, this scene is using the Family Room at a Friend's House. A possible story using this location is that a party is going on. Therefore there may be static objects added that help tell this story but are not interactive.

Touchable Objects

¹The reason direct panning is limited to a multitouch interaction is because the player will use a single finger to scan around the scene with their Sense Skills to find Key Points. (see below)

Touchable Objects are visual people or items in a scene that can be activated when the player taps and holds on them. The exact number of Touchable Items per Challenge Scene is TBD. Touchable Objects have no default indication that they are interactive². However, Touchable Objects that will reveal a Key Point or Minigame Card will show a Sense Highlight effect if the player is using the correct Sense Skill (see below).

Touchable Objects always trigger some form of **Triggered Media**. Some Touchable Objects also reveal a **Minigame Card** or a **Key Point**.

Triggered Media

An activated Touchable Object presents some additional media to the player.

This media can be comprised of one or more of the following:

- Popup of explanatory text or character dialog
 - **Player Character's Thought:**
Ex: Player (using People Sense) clicks on a character and gets a popup dialog that says "This girl is always gossiping about others and not everything she says is true." (Player Character's own thought)
 - **Character Statement:**
Ex: Player (using People Sense) clicks on a character and gets a popup dialog that says "I heard they slept together!" (Character's statement)
 - **Sound Effect:**
Ex: Player clicks on a phone and gets a text popup *RING!*
- Sound effect or voice over
 - **Ex:** Player (using Priority Sense) clicks on the kid sister character in scene. They hear kid sister's voice saying "You promised mom you'd walk me home today!"
- A temporary visual change
 - **Ex:** Player (using Trouble Sense) clicks on a bag held by another character and bag appearance toggles to version with bag open, revealing what is inside

This media typically conveys or reinforces information or themes from the Challenge Stack's storyline. Some Touchable Objects may be included as surprises as well, with funny or interesting media that may not be directly relevant to the Challenge Stack topic.

Sense Highlights on Touchable Objects

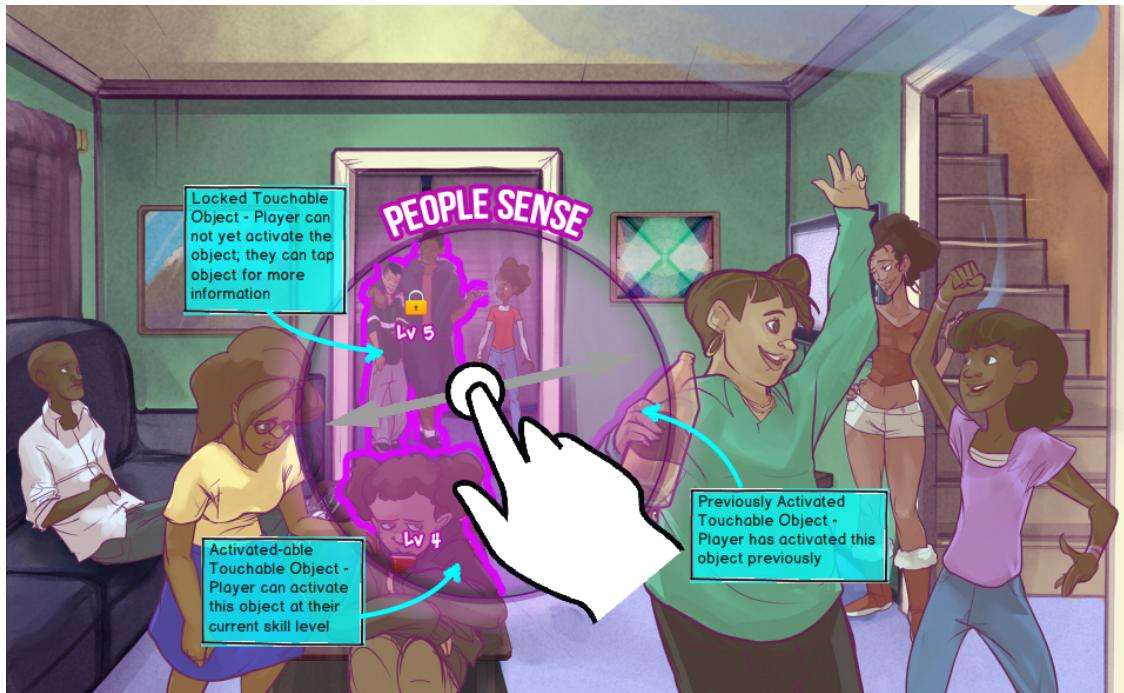
The player switches between senses using the Sense UI (see below). When the player has activated a Sense, they can drag their finger around the scene to visually highlight nearby Touchable Objects that can be activated using that Sense. Sense highlights allow the player to find interactive Touchable Objects without having to try tapping every object, but still allows for a period of exploration of the scene.³

Once a Touchable Object has been activated once, its highlight becomes less pronounced, so that the player

²Most touchable objects will highlight under a specific Sense Skill. Some touchable objects will not have any important information on them, however, and will be present just for fun. Some examples might be a radio that plays a bit of a song when the player touches it or a background character that says "hey" when the player taps them.

