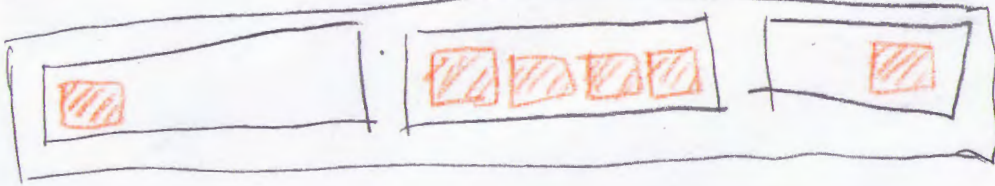**Subject:**

Text in intro (gooble search and results)
Used to filter other layers

Lesson:
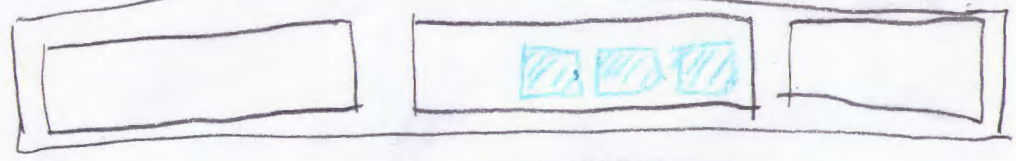
Text for lesson act(s)
Challenge for lesson act(s)
(Q and As)
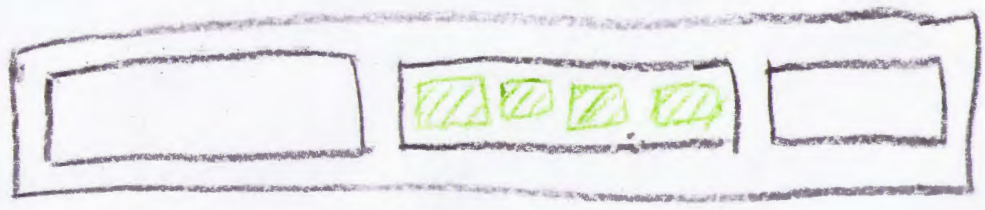Branches = what screen to go to (transitions)

*(Can be multiple
for longer games)*
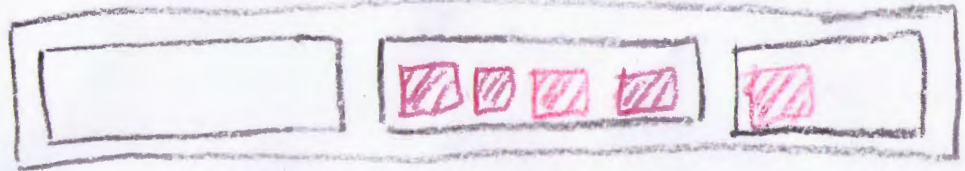
User playing the game

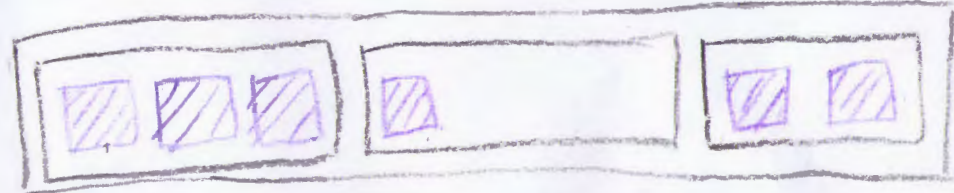**Player
Character:**

User playing game

Locale:

Background for lesson(s)
Character movements for lesson(s)
Foreground objects for lessons(s)
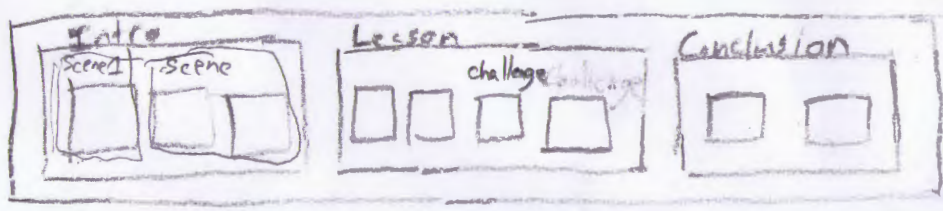Events on foreground objects

**NPC
Characters:**

Character images, names

Theme:

Storyline
ex: Backgrounds in Intro and Conclusion
Text on screens 1-4, 8, 9
Buttons for transitions

Structure:

Intro
Scene 1   Scene

Lesson
challenge   challenge

Conclusion

# of screens, how screens composed into
scenes, how scenes are composed into
acts, determines where each field (background,
characters, text, character movements, etc) are
populated from