

Design Artefacts: First Iteration

Set Up Module

Based on the design requirements established in the previous session, we developed the first prototype.

This module was intentionally minimal. It consisted of three steps and no field was required:

- Outline, which asked the author what the story was about, who it was for, and why they were creating it.
- Background, which shifted toward more structural questions - narrative goals, intended form, stylistic choices.
- Summary, which simply gathered all responses for review.

Scene Creation Module

This part functioned as a linear block-based editor. Authors could create scenes with a title, a short content field, tags, optional links to other scenes. There were no templates, no forced format. Just empty boxes and basic logic.

Knowledge Graph Module

The graph was generated automatically from what the author had built so far. Nodes appeared for scenes, characters, themes, events, each with a distinct color. Edges reflected explicit links. We introduced light-touch AI hints. If a node was not connected, the assistant might alert to the authors when they click the checking logic function.