³An alternative interaction would be to simply show the Sense Highlights when a particular sense is activated but this reveals every touchable item at once. On the other end of the spectrum, with no highlights, players may spend a long time trying to find the Touchable Object they have not tapped yet.

can differentiate between Touchable Objects that the player has experienced, and those that they still need to experience. Unactivated Touchable Objects also show the skill level required to activate them.



A mockup of sense highlight. The visual effect shown here is not final- only illustrative of functionality.

Activation

Players activate Touchable Objects by tapping them with their finger.



A just-for-fun Touchable Object.

Touchable Objects may require a specific Sense to activate and may even activate differently under different Senses. If the player taps a Touchable Object with a sense that activates it, but does not have sufficient Skill level to activate the object, they are presented with information that tells them what skill level they need and a hint as to what media they might get from that Object once they obtain the skill. This popup also tells the player

if they can currently increase the needed skill and provides a quick way for the player to jump to that minigame.



Here the player has tapped the two male characters in the back but they do not have the necessary skill to activate this Touchable Object yet.

The first time the player activates a Touchable Object using a sense, it may reveal a Key Point or Minigame Card. The player must be able to unlock the Touchable Object to activate it. The Key Point or Minigame Card is presented to the player as a popup and then placed in the Key Point and Minigame Card portions of the Challenge Stack Interface.



Here the player has tapped the foreground female character who is sitting on the ground.

The player has the skills needed to activate this object, thus the associated media plays and a Key Point is revealed.

~~Subsequent taps on the object will not bring up the popup but will play the media content.~~

Key Points

A Key Point represents information about the situation that player has collected using their Sense Skills.



When the player finds a Key Point, a popup appears.

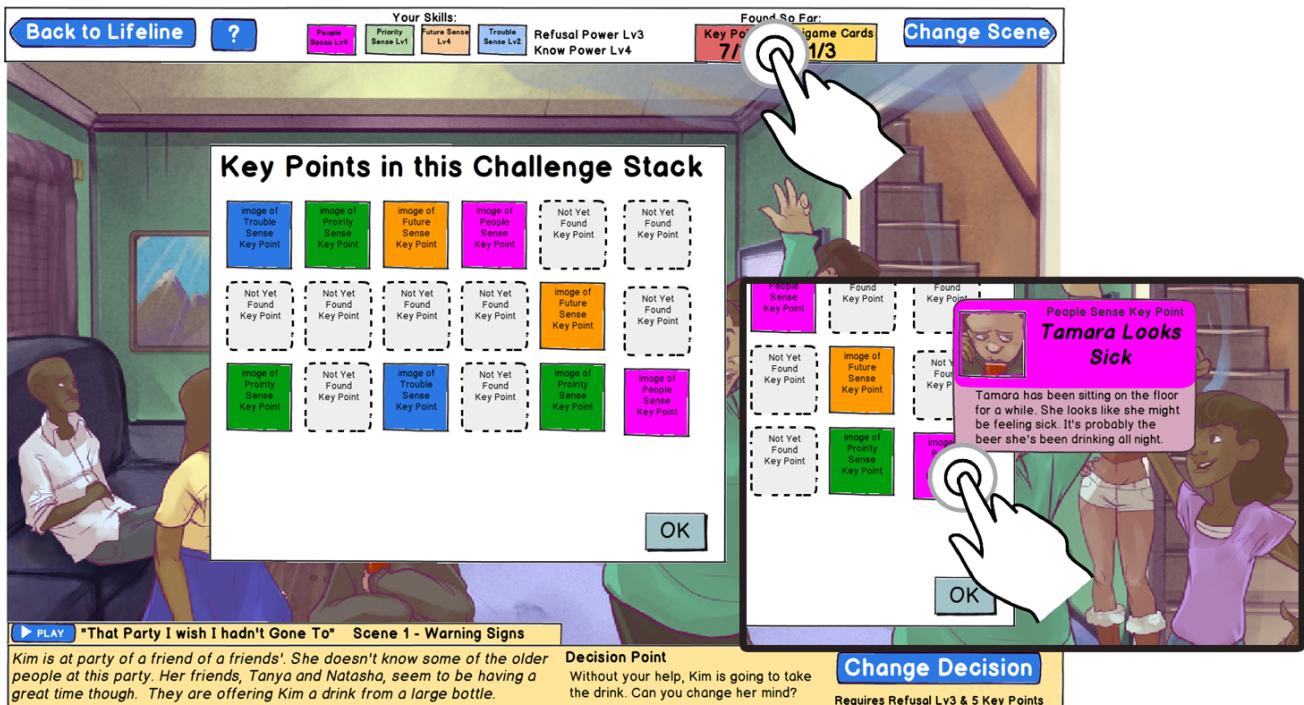
Each Decision Point and Resolution Point requires 1 or more Key Points in order to be completed⁴. These Key

