

## I. Main Menu & Entry

### 1. App Launch -> Splash Screen (App/Unity Logo)

### 2. Main Menu Screen (Simplified):

- **A. Enter:** Takes the user to the Hub.
- **B. Settings:**
  - Audio (Master Volume, Music, SFX, Voiceover).
  - Graphics (Quality presets).
  - VR Comfort (Teleport Only, Vignette options for smooth locomotion).
  - Controls (Remapping if advanced, or just display layout).
  - (Optional) Reset All Progress (clears scenario unlocks and data).
  - Option to return to Main Menu.
- **C. Exit App:** Quits the application.

## II. The Hub

### 1. Select "Enter" from Main Menu -> Loading Screen

### 2. Hub Environment:

- User arrives in a central, calm, well-lit "Hub" classroom. A futuristic training center.
- **Scenario Selection Points:** Clearly marked interactive elements (e.g., pedestals with icons, large touch panels on walls, interactive objects representing each scenario) for:
  - **1. Training Mode:** (Always accessible)
  - **2. Load Calculation:** (Initially accessible)
  - **3. Material & Equipment Selection:** (Locked until "Load Calculation" is successfully completed)
  - **4. System Installation:** (Locked until "Material & Equipment Selection" is successfully completed)
- **Visual Feedback:** Locked scenarios might be grayed out, have a "lock" icon, or a visual indication of prerequisites.
- **(Optional) Central Information Display:** A screen showing overall progress or tips.
- **Navigation:** User can teleport or walk around the Hub to the different selection points.
- **Exit to Main Menu:** A clear "Exit to Main Menu" button/interactive object within the Hub.

### III. Scenarios (Launched from the Hub)

#### 1. Scenario A: Training Mode

- **Activation:** User interacts with the "Training Mode" selector in the Hub.
- **Environment:** Dedicated training scene.
- **Content:**
  - Teaches: Locomotion, Object interaction, UI interaction (iPad), specific tool use.
  - Short, guided tasks.
- **Completion:** Option to "Return to Hub."

#### 2. Scenario B: Load Calculation

- **Activation:** User interacts with the "Load Calculation" selector in the Hub.
  - *(If first time or progress reset, plays introductory cutscene)*
- **Introductory Cutscene (Plays ONCE before first attempt or after reset):**
  - Introduces app, concept of heat transfer, load calculation importance.
- **Environment:** Residential house model.
- **Guidance & Interaction (as previously defined for "Task 1: Load Calculation"):**
  - Player-attached iPad for input.
  - Measure rooms, input data.
  - Calculate total heat load.
- **Completion & Feedback:**
  - iPad displays results.
  - Voiceover confirmation.
  - **Action:** Saves calculated load data (e.g., total BTU/hr). Unlocks "Material & Equipment Selection" in the Hub.
  - Prompts user: "Load calculation complete. Return to Hub to select materials." -> Button to "Return to Hub."

#### 3. Scenario C: Material & Equipment Selection

- **Prerequisite:** "Load Calculation" scenario completed.
- **Activation:** User interacts with the (now unlocked) "Material & Equipment Selection" selector in the Hub.
- **Environment:** Virtual warehouse or iPad catalog mode.
- **Guidance & Interaction (as previously defined for "Task 2: Material & Equipment Selection"):**
  - iPad displays the previously calculated load.

- User browses and selects AC unit, air handler, ducts, etc., based on the load.
- Compatibility checks.
- **Completion & Feedback:**
  - "Confirm Selection" on iPad.
  - Voiceover confirmation.
  - **Action:** Saves the list of selected materials/equipment. Unlocks "System Installation" in the Hub.
  - Prompts user: "Equipment selected. Return to Hub to begin installation." -> Button to "Return to Hub."

#### 4. Scenario D: System Installation

- **Prerequisite:** "Material & Equipment Selection" scenario completed.
- **Activation:** User interacts with the (now unlocked) "System Installation" selector in the Hub.
- **Environment:** Attic, outside area, (optional) interior wall for thermostat.
  - The specific equipment *saved from Scenario C* is populated in these environments.
- **Guidance & Interaction (as previously defined for "Task 3: Installation" and "Task 4: Commissioning"):**
  - Install air handler, ductwork in attic.
  - Install outdoor unit.
  - (Optional) Install thermostat.
  - Commission system (turn on, check operation).
- **Completion & Debrief:**
  - Voiceover: "Congratulations! You've successfully set up the AC system."
  - Summary Screen (time, accuracy, etc.).
  - **Action:** Marks the full sequence as complete.
  - Prompts user: "Full system setup complete! Return to Hub." -> Button to "Return to Hub." (User can then choose to retry scenarios or exit).