

Wireframe Template

27.01.2019

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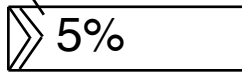
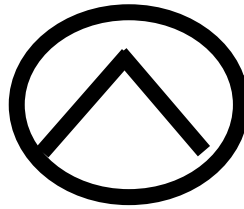
Status: Confidential

Mission Number

Displays: Percentage of Mission Accomplished

Swiping UP displays the objectives of the current mission and the percentage of accomplishment – Read more about the game and its purpose.

Name of the present Mission, Task or Insight



Mission 1 > Nominate Team

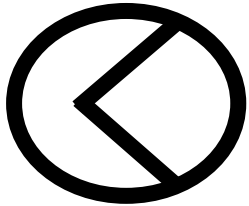
> Nominate your teammates from wechat



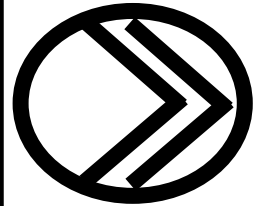
Tick to close window for more screen estate – put an empty tick-circle in the right top corner of this frame to re-open

Description of current Quest, Mission, Task or Insight

Changing Background Colors & Font Based on the Document „VisualDesign_The_ARC“



Swiping LEFT brings the player back to the last screen..



Swiping RIGHT to continue playing and follow through the games linear storyline.

Life-Feed: ... Joe nominates Al ... Joe nominates Jung ... Joe nominates Christian ... Joe nominates Rob ... Joe no

Ticker: LFC is randomly displayed at the bottom of the game window to give the players a sense of what is currently going on in the game.

Frame By Frame

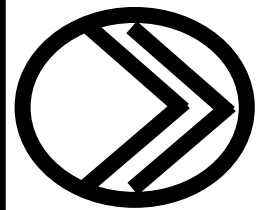
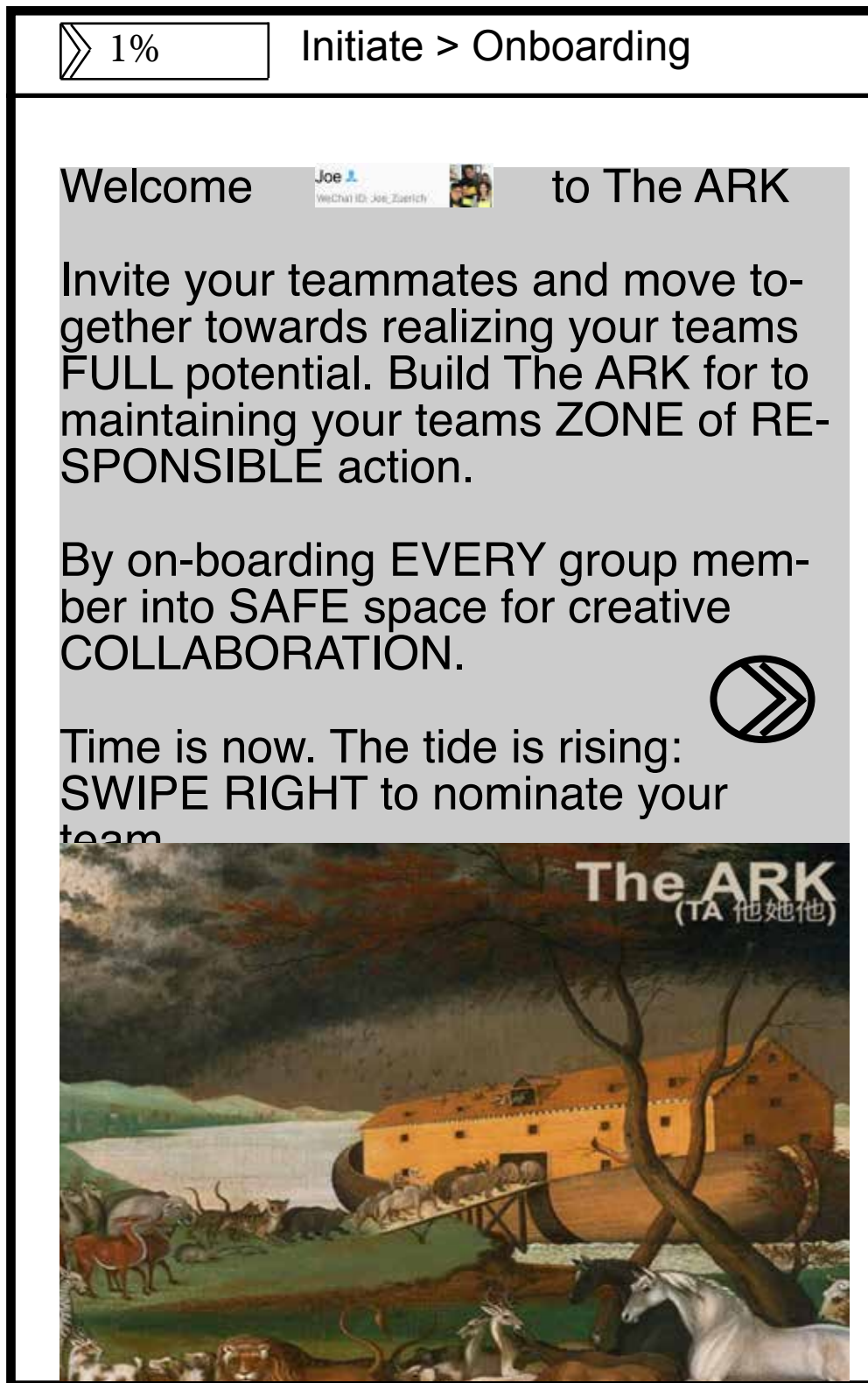
Visual sketch of the Gameflow

