BOORDS

AR/VR V1

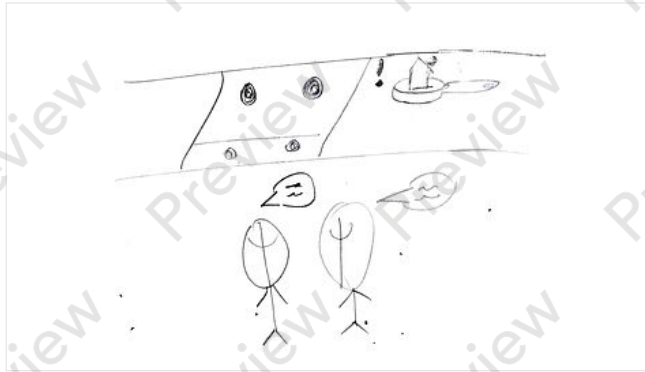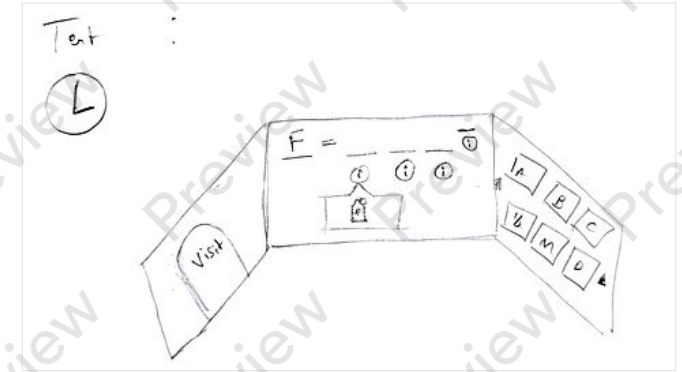**1** Sharing with friends

Several his friends avatars will be shown surrounding him. Cancel of sharing will be shown in watch. User clicks on one of his friends avatar.
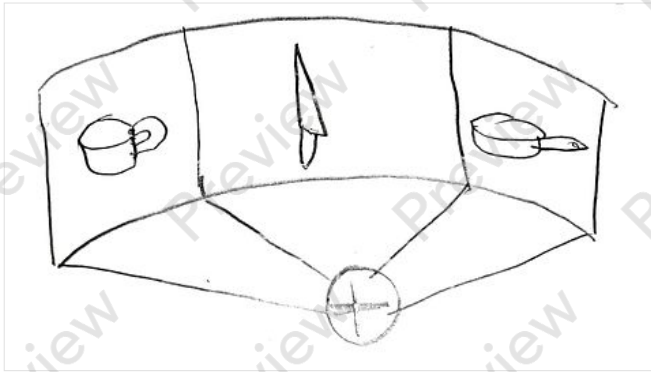