⁴Why Key Points? The learning & gameplay purpose of Key Points is to cause the player to think about the factors that surround the real world moment represented by a Decision Point or Resolution Point. The act of finding a Key Point is designed to parallel the cognitive process of thinking about a situation- looking at who is present, what they are doing, what items are present, etc as well as less concrete factors such as what the decision might

Points must be relevant to the Decision or Resolution. It is up to the player to figure out what Key Points are relevant. Typically there will be more relevant Key Points hidden in a Challenge Stack than required to complete a Decision or Resolution. Also, some key points needed to complete a Decision Point may be found in the Challenge Stack's other scenes.

For example, a Decision Point for one scene may be about refusing beer from friends at a party. This Decision Point requires 5 Key Points. In the 7 scenes of this Challenge Stack there are 8 Key Points that would work with this Decision Point. The player need only find 5 of them to complete this Decision Point.

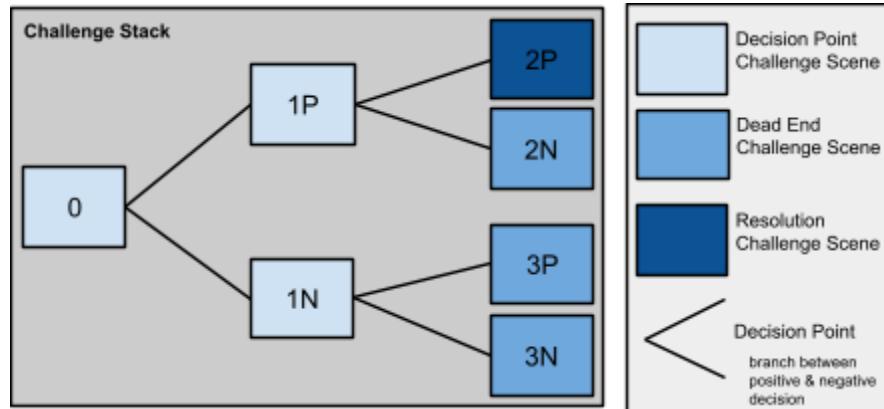
The Challenge Scene interface shows how many Key Points there are total and how many the player has found. The player can see all the Key Points they've collected by tapping this total to open the Key Point list interface. On this list they can also see details about each collected Key Point.



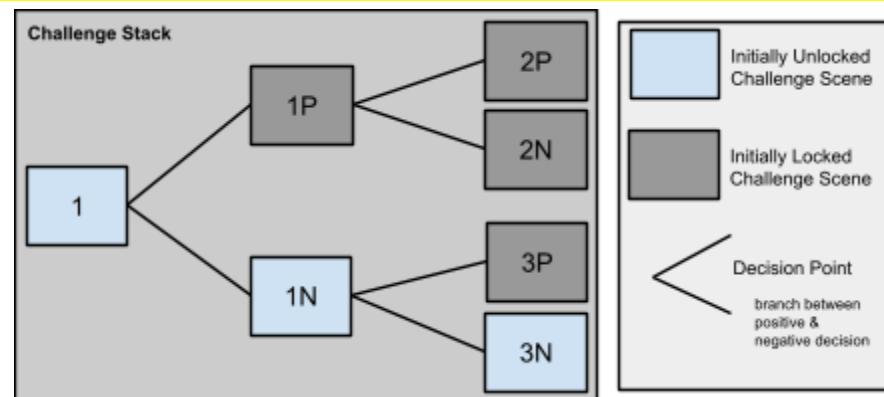
Decision Points & Resolution Points

Most Challenge Scenes in a Challenge Stack have a Decision Point or Resolution Point.

cost you or gain for you, how it affects your long term goals, possible future outcomes of this situation, the feelings of others involved, and hidden risks. Key Points are a way to turn all these factors into gameplay items that can be found, examined, and used by the player, similar to items in a more traditional point-and-click adventure game.



This is a pivot point in the storyline of the Challenge Stack. When the player completes a scene's Decision Point, it opens up a new alternative scene as a result. (shown in the Scene Navigation UI). When a player completes the Resolution Challenge Scene's Resolution Point, the player has completed the Challenge Stack.