06.02.2019

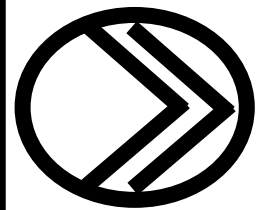
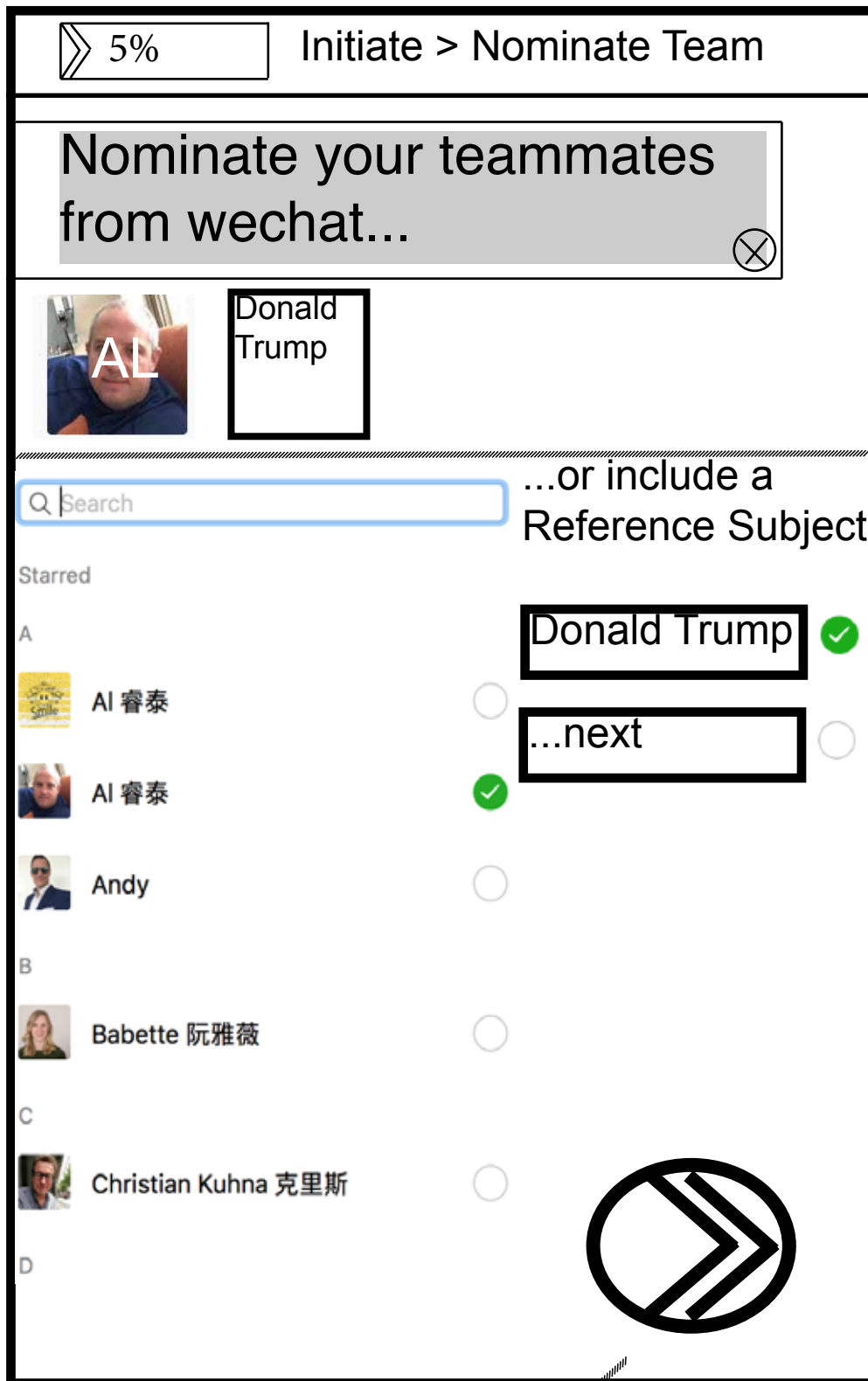
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Status: Confidential

Startframe for Initiators, this is what you get once you open The ARK for the first time in WeChat.

