

ChoiCo Design Mode

Tabs for programming

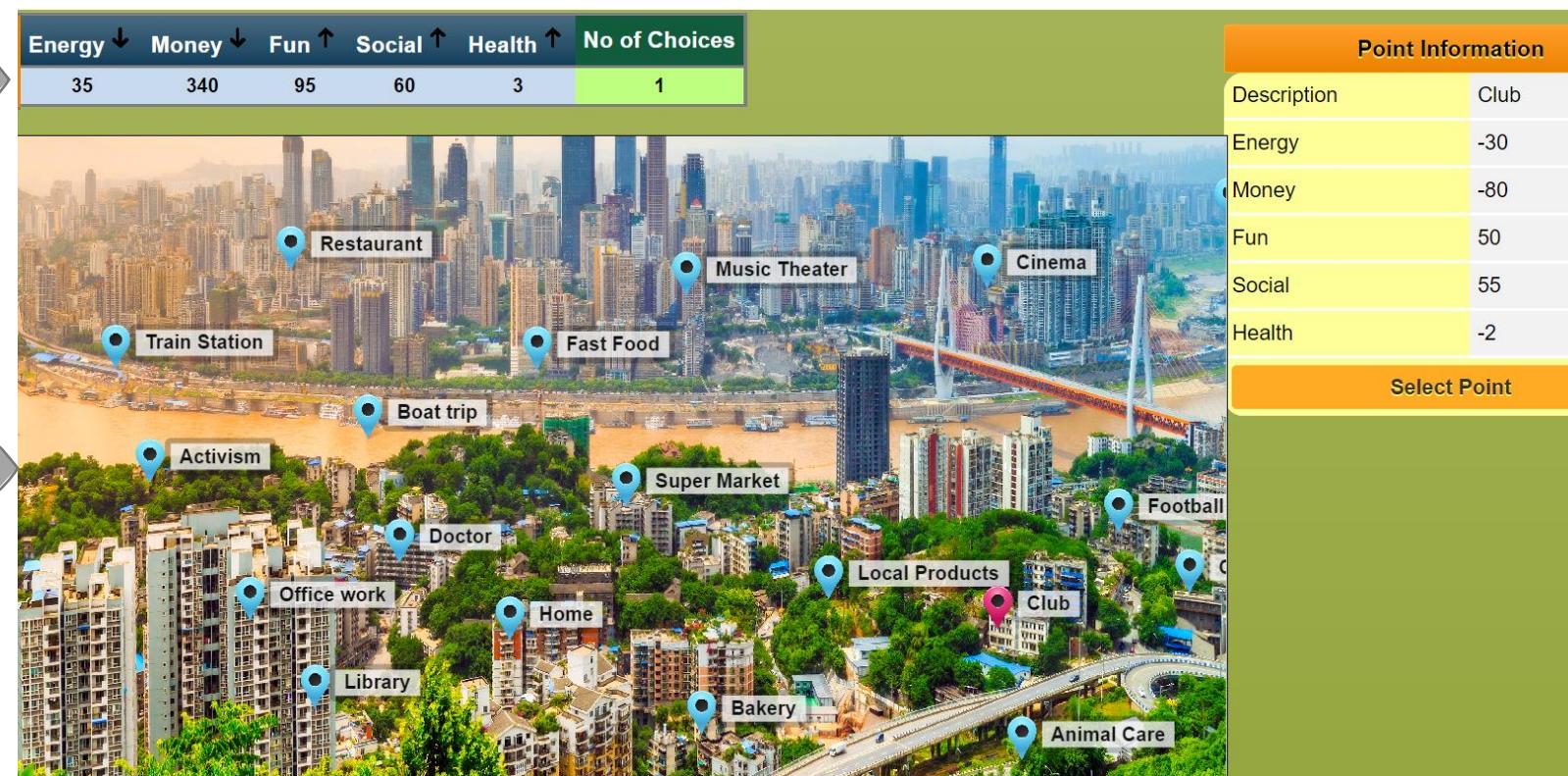
The screenshot illustrates the ChoiCo Design Mode interface, divided into several functional areas:

- Scene Toolbar:** Located on the left side of the Game Scene, it contains icons for creating (+/-), deleting (-), and modifying (edit) game elements.
- Game Scene:** The central area displays an aerial view of a city with various locations marked by blue pins, including Restaurant, Music Theater, Cinema, Train Station, Fast Food, Activism, Super Market, Office work, Home, Local Products, Club, Library, Bakery, and Animation.
- Tabs for programming:** A horizontal bar at the top includes tabs for Game Interface, Initial Settings, Gameplay Rules, and End Rules. The Gameplay Rules tab is currently active.
- Game Fields:** A large table titled "Game Fields" lists various game elements and their associated values across four categories: Description, Energy, Money, and Fun. The table includes rows for Doctor, Cafe, Cinema, Fun Park, Music Theater, Mall, Train Station, Home, Fast Food, Bakery, Office work, and Factory work.
- Game Choices (points):** A vertical column on the right side of the Game Fields table lists points for each choice, corresponding to the rows in the table. The points are: -5, 10, -5, -30, -15, -60, -30, 75, 25, 5, -40, and -60 respectively.
- Datable of game choices (rows) and game fields:** An upward-pointing arrow indicates the relationship between the rows in the Game Fields table and the Game Choices (points) column.



ChoiCo Play Mode

Game Fields



Game Scene

Access to ChoiCo



<http://etl.ppp.uoa.gr/choico>