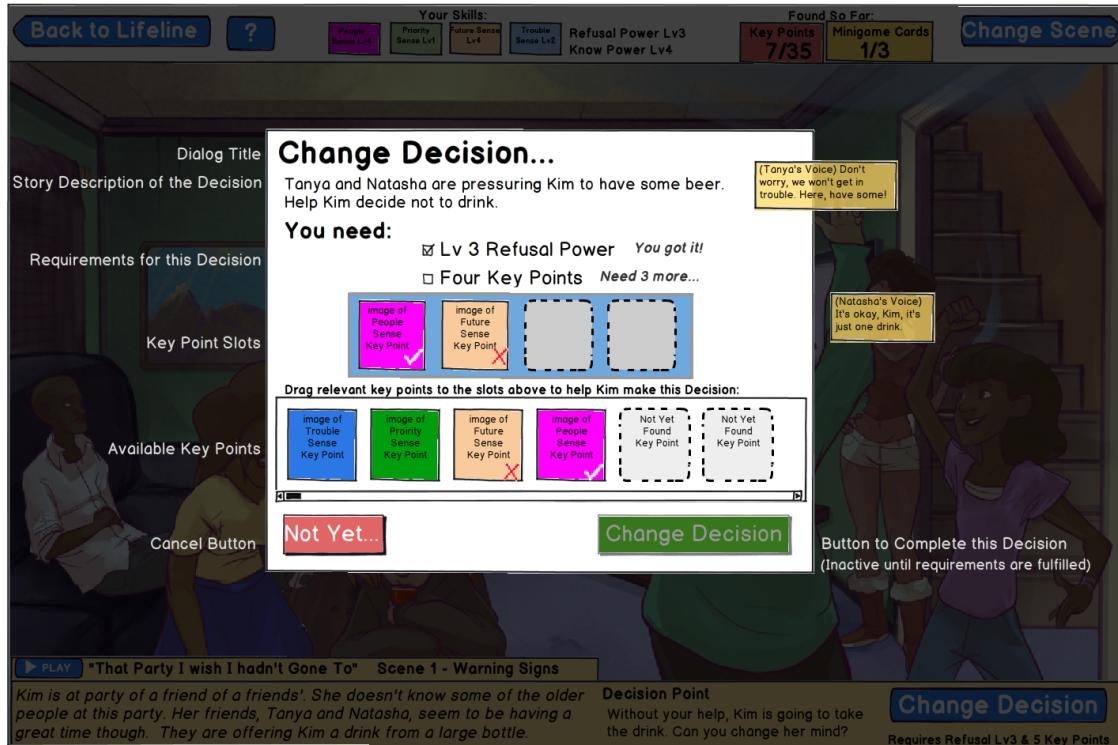
A Decision Point or Resolution Point requires several things from the player:

- A certain Refusal Power or Knowledge Power Skill level
- One or more relevant Key Points

The player can access the Decision/Resolution Point using a button on the Challenge Scene interface. Near this button is a description of the Decision/Resolution situation and what is required to complete it.



When the player taps this button, they are shown in the Decision/Resolution Point UI and may also hear key audio lines that represent this story moment.

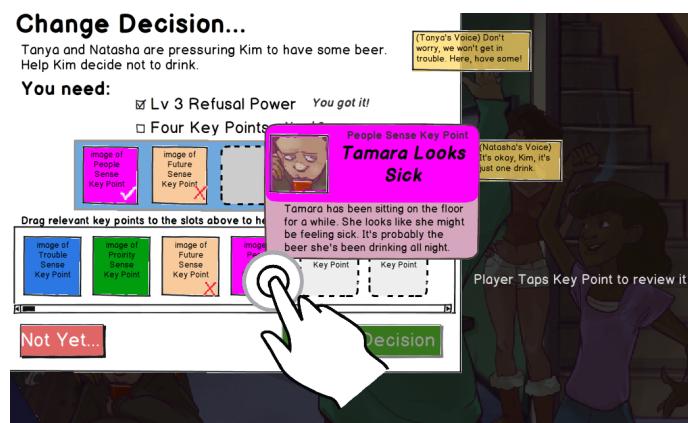


The Decision/Resolution Point UI - This is a functional mockup only- it does not represent final aesthetics

If the player has the required Refusal or Me Power Skills, this is highlighted in the Decision Point UI.

The player must also choose which Key Points to apply to the Decision Point key points requirements. Often there will be more Key Points applicable than needed to make the decision. Decision Points key point requirements are distinguished by skill association. For example, a Decision Point may require one People Sense Key Point and two Priority Sense Key Points.

The player can tap a Key Point to review its contents:



Once the player has dragged suitable Key Points into the Decision Point Dialog and has achieved the necessary Refusal or Me Power Skill, they can select the "Change Decision!" button to actually change the decision, and thus change the Challenge Stack scene that follows the decision.

Resolution Points are nearly identical. When the player has enough Skill power and Key Points, they can select the “Complete Resolution!” button, and the Challenge Stack Complete Dialog is shown. This dialog summarizes the longer term consequences of this Challenge Stack Story and also shows the player all the Key Points that they chose to use to beat this story. This dialog also shows what new Challenge Stacks have been unlocked because the player has completed this stack.



Decision Points points require the player to achieve a certain skill level in two ways:

- Key Points can only be collected from Touchable Objects in scenes if the player has the appropriate Skill level of appropriate Sense
- Each Decision Point specifically requires either Knowledge Power or Refusal Power of a particular level

Once a Decision/Resolution Point is completed, the UI is locked.