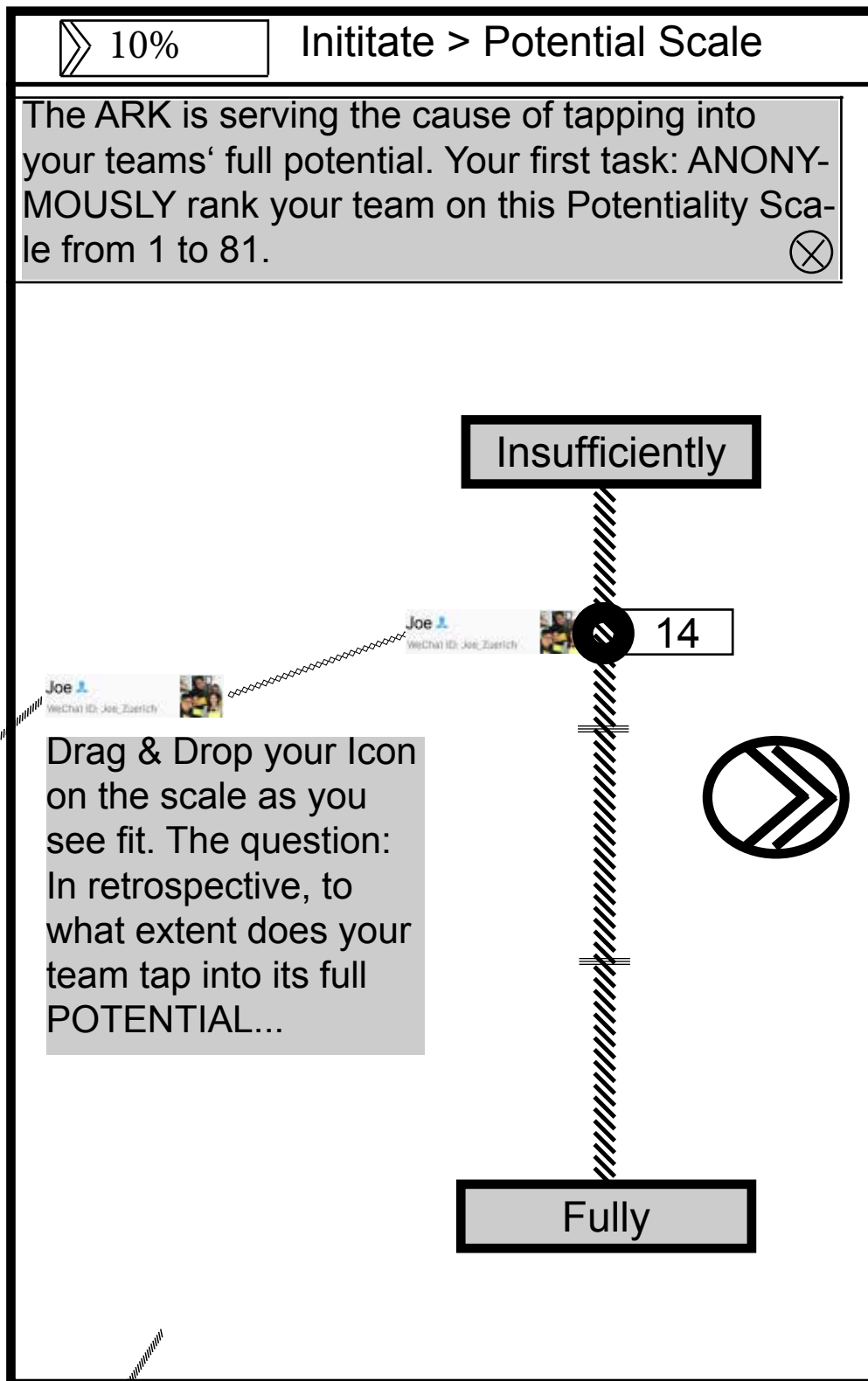


Swiping RIGHT to continue playing and follow through the games linear storyline.



Swiping RIGHT to continue playing and follow through the games linear storyline.

Swipe Right is always present on this nomination screen.