2 Friend in User's mind palace
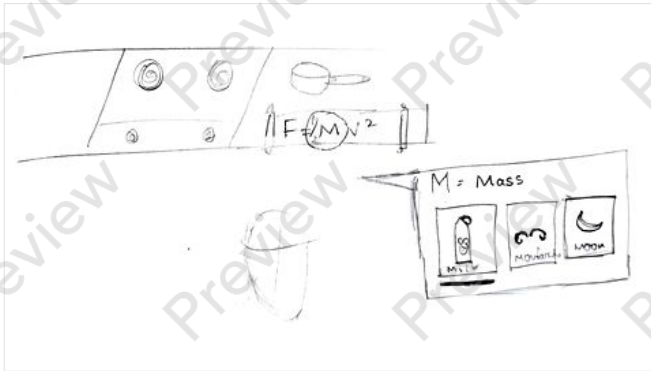
The friend visits user's mind palace to observe.

3 Test on door

Then user finishes memorizing and enter test room with door from his mind palace. Test screen has a minigame of guess letters in give amount of time. Under each dash there will be info icon user clicks on it to get a hint where he has placed respective letter in mind palace. Then he clicks on M from board in the right wall.
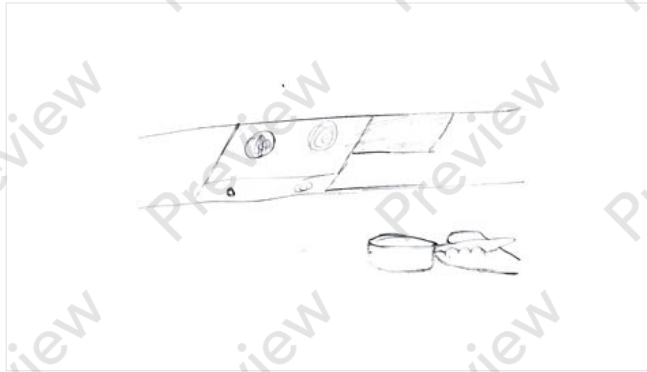
1 Placing an Object

User then clicks on add object button where he gets option to choose between cup, knife and pan. It depends on room. Now user chooses pan.

2 Placing an Object

He holds the pan and can move around a square indication in green if placement of object in that place possible if not in red is displayed.

3 Object Placed

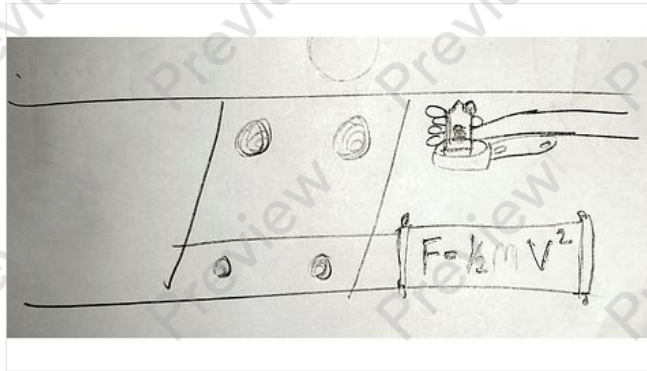Then user drops object on particular position.

4 Assigning concept

Tap again on object to either delete or view or assign concept.

User clicks on the letter M on the equation and then object menu pops up, which has the equation letter, full form and Objects for example Milk, Mustache, Moon.
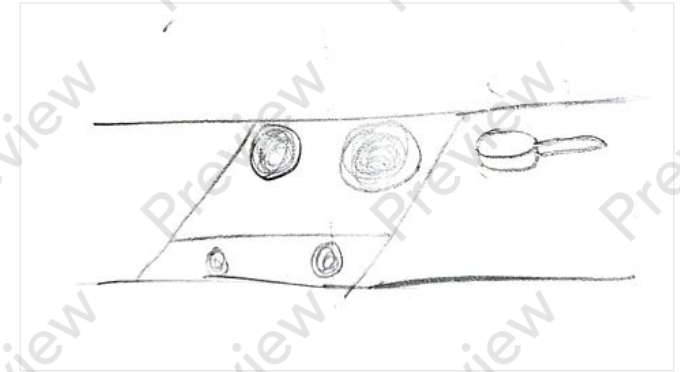

5 Placing Object from Object menu

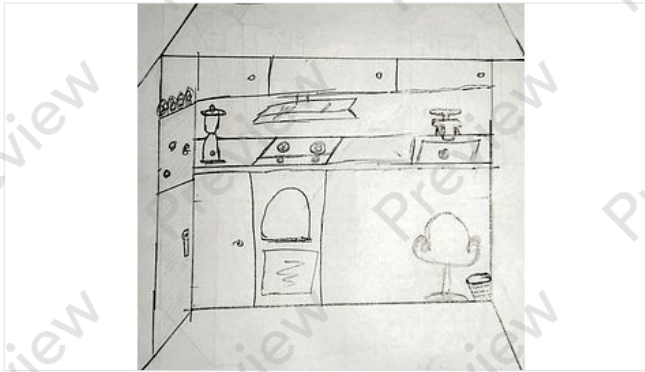User then places milk carton upon Pan. Again green or red guide shows where an object can be placed.

