

Name	Aesthetic	Description	Sound	Activation	Loop?
Button Name (Naming Convention)	Image	Button function	Button SFX	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	Button Anim.	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)	II	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 state.	a_Button_1a	Click and Holding	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

Name	Aesthetic	Description	Animation	Activation	Loop?
Prop Name (Naming Convention)	Image				YES/NO If Yes the animation is played in a loop If No the animation is played once
SaintHead_1a		This animation starts when the reference character is speaking. The animation gives the idea of movement of the head of the character depicted in the painting and therefore in 2D. The character must be separated from its background and rigged so that only the head can be animated by making it move left and right.	a_Sainthead_1a	This animation starts when the reference character is speaking.	YES
SaintHead_2a		This animation starts when the reference character is speaking. The animation gives the idea of movement of the head of the character depicted in the painting and therefore in 2D. The character must be separated from its background and rigged so that only the head can be animated by making it move left and right.	anim_Name_02a	This animation starts when the reference character is speaking.	YES