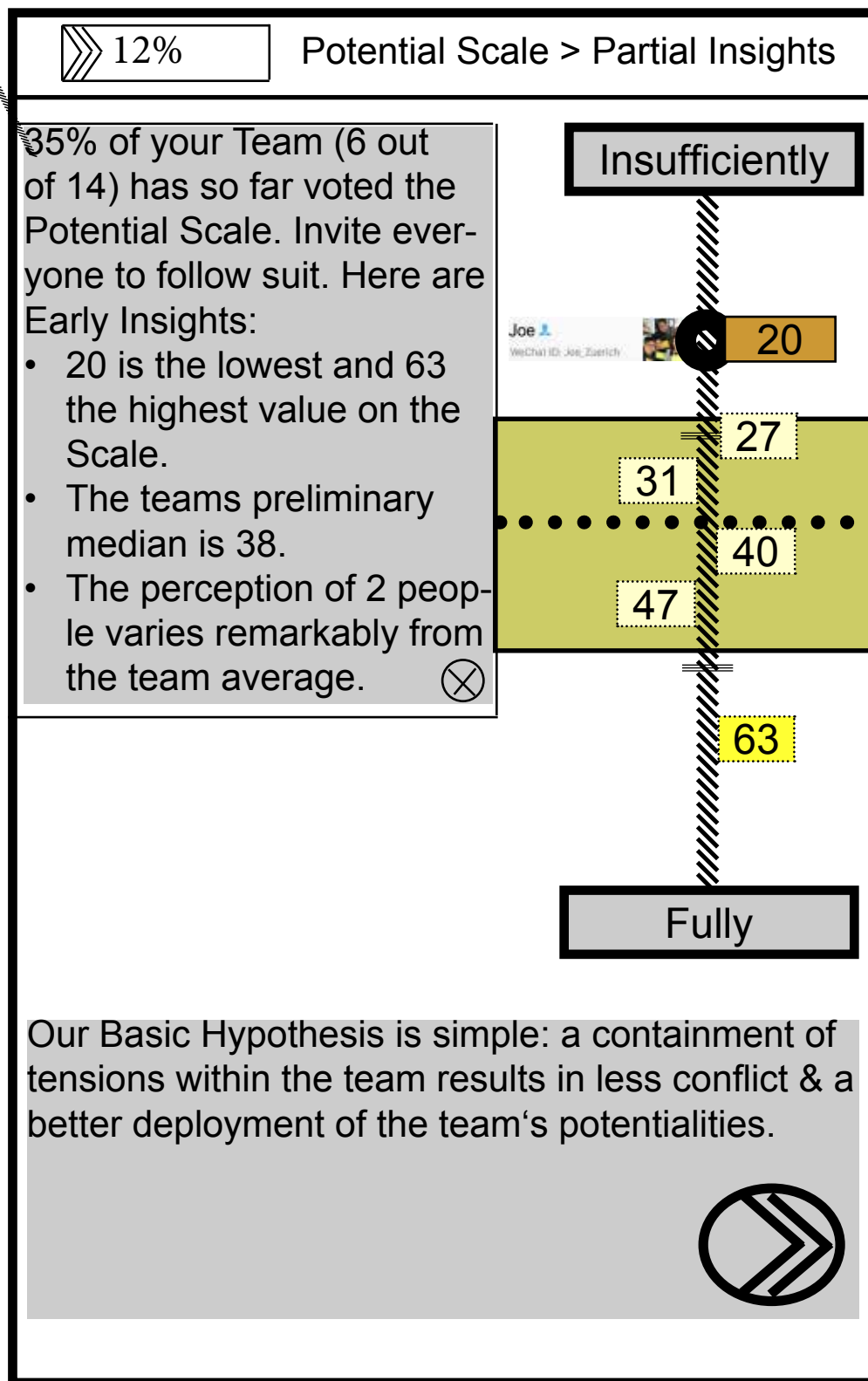


Drag & drop
or click &
point should
both be
available for
voting

Touch or Swipe
RIGHT to continue
playing and follow
through the games
linear storyline.

This is the landing page for Players who join
The ARK upon invitation of the Initiator.

That screen will re-emerge in the gameflow to display the final results, once all teammates have finished voting the Potential Scale



Touch or Swipe RIGHT to continue playing and follow through the games linear storyline.

12%

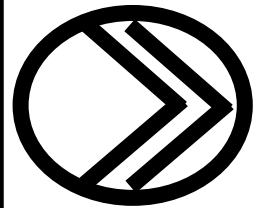
Mission 1 > Embarkment

To progress in containing your team's tension embark on MISSION ONE and explore:

- The sources of tension that are preventing your team from fully realizing its potential.
- Voting the entire team on these Tension Scales.
- Gain insights after every voting round to find out how you are perceived by other's.



The treasure at the end of Mission ONE?
A ranked list of Major Tensions & a map
of you in your teams Zone of Responsible
Action awaits you.



Touch or Swipe
RIGHT to continue
playing and follow
through the games
linear storyline.

The initiator might exclusively type NEW TERMS into the field & customize scales for the team to vote on. Every player might select up to two scales.