The player can always revisit this scene to find extra Minigame Cards or Key Points, but generally by the time they complete the Resolution Point they will have found everything in the Challenge Stack.

Dead End Challenge scenes in Stacks do not have Decision/Resolution Points.

Instead the player is told that this is a non ideal ending to this Challenge Stack and they should visit the other Scenes to change the outcome.



Minigame Cards

A Minigame Card represents a level for a particular minigame. Minigame Cards are hidden inside Touchable Objects in Challenge Scenes. When a player activates a Touchable Object with a hidden Minigame Card, the card is presented to the player. The Minigame Card UI also shows that this card has been found.



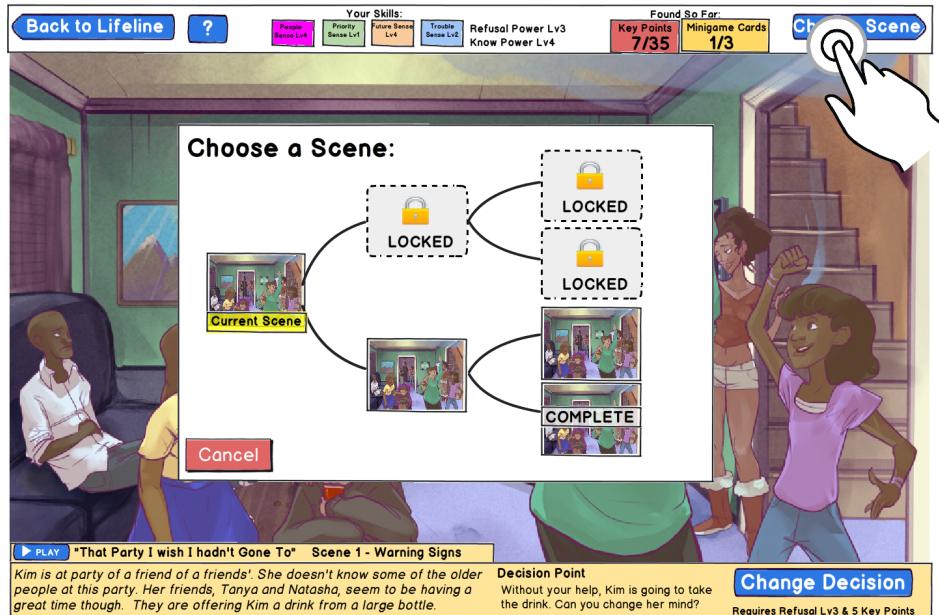
The Challenge Scene interface shows how many Minigame Cards there are total and how many the player has found. The player can click this total to open the Minigame Card list interface and see detail about all the Minigame Cards they've collected:



The player can view all the minigame cards in this Challenge Stack from the Minigame Card list interface.

Scene Navigation

By using the Change Scene button on the Challenge Scene interface, the player can access the Scene Navigation interface which lets them jump from scene to scene. The player taps a scene to jump directly to that scene, or taps cancel to stay in their current scene. **The Scene Navigation interface shows which scenes are still locked and which scene is the current scene. Selecting a locked Scene brings up a message that reminds the player they must complete Decision Points to unlock additional scenes.**



The Scene Navigator not only allows the player to jump from Scene to Scene, it also gives them a high level view of the possible outcomes of this Challenge Stack.

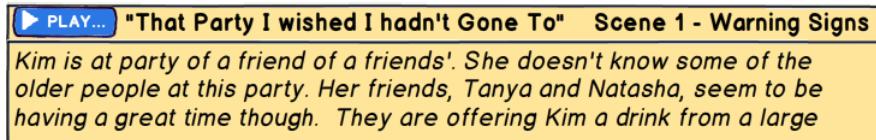
Back to Lifeline

The Back to Lifeline button takes the player out of this Challenge Stack and back to the main Lifeline interface. The player's progress is automatically saved- when they re-enter this Challenge Stack, it will be directly back to the current scene.

Back to Lifeline

Scene Caption

The scene caption is text shown at the bottom of the scene that provides additional information about what is happening in the story during this scene.



Play Challenge Animatic

The Challenge Animatic is an animation that plays through the current outcome of this Challenge Stack. The Play button on the Challenge Scene UI allows the player to play unlocked versions of this animatic at will.



The button on the Challenge Scene interface that brings up the Play Challenge Animatic dialog.



The Play Challenge Animatic allows the player to view the story so far and also previous versions of the story.

[More information about the Challenge Animatic](#) is below.

Background Music

Each Challenge Scene has a background music track and a background ambient audio track. The background music is a short loop (exact lengths TBD) that reinforces the emotional feel of that Challenge Scene. It is influenced by Hip Hop.

