Progression Sequence

Start

Room 0 (Introduction)
- User begins the experience and is placed in Room 0 (Introduction)
- Therapist character welcome and instruction about controls
- User interacts with control buttons and navigates to the bulletin board
- Therapist character instruction about colour signifiers
- User interacts with bulletin board objects
- Therapist character instruction about coping strategy (diaphragmatic breathing)
- User interacts with button by the door for transition instruction
- Therapist character instruction about background of exposure therapy
- User opens door to Room 1

Room 1 (Therapist's Office)
- User enters Room 1 (Therapist's Office)
- User interacts with educational posters
- User interacts with button by the door for transition intstruction
- Therapist character instruction about Room 2
- User opens door to Room 2

Room 2 (Livingroom)
- User enters Room 2 (Livingroom)
- User interacts with TV remote
- User interacts with button by the door for transition intstruction
- Therapist character instruction about Room 3
- User opens door to Room 3

Room 3 (Office)
- User enters Room 3 (Office)
- User interacts with spider models
- User interacts with audio buttons to hear educational content
- User interacts with button by the door for transition intstruction
- Therapist character instruction about Room 4
- User opens door to Room 4

Room 4 (Kitchen)
- User enters Room 4 (Kitchen)
- User interacts with spider in the jar
- User interacts with control interface
- User interacts with button by the door for transition intstruction
- Therapist character instruction about Room 5
- User opens door to Room 5

Hallway / Room 5
- User enters hallway
- User interacts with intensity interface
- User enters rooms depending on their comfort level:
  Room 5a Bathroom
  Room 5b Bedroom
  Room 5c Laundry
- User presses exit button

End

Part of safety logic controls: user must complete these actions before moving to the next room