To confirm a selection

20%
Mission 1 > Tension Scales

Task: SCREEN through the list and name the TWOSOMES of formative tensions that unite, separate and define the organizing dynamics in your team.

drag & drop

accuracy

adventurousness

altruism

ambition

autonomy

avant-garde

beauty

carefulness

change

commitment

companionship

composure

connectedness

control

conviviality

cordiality

courage

creativity

curative

curiosity

development

disruption

dominance

economy

efficiency

effort

effortlessness

ego

elitism

enforcement

fairness

family

fantasy

fighting

flexibility

freedom

generosity

glory

harmony

health

honor

humanity

humor

invasiveness

joy

learning

logic

loyalty

mindfulness

narcissism

nostalgia

obedience

openness

originality

pain

passion

patience

performance

persistence

pleasure

power

pride

purity

quality

rank

reliability

responsibility

role

security

sensuality

spontaneity

submission

sustainability

thrill

tolerance

tradition

trust

truth

winning

drag & drop

Power

Courage

Harmony

Disruption

Effort

Loyalty

Family

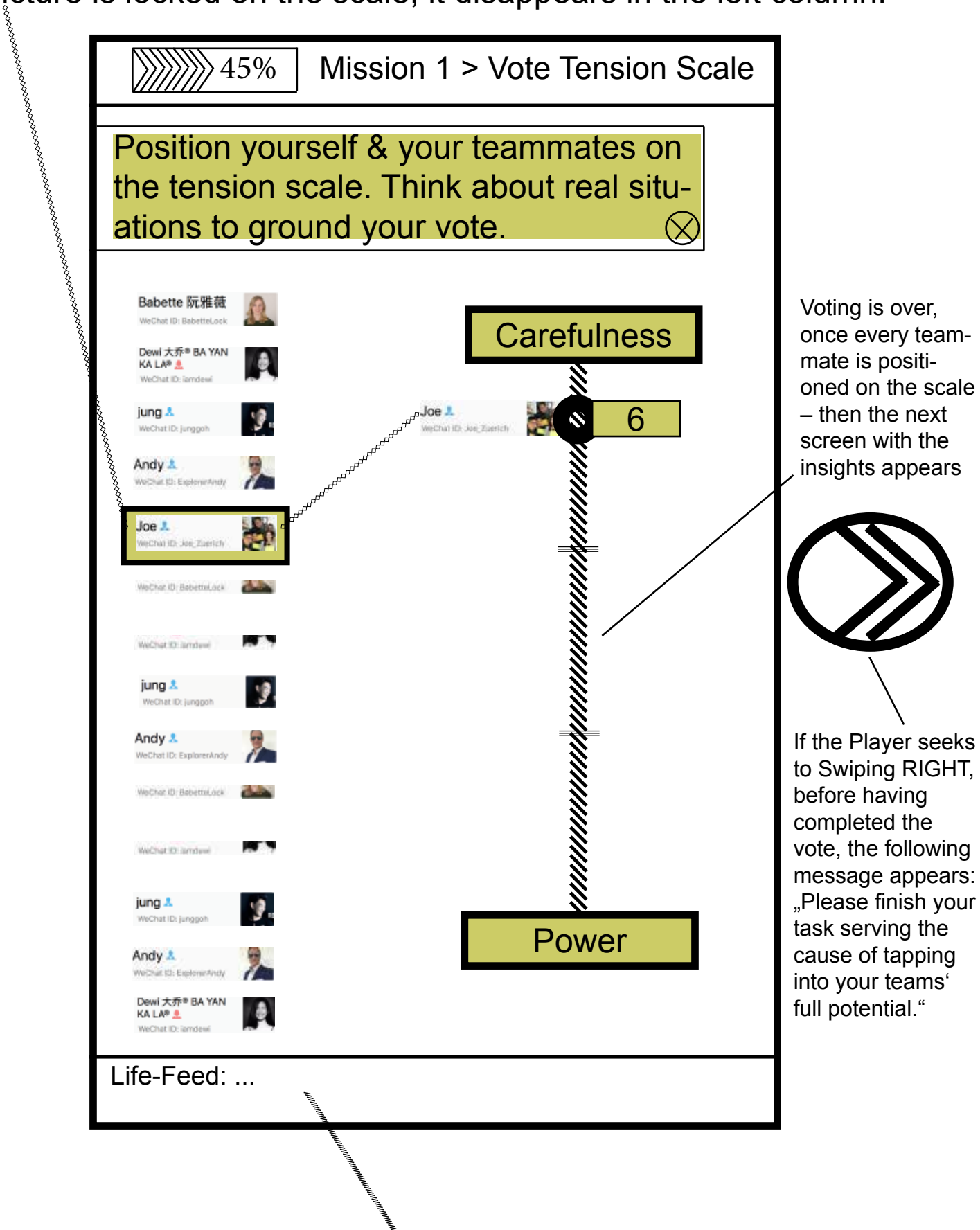
...and vote ALL your teams tension scales

Life-Feed: ...

Already selected tension scales – open for voting. Click to vote.

Swiping RIGHT to continue voting the present scales from top to bottom.

Player picture is highlighted to encourage first voting. Once the picture is locked on the scale, it disappears in the left column.



Ticker: Godmode content is captured every 10 seconds and displayed at the bottom of the game window to give the players a sense of what is currently going on in the game.