Some example tracks:

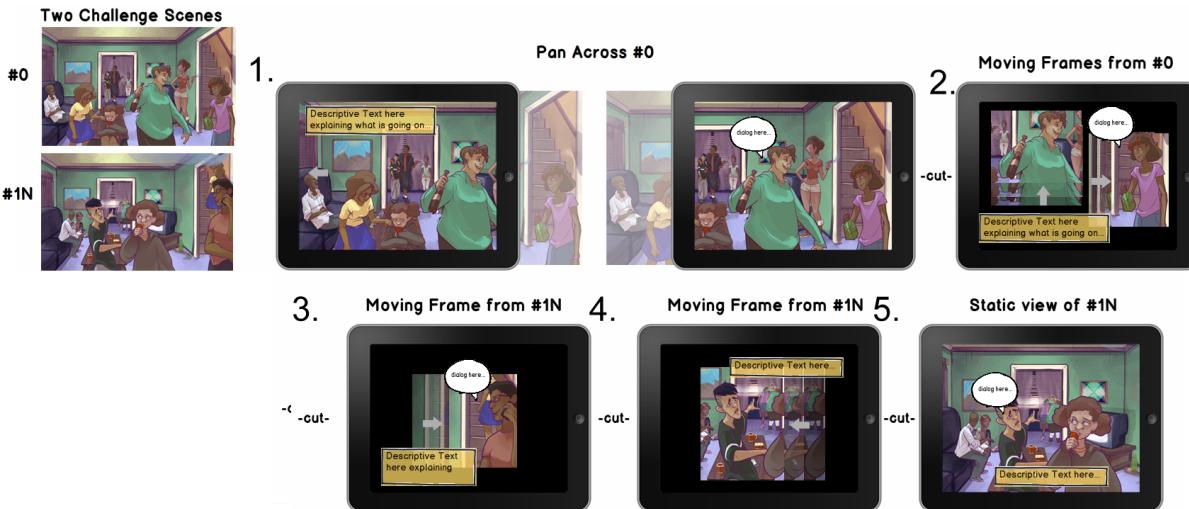
- Relaxed - The Challenge Scene represents a moment that seems relatively safe
 - **Ex:** A scene where player is hanging out with friends- before any trouble starts
- Tense - The Challenge Scene represents a moment of confrontation, pressure, or worry
 - **Ex:** A scene where one kid is bullying another kid
- Danger - The Challenge Scene represents a moment of imminent danger
 - **Ex:** A scene where player is in car with drunk driver
- Small Success - The Challenge Scene represents a moment of minor success by the player's character
 - **Ex:** A scene where player is recognized for making the right choice by adult
- Big Success - The Challenge Scene represents a moment of major success by the player's character
 - **Ex:** A scene where player wins a basketball game
- Suggestive - The Challenge Scene represents a romantic or suggestive moment
 - **Ex:** A scene where player is alone in room with boyfriend/girlfriend
- Sad - The Challenge Scene represents a somber moment
 - **Ex:** A scene where player has found out that a fellow student has committed suicide

4. Challenge Animatic

This is an animation that plays through the Challenge Stack's Scene in order, using panning and framing as in

a motion comic video, to tell the overall sequential story of that Challenge Stack, based on the current Decision Point progress of the player.

It combines still images with panning, moving frames, cuts, music, voice over, and on-screen text.

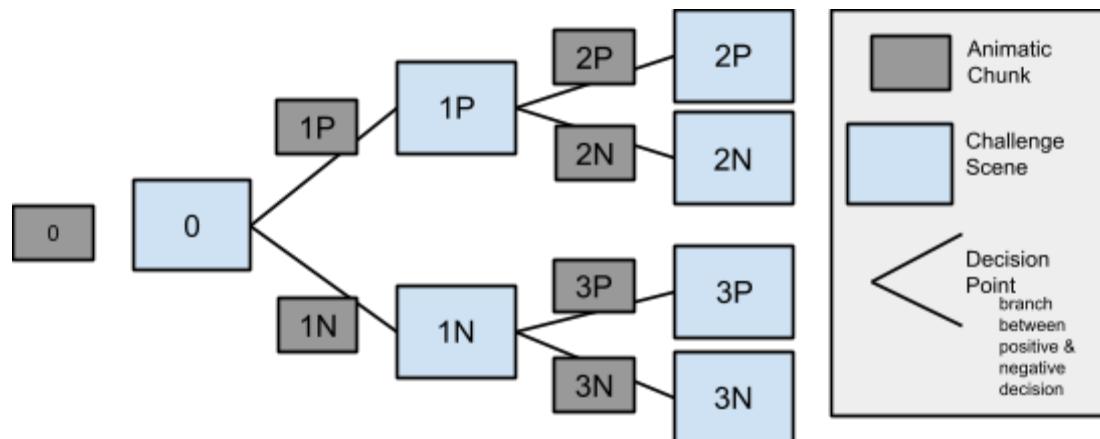


This abridged animatic storyboard shows how two Challenge Scene images can be joined together through pans, moving frames, and cuts to create an animatic that heavily utilizes the Challenge Scene visuals.

