

Name	Aesthetic	Description	Sound	Activation	Loop?
Button Name (Naming Convention)	Image	Button function	SC_Click_01a	If the button function is activated by click, hold or release	YES/NO If Yes the button sound is played in a loop If No the button sound is played once
Map Button		Opens a window with the game map screen	SC_Click_01a	The button function is activated by click	NO
Menu Button		It opens the general menu.	SC_Click_01a	The button function is activated by click	NO
Insights Button		It opens the insights screen.	SC_Click_01a	The button function is activated by click	NO
Photo Scan Button		It opens the screen for scanning the paintings.	SC_Click_01a	The button function is activated by click	NO
Scan Button		If clicked, it initiates the painting scan.	SC_Click_01a	The button function is activated by click	NO
Shop Button		It opens the Shop menu.	SC_Click_01a	The button function is activated by click	NO
Options Button		It opens the Options menu.	SC_Click_01a	The button function is activated by click	NO
Audio Button		It opens the Audio sub-menu.	SC_Click_01a	The button function is activated by click	NO
Video Button		It opens the Video sub-menu.	SC_Click_01a	The button function is activated by click	NO
Slider Handler		Moving it on a slider in the Audio submenu allows you to adjust the value of a specific parameter.	SC_Click_01a	It activates by holding it down and moving it; once released, it sets the chosen value.	NO
Back Button		If clicked, it allows you to return to the previous screen.	SC_Click_01a	The button function is activated by click	NO

Name	Aesthetic	Description	Animation	Activation	Loop?
Button Naming Convention	Image	Button and Feedback Description	anim_Name_01a	If the button feedback is activated by click, hold or release	YES/NO If Yes the button feedback is played in a loop If No the button feedback is played once
ui_ButtonName (all Buttons)	#	All buttons in the app. All buttons in the app when clicked and held will appear darker and when released will return to their original colour tone.	a_Button_1a	Click and Holding	NO
RewardNotification	#	Displays a notification informing users of the completion of the puzzle and the receipt of points and infos	anim_RewardNotificationOpen_0a	Quizzes/Puzzles Completed	NO
Menus Open/Close	#	Depending on the type and position of a tab in the menu, these open/appear and close/disappear.	a_MenuNameOpen/Close_0a	The user opens and/or closes a menu	NO

Name	Description	Sound	Activation	Loop?
Feedback Name (Naming Convention)		SFX		YES/NO If Yes the sound is played in a loop If No the sound is played once
Background Music	Mood music	SC_BackgroundMusic_1a	Automatically after login	YES
During Dialogue	Sound recalling the voice of a speaking character to be used during dialogues	SC_Voice_1a	During the voice-line/Dialogue node of each character	NO