Mission 1 > Partial Insights

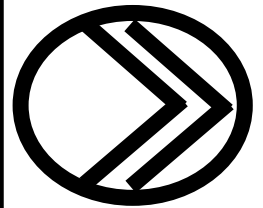
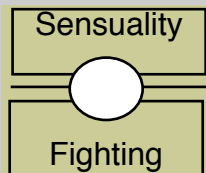
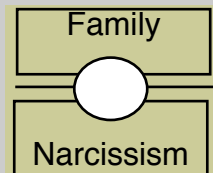
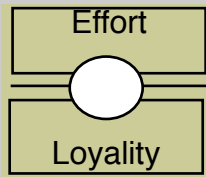
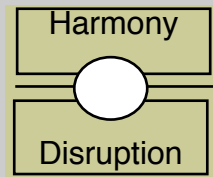
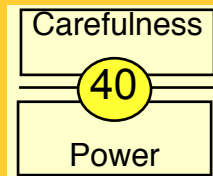
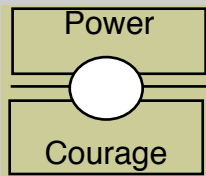
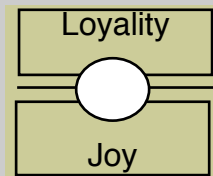


SoT = Sources of Tension
because values are outside
ZORA

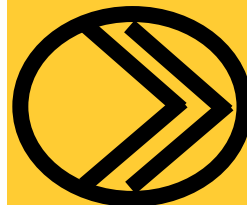


Mission 1 > Keep Up Voting

Great! You cleared 1 out of 7 Tension Scales. Vote the remaining 6 to finish Mission 1 and discover your teams Zone of Responsible Action!



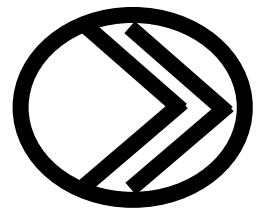
Swiping RIGHT to continue playing and follow through the games linear storyline.



Life-Feed: ...

Note for the Developer

- From here-on every player votes every scale & receives Partial Insight after every voted scale, as well as orientation through the Keep Up Voting screen...
- Furthermore insights are shuffled into the gameflow: as soon as ALL players have completed the voting on a specific scale, EVERY player receives the Full Insights (see example on next page) on said scale on their next screen in the gameflow.
- The treasure at the end of Mission ONE? A ranked list of Major Tensions & a map of you in your teams



Swiping RIGHT to continue playing and follow through the games linear storyline.

75%

Mission 1 > Insights Tension Scale

100% of your Teammates (13 out of 13) have voted you on the CAREFULNESS & POWER Tension Scale. Here is the full picture:



Carefulness

SP = Self-Perception

- Your Self-Perception at 6 points is inside the Zone of Responsible Action (ZORA)
- Your teammates rank you at 44 a total of 38 points higher than your self-perception at 6 points.
- While 21 points is the lowest and 70 points the highest value that others attributed to you.
- Thus 77% of your relationships on this scale are tense.

ZORA = Zone of Responsible Action (TTSM+/-13) 15/2/28

Deviation between ITSM & SP

ITSM = Tension Scale Median, as perceived by others

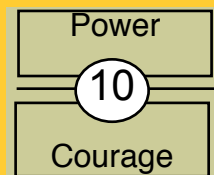
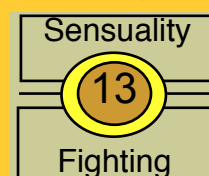
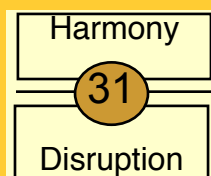
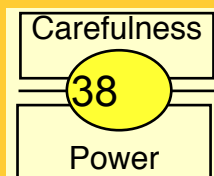
Power

Life-Feed: ...

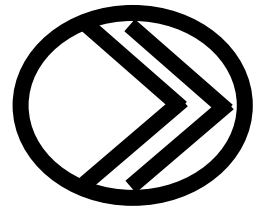
SoT = Sources of Tension because values are outside ZORA



Identify the major sources of tension with you teammates



Clicking on any scale opens a window that displays the full tension scale as seen on the last page



