

## Appendix A: Complete List of The Phantasos Template's Functionalities

Feature	Interactivity	Dependent on External Plugins?	Potential Avenues for Expansion
Instant Messenger	<p>Scroll back to view characters' message histories.</p> <p>Engage in conversations with non-player characters (NPCs).</p> <p>Switch seamlessly between multiple conversations.</p> <p>Automatically move conversations with the most recent activity to the top of the 'contacts' list.</p> <p>Display a 'notification' icon when a message from an NPC has been received.</p> <p>Schedule messages to arrive on a delay.</p> <p>Easily write message conversations within the inky editor.</p> <p>Use ink variables to change the content of the story.</p> <p>Allow all conversations to reference the same set of ink variables.</p> <p>Reference and update those variables from elsewhere in the</p>	<p>Yes – 'Ink Unity Integration' and 'Timekeeper' (Inkle Studios 2023; ProudCookie 2019).</p> <p><i>Uses the ink narrative scripting language (Inkle Studios n.d.).</i></p> <p><i>Draws heavily on the work of Daniel Cox and Trevor Mock (Cox 2021; Trevor Mock 2021a; 2021b; 2021c).</i></p>	<p>Create group conversations with multiple characters (theoretically fully possible within the Template as it stands, but not demonstrated in IDoSL).</p> <p>Make use of ink's external functions feature to enable more complete integration with the rest of the work.</p> <p>Add the capability for messages to contain multimedia files such as images or audio recordings.</p> <p>Improve the scrolling functionality for a better user experience; cause the field to automatically scroll to the bottom if a new message is received.</p> <p>Improve the format of message prefabs such that longer messages do not cause overlapping.</p> <p>Implement saving and loading.</p>

	project through C# scripts.		
Desktop	<p>Automatically arrange GameObjects to resemble a computer desktop.</p> <p>Dynamically resize layout to fit different screen sizes.</p> <p>Allow the desktop background image to change over time (independently of or in conjunction with ink variables).</p> <p>Open and close various 'window' GameObjects, with an accompanying sound effect.</p> <p>Drag 'windows' around the screen (within a defined limit to eliminate any risk of moving a GameObject irretrievably off-screen).</p>	No.	<p>Allow for window GameObjects to be dynamically resized by the player without adversely affecting their content.</p>
Web Browser	<p>Display a preset (non-interactive) image of a website that can be scrolled through.</p> <p>Navigate between different pre-defined tabs.</p> <p>Tabs change colour to denote whether they are active or inactive, and move to the left depending on which were active most frequently.</p> <p>The displayed web</p>	No.	<p>Add the ability to navigate between multiple website assets.</p> <p>With the use of a plug-in such as 'unity-webview', add the ability to load an html webpage within the work (Nakamaru et al. [2012] 2023).</p> <p>Allow users to use the 'back' button multiple times in a row.</p>

	address automatically updates itself when a 'webpage' is changed.		
	Use the 'back' button to return to the last webpage visited, no matter what it is.		
Text Editor	<p>Edit and save pre-existing text assets.</p> <p>Create (and name) new text assets.</p> <p>Save afore-mentioned text assets to a specific location in the folder system.</p>	No (except arguably TextMeshPro – which comes pre-installed in Unity's most recent versions) (Unity Technologies 2023).	Add functionality for notepad text to change independently of the player; integrate a text-parsing system that can respond to what the player has written.
Music Player	<p>Play and pause an audio track.</p> <p>Navigate between different audio tracks; skip to the beginning of the current track (if it is more than 5% complete).</p>	No.	<p>Allow the player to navigate to different points within the current track.</p> <p>Allow the player to upload custom audio files.</p> <p>Allow the user to adjust the volume of music tracks only (see Volume Slider).</p>
Folder System	<p>Navigate between different folders while displaying a fileroute that updates itself to remain accurate.</p> <p>Open pre-loaded text assets in the Text Editor.</p> <p>Enlarge pictures and view predetermined 'metadata' for each one.</p> <p>Allow pictures and 'metadata' text assets to change over time.</p>	No.	<p>Allow users to 'drag and drop' files to different folders.</p> <p>Allow users to rename files.</p> <p>Allow users to permanently and/or temporarily delete files.</p> <p>Allow users to 'restore' files from the Trash folder.</p> <p>Allow users to use the 'back' button multiple</p>

	Use the ‘back’ button to return to the last folder visited, no matter what it is.		times in a row.
In-Setting Time and Date System	Display an in-setting time and date that progresses at a pre-defined speed (that may be slower or faster than the real world).	Yes - ‘Timekeeper’ (ProudCookie 2019).  This is the only instance of a system depending on a plugin that is not available to download for free.	Add tasks that the reader must complete within a given time frame.  Further integrate with ink to allow characters to respond differently depending on the (in-setting) time.
Error Messages	Display an ‘error message’ window when pre-defined parameters are met.  Play an associated sound effect.	No.	Allow for the generation of multiple error messages (theoretically possible within the Template as it stands, but is not demonstrated in <i>IDoSL</i> ).
Volume Slider	Click an associated icon to display/hide the slider.  Adjust volume of all audio in the work.  Automatically save the reader’s volume settings and retain them after they have quit and re-booted the work.	Yes – ‘LeanTween’ and ‘Tween Animations Made Easy’ (Dented Pixel 2021; GOGO GAGA 2023).	Allow the reader to selectively adjust the volume of specific audio sources (e.g. set the volume for Music Player tracks lower than the Instant Messenger notification sounds).
Tween Animations	Allow UI elements to move automatically or on a mouse click.	Yes – ‘LeanTween’ and ‘Tween Animations Made Easy’ (Dented Pixel 2021; GOGO GAGA 2023).	Use in conjunction with other features such as the Folder System (e.g. to cause files to shake as the mouse hovers over them).

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