6 Watch control

User wishes to share among his friends. So he points controller towards his left hand where there will be watch and upon click options such as share, add, settings will be shown. Clicks on Share.
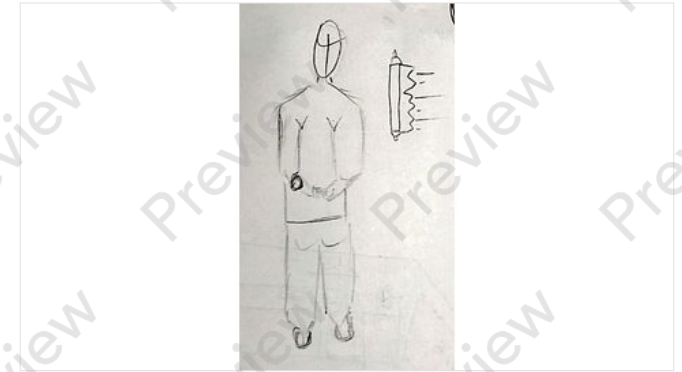
1   User Start Screen

User has 3 options to go 2 rooms created by himself and Other by his friend Doe. The equation names are displayed on the door as nameplate and some description and room type etc of room written towards beside left of the door frame along with options to delete and Take test. User now chooses Kinetic energy equation room and enters.

2   Room Interior

Once user enters the room few predefined items for example kitchen are already in place so, user can choose some object from it or add new. All room has 2 doors one for exit and one for participating in test.
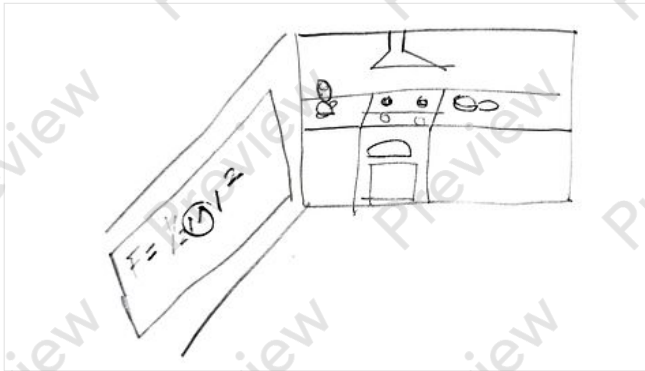

3   Equation Variant 1

After few seconds a flying equation scroll will be freely suspended Infront of user so that he cant ignore the equation.
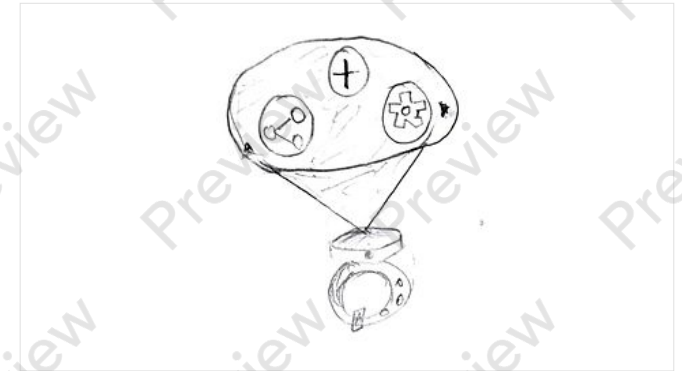

4   Equation Variant 1

Once user clicks on the scroll he can have a glimpse of the equation and place that scroll wherever needed. Or on minimize it should be hanged across sidewalls.

5   Equation Variant 2

Or as soon as user enters the room equation will be displayed largely upon sidewall.

6   Watch control

User wishes to add a new object. So he points controller towards his left hand where there will be watch and upon click options such as share, add, settings will be shown. Clicks on Add.