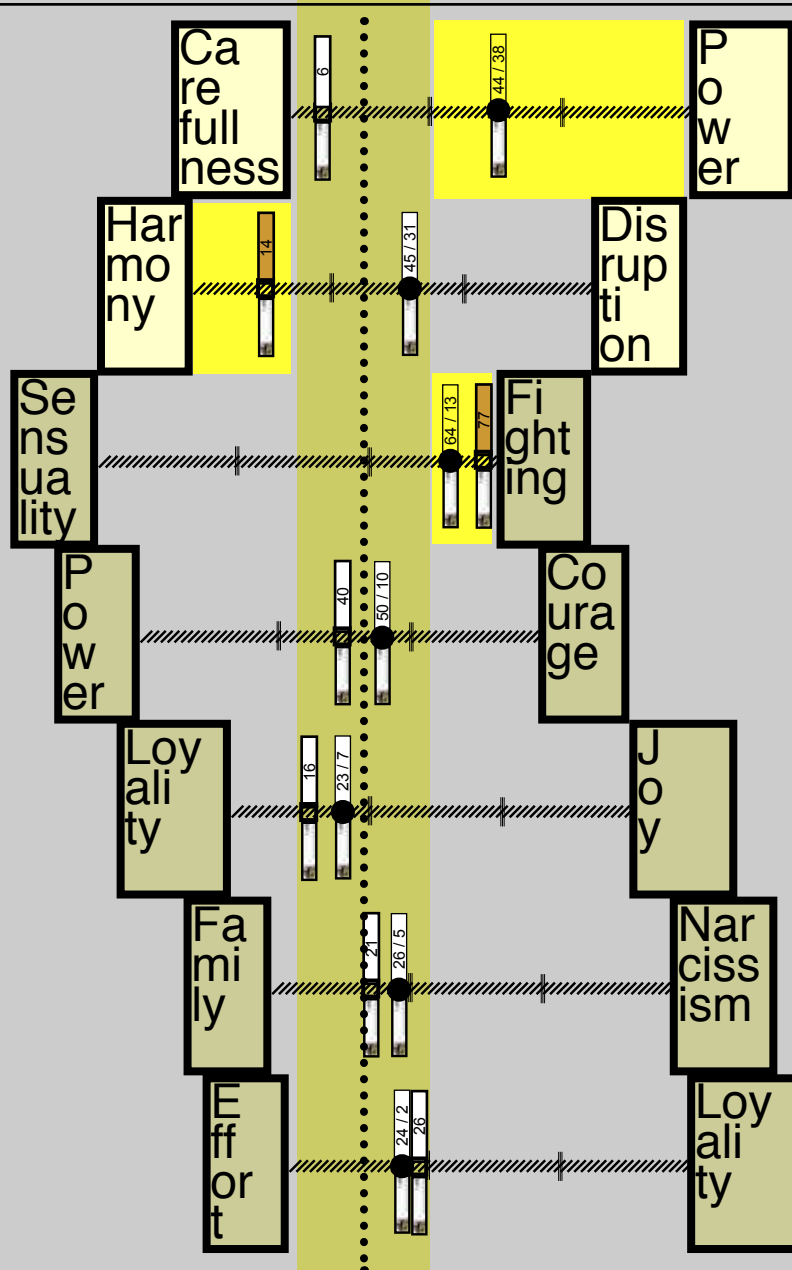
Higher numbers indicate bigger tensions between your self-perception & the teams attribution of your position on the scale:

- White values: mark areas of authentic action.
- Values over 13: indicate your dissociative effect on the team's organizing dynamics.
- Red values: mark your self-perception as being outside ZORA.
- Yellow Values: mark your attributed position as being outside ZORA.



Mission 1 > ZORA Map

Mission 1 Complete: Here is an image of you in your Team's Zone of Responsible Action.





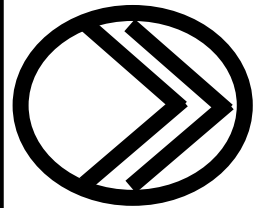
Mission 2 > Setting Sail

To progress in containing your team's tensions set sail to:

- Learn about your teams major tensions
- Give 1 on 1 Feedback to help safeguarding your Zone of Responsible Action (ZORA)
- Learn what others LOVE about you, what they think you should ADD & what they always wanted to ASK you.



The treasure at the end of Mission TWO?
Embrace your teammates anonymous
Feedback for a better deployment of the
team's potentialities.



Touch or Swipe
RIGHT to continue
playing and follow
through the games
linear storyline.

10%

Mission 2 > Love, Add, Ask

Feedback time for

Babette 阮雅薇



WeChat ID: BabetteLock

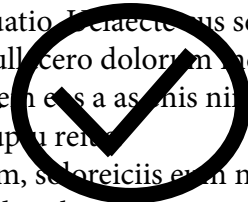
Look at the basic integrative powers & tensions as a basis for ANONYMOUS feedback. What do you LOVE about her as a teammate, what could she ADD and did you always wanted to ask her? Take 1 minute per question, write fast & from the heart.



LOVE

I love this person, because...

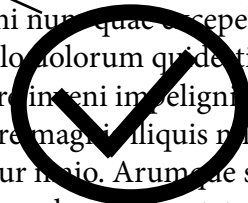
Nat mint. Enimil inctur, volo et ut quatio. I elactus se volo te nus ulli cero dolorum inctiae et, qui ten e s a as onis ni inctur molup u reit. Solum, soloreiciis even natu-reped molumet, cupatatem



ADD

I would love this person even more, if...

Nem velit aut ea nest millab il magni nup quae cepellatur simolo dolorum quideti que non re incteni impeligni mag-nim re magni iliquis ni, sim eatatur in io. Arumque sequi utatus voloreressi optat.



ASK

...write your feedback here...

I always wanted to ask you...

