Guiding Questions

- How can puzzle elements be clarified visually?

- How can visuals assist with player motivation?

- How can the visuals reinforce the theme of DNA?

- How can the visuals reinforce learning?

Props and Environment

- Nature elements – reinforce DNA theme through environment and prop design

- Macro navigation could relate to theme of double helix or nucleotide (level design)

Bridges and Puzzles

- Bride elements are highly complex

- Highlight users' interaction with the bridges

- Sub-goal for player – payoff when complete (Visual? Gameplay related? Reward motivated?)
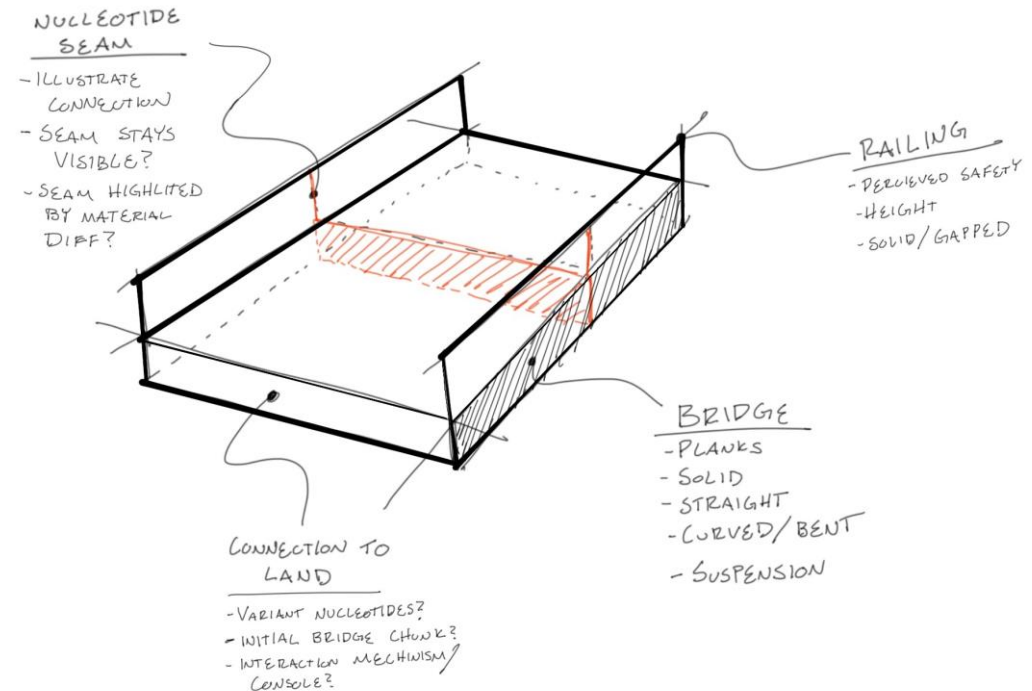
Bridges and Puzzles

- Different ways to visualize nucleotides

- User interaction takes priority

- Bridge and ground connection point

- Pay off for completing puzzle – player motivation