Scenes and Layout of the Game

Level Scenes

1. Equal Level (Loz)
2. Fair Level (Moz)
3. Control Level (Poz)
   1. Write out the .tscn name
   2. \*\***In this level, I added an instruction label (it’s not in the other levels yet!!!!)\*\***
      1. **I also need to add a timer so that it disappears after being on the screen for a little bit – or decide a way to make it esthetically pleasing and keep it on the screen**

Title Screens

1. Title1.tscn
   1. This is the first screen participants see when they play
   2. Has one play button (Button-Play-1-A)
      1. This leads to the Forced Choice trials Play button screen (i.e., Title2.tscn)
2. Title2.tscn
   1. This is the first of three forced choice button screens (all three have all three play buttons [Button-Play-2-A, Button-Play-2-B, and Button-Play-2-C], but each of the scenes only has one play button visible at a time)
   2. Has Button-Play-2-A visible and the button 2-B and 2-C hidden
      1. Button-Play-2-A will lead to \_(which scene?)\_\_.tscn (either control, fair, equal)
3. Title3.tscn
   1. This is the second of three forced choice button screens (all three have all three play buttons [Button-Play-2-A, Button-Play-2-B, and Button-Play-2-C], but each of the scenes only has one play button visible at a time)
   2. Has Button-Play-2-B visible and the button 2-A and 2-C hidden
      1. Button-Play-2-B will lead to \_(which scene?)\_\_.tscn (either control, fair, equal)
4. Title4.tscn
   1. This is the third of three forced choice button screens (all three have all three play buttons [Button-Play-2-A, Button-Play-2-B, and Button-Play-2-C], but each of the scenes only has one play button visible at a time)
   2. Has Button-Play-2-C visible and the button 2-A and 2-B hidden
      1. Button-Play-2-C will lead to \_(which scene?)\_\_.tscn (either control, fair, equal)
5. Title5.tscn
   1. This is the title screen that will appear after all 9 forced choice trials have been completed
   2. Two buttons on the screen:
      1. Button-Play-3-A (“No, Practice More”) will lead to Title2.tscn (i.e., to repeat the forced choice trials)
      2. Button-Play-3-B (“Yes, Continue”) will lead to Title6.tscn
6. Title6.tscn
   1. This is the free choice play button screen
   2. Has buttons: Button-Play-2-A, Button-Play-2-B, and Button-Play-2-C all visible at the same time
      1. Button-Play-2-A will lead to \_(which scene?)\_\_.tscn (either control, fair, equal)
      2. Button-Play-2-B will lead to \_(which scene?)\_\_.tscn (either control, fair, equal)
      3. Button-Play-2-C will lead to \_(which scene?)\_\_.tscn (either control, fair, equal)

Scoreboard Scenes

1. Scoreboard1.tscn
   1. The first scoreboard
   2. (which game level scene will it be associated with?)
      1. Probably associated with the forced choice trials, because no other usernames
      2. If fair, it will match the score
      3. If equal, will be yoked
      4. If control, no score