Parts of this animatic is seen the first time the player enters a Challenge Stack and each time the player changes a Decision Point, including when the Challenge Stack's Resolution is completed.

The length of each animatic is TBD.

Chunked By Scene

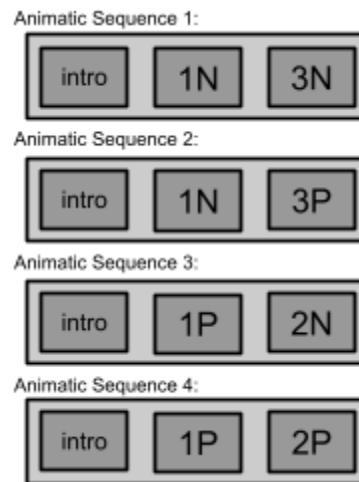


Each Challenge Stack has N 'chunks' to its animatic- where N is the number of Challenge Scenes in the Challenge Stack.

The player only sees a maximum of 3 of these chunks at a time.

When the player changes a Decision Point, they see an updated animatic. This means that a typical Challenge

Stack will have 4 versions of the animatic:



Some Challenge Stacks may have only 5 or 3 Scenes. These scenes will have only 3 or 2 animatic versions.

Watching the Challenge Animatic

The first time the player enters a Challenge Stack, they watch the first version of the Animatic. When they complete a Decision Point, they are shown the resulting change Animatic.

The player can also always play unlocked versions of the Animatic using the PLAY button on the Challenge Scene interface.

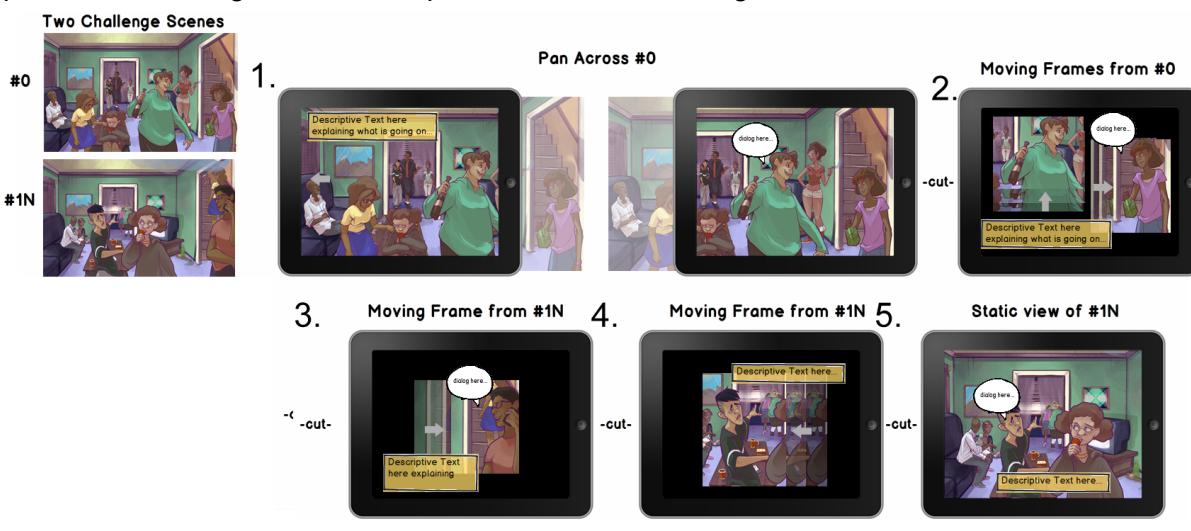
Pan, Framing (with Movement), Cut

Three motions are used to animate the animatic visuals.

Pan moves an image across the viewing area

Framing highlights a subsection of the image with a moving window.

Cut swaps to another image or viewable portion of the same image



In addition, images can **Fade** in or out of view. The animatic is done as a SWF animation in flash.

Audio

As the animatic motion occurs, audio also plays. This audio serves as a soundtrack to the animatic chunks. It could include music, sound effects, and/or voiceover.

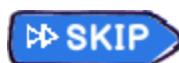
On Screen Text

Part of the animatic visuals may include on screen text. This text may be dialog from characters or captions explaining the visual action.



UI

During the animatic, all UI is hidden except a SKIP or DONE button that allows the player to advance to the end of the animatic.



5. Challenge Stacks on the Lifeline

Each **Challenge Stack** on the Lifeline has 3 states: Locked, Unlocked, & Completed.

7. Example Challenge Stack User Narrative

This User Narrative uses the 7th Grade Summer v3 story as an example Challenge Stack Story. This is not a final Challenge Stack version but should give a good overview of what a Challenge Stack experience is like.

