**CodeBot Quest:**

1. **Main Menu Scene**
   * **Purpose**: This is the starting point where players can start the game, view settings, or access other game options.
   * **Features**: Include buttons like "Start Game," "Options," and "Exit." This is also where you could introduce game progress if the player has played before.
2. **Tutorial Scene**
   * **Purpose**: To introduce new players to the game mechanics and how to control the robot.
   * **Features**: Step-by-step instructions for moving the robot, using loops, or other programming concepts that will be needed later on. This is key for onboarding players effectively.
3. **Level Selection Scene**
   * **Purpose**: To allow players to choose which level or programming concept they want to work on.
   * **Features**: Display multiple levels, each focusing on a different programming concept (like loops, conditionals, or variables). Locked/unlocked level visuals can encourage players to progress.
4. **Gameplay Scene (Levels)**
   * **Purpose**: This is where most of the player interaction happens. You can have multiple gameplay scenes, but it might be more efficient to have one gameplay scene that changes based on level data.
   * **Features**: Control the robot, solve coding puzzles, and incorporate the game mechanics such as lives, rewards, and scoring. Each level should focus on a specific programming concept, like:
     + **Level 1**: Moving the robot with basic commands.
     + **Level 2**: Introducing loops to repeat movements.
     + **Level 3**: Adding conditional logic for certain movements.
   * **Gamification**: Include elements like collecting stars or coins, avoiding obstacles, and earning points.
5. **Quiz Scene**
   * **Purpose**: To evaluate the player's understanding after completing certain levels.
   * **Features**: Present questions or simple coding tasks related to the level they just completed. This helps reinforce knowledge retention as mentioned in your PDD.
6. **Victory/Level Complete Scene**
   * **Purpose**: To display when a player successfully completes a level.
   * **Features**: Show points earned, stars collected, and options to move on to the next level or return to the level selection.
7. **Game Over Scene**
   * **Purpose**: To handle when the player loses all their lives.
   * **Features**: Show the player's score and offer options to restart the level or go back to the main menu.
8. **Settings Scene (Optional)**
   * **Purpose**: Allow players to customize game settings like audio, controls, etc.
   * **Features**: Adjust background music, sound effects, and view game instructions.
9. **Credits Scene (Optional)**
   * **Purpose**: To provide information about the development team and acknowledge contributions.
   * **Features**: List your name, resources used, and thank players for playing.