

# Landing

Hero: Title + 'Play Now'

Trailer GIF / Canvas

How it works (3 bullets)

Feature Cards: Live Score / AI Nudge / Leaderboard

Footer + Links

# Level Select

Header + Back

Level Grid (cards with name/length/preview)

Recent Scores / Tips

# Play Screen

Three.js Canvas (3D protein)

Score Panel (total + terms)

Residue Inspector ( $\phi/\psi$  sliders, rotamer selector)

Per-Residue Heatmap Bar

AI Bar: Nudge / Minimize / Undo / Redo

Tips / Tooltips

Move log + Submit button

# AI Nudge Tooltip

3D Canvas

Nudge Result: res 27,  $\phi$   $-10^\circ$

Why it helps: Clash  $\downarrow$  Rama  $\downarrow$  H-bond  $\uparrow$

Expected  $\Delta$ Score + term breako

Apply / Try another / Cancel

# Leaderboard

Header: Level name

Leaderboard Table (score/time/moves)

Replays List (playback link)