A player named Alisha is playing *My Future is My Life*. She has been playing for a while and has unlocked a new Challenge Stack for 7th Grade Summer. Alisha's avatar is also named Alisha.

Entering Challenge Stack for First Time

Alisha clicks on the 7th Grade Summer and information about this Challenge Stack appears as a popup. She clicks "Play" to play this Challenge Stack.

The Challenge Animatic plays showing a panning frame of a hot summer sun in a clear sky. The main character's voice can be heard, along with a caption:

Alisha: "*When it's summertime, some days are exciting...*"

A new panning frame appears showing Alisha's cousin, leaning backwards in a plastic chair, looking bored.

Alisha: "*...and some just aren't. Today, I was just kicking around in the backyard with my cousin,...*"

A new panning frame appears showing that on the sidewalk behind Alisha's fenced in backyard are two kids ([bully1] & [bully2]) at the fence who look like they are calling towards Alisha and her cousin.

Alisha: "*...when some familiar visitors dropped by.*"

[bully2]: "*Hey, wanna come with us somewhere?*"

Alisha: "*We were sooo bored. I thought doing something was better than just sitting in the hot sun.*"

A cut to a still frame of a neighbor's house.

Alisha: "*We followed them to a neighbor's house.*"

[bully1]: "*This is where the Pool Supervisor lives. He kicked us outta there yesterday. We're gonna make sure he's sorry, come on!*"

A frame showing [bully1] and [bully2] appears. One has a hammer and the other a can of spray paint. Alisha's cousin is also visible, looking a little skeptical.

Alisha: "*That's Mr. Walker's house... he never did anything to me, but it's too late to back out now.*"

The scene fades out and the sound of shaking spray paint cans and paint spraying can be heard, then sirens suddenly sound.

A frame appears showing a police car in front of Mr. Walker's house and a cop holding on to Alisha's cousin.

Alisha: "*Busted! And the other two kids split, leaving me and my cousin behind to get caught by the cops.*"

Cop: "*You kids are in trouble now. I'm taking you in for vandalism. I hope you're ready explain to your parents what you were up.*"

A panning frame appears showing graffiti tags on Mr. Walker's house, two broken windows, and Mr. Walker standing on the porch.

Mr. Walker: "*I'm disappointed in you two. I always thought you were good kids.*"

The scene fades out.

Alisha: "*My mom is going to KILL me. I should have know this was a stupid idea.. if only I could have realized sooner where this was going...*"

The scene fades back into the opening situation, showing a hot summer day with Alisha's cousin sitting in the plastic chair, Alisha's little sister playing in their inflatable pool, and the two [bully] kids standing on the other side of the fence.

Initial Exploration of Challenge Stack

Now Alisha the Player knows the starting story of the Challenge Stack. She begins exploring this initial scene to find Key Points.

Second Exploration of Challenge Stack

Completion of Challenge Stack

8. Metrics & Data Collection inside Challenge Stacks

Player actions inside a Challenge Stack are recorded in the Game Data Log file. This data includes:

- **Player entered Stack**
 - player id, event id, event time, stack id, [list of current player skill levels]
- **Player exited Stack**
 - player id, event id, event time, stack id
- **Player panned Scene**
 - player id, event id, event time, stack id, starting scene center, ending center center
- **Player tapped Object**
 - player id, event id, event time, stack id, object id, result (Was player able to activate object?)
- **Player switched to a Sense**
 - player id, event id, event time, stack id, sense id
- **Player scanned Scene using Sense**
 - player id, event id, event time, stack id, starting point, ending point, [list of highlighted objects]
- **Player watched Stack Animatic**
 - player id, event id, event time, stack id
- **Player found Key Point**
 - player id, event id, event time, stack id, Key Point id
- **Player found Minigame Card**
 - player id, event id, event time, stack id, Minigame Card id
- **Player reviewed Key Point**
 - player id, event id, event time, stack id, Key Point id
- **Player reviewed Minigame Card**
 - player id, event id, event time, stack id, Minigame Card id
- **Player applies Key Point to Decision Point**
 - player id, event id, event time, stack id, Key Point id, Decision Point id, result (Was Key Point applicable to this Decision Point?)
- **Player tries to complete Decision Point**
 - player id, event id, event time, stack id, Decision Point id, Key Point ids, result (Was player successful?)
- **Player applies Key Point to Resolution Point**
 - player id, event id, event time, stack id, Key Point id, Resolution Point id, result (Was Key Point applicable to this Resolution Point?)
- **Player tries to complete Resolution Point**
 - player id, event id, event time, stack id, Resolution Point id, Key Point ids, result (Was player successful?)
- **Player triggers Stack Animatic**
 - player id, event id, event time, stack id, [list of animatic chunk ids]

- **Player skips part of Stack Animatic**
 - player id, event id, event time, stack id, chunk id (chunk at which player initiated the skip)
- **Player Completes Stack**
 - player id, event id, event time, stack id