Family

40

Narcissism

Sensuality

24

Fighting

Harmony

19

Disruption

Loyalty

15

Joy

Carefulness

11

Power

Effort

4

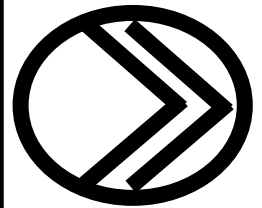
Loyalty

Power

1

Courage

Clicking on any scale opens a window that displays the full tension scale as seen in mission 1



Touch or Swipe RIGHT to continue playing and follow through the games linear storyline.

Check-mark appears if focus moves into the next box

Tap into the text-box to start writing. Move to the next screen if all 3 boxes are filled.

15%

Love, Add, Ask > PREVIEW

You receive previews on your feedback in return for your efforts. The full list with all feedbacks will be your reward upon completion of Mission 2.



Player receives snippets of feedbacks as they are being sent in by others

LOVE

Nat mint. Enimil inctur, volo et ut quatio. Uciaecte cus se volo te nus ullacero dolorum inctiae et, qui tem eos a as enis niminctur moluptu reius.

Solum, soloreiciis eum natureped molumet, cupatatem

Nat mint. Enimil inctur, volo et ut quatio. Uciaecte cus se volo te nus ullacero dolorum inctiae et, qui tem eos a as enis niminctur moluptu reius.

Solum, soloreiciis eum natureped molumet, cupatatem-
Gent ute sitatem et occaborum rehenie nisquia conserum
voluptat quatkuis excestiant ape nulpari berest, acide

ADD

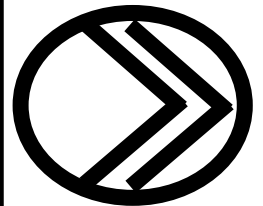
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latur simolo dolorum quidesti que non re inveni impe-
lignit magnim re magnis iliquis mi, sim eatatur maio.

Nem velit aut ea nest millab il magni num quae excepel-
latur simolo dolorum quidesti que non re inveni impe-
lignit magnim re magnis iliquis mi, sim eatatur maio.
Arumque sequi utatus voloreressi optat.

ASK

Nem velit aut ea nest millab il magni num quae excepel-
latur simolo dolorum quidesti que non re inveni impe-
lignit magnim re magnis iliquis mi, sim eatatur maio.
Arumque sequi utatus voloreressi optat?

Nem velit aut ea nest millab il magni num quae excepel-
latur simolo dolorum quidesti que non re inveni impe-
lignit magnim re magnis iliquis mi, sim eatatur maio.
Arumque sequi utatus voloreressi optat?





55%

Mission 1 > Keep Up Voting

Great! You answered 1 out of 13 Feedbacks. Fill-in the remaining 12 to finish Mission 2 and Embrace your teammates anonymous Feedback for a better deployment of the team's potentialities.!



Dewi 大乔® BA YAN
KA LA®
WeChat ID: lamdewi



jung
WeChat ID: junggoh



Andy
WeChat ID: ExplorerAndy



Joe
WeChat ID: Joe_Zuerich



WeChat ID: BabetteLock



WeChat ID: lamdewi



jung
WeChat ID: junggoh



Andy
WeChat ID: ExplorerAndy



WeChat ID: BabetteLock



WeChat ID: lamdewi



jung
WeChat ID: junggoh



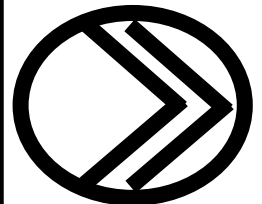
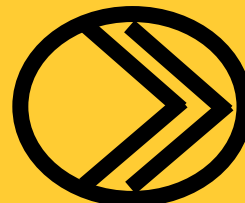
Andy
WeChat ID: ExplorerAndy



Dewi 大乔® BA YAN
KA LA®
WeChat ID: lamdewi



Babette 阮雅薇
WeChat ID: BabetteLock



Life-Feed: ...

Note for the Developer

- From here-on every player votes every scale & receives Partial Insight after every finished feedback, as well as orientation through the Keep Up Voting screen...
- Furthermore insights are shuffled into the gameflow: Team Tension Scales. Whereas in Mission 1 the player only received Tension Scales orientated towards data that concerned him-/her-self. In Mission 2 one reward for giving feedback are the scales with the data about tensions within the entire team (see example on the next page).
- The treasure at the end of Mission ONE? Three pages of anonymous feedback by the teammates for a better deployment of the team's potentialities.

The Team's Tension Scales are shuffled into the game in random order.

>> 60%

Mission 2 > Team Tensions

Identify the major integrative values and sources of tension within your team

Harmony

158

Disruption

Family

134

Narcissism

Carefulness

78

Power

Effort

34

Loyalty

Loyalty

149

Joy

Sensuality

119

Fighting

Power

71

Courage

Harmony

14

7

5

5

12

20

14

2

11

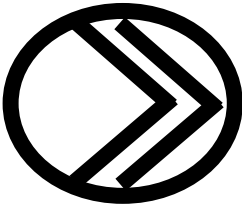
7

31

16


14

Disruption

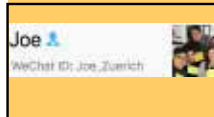




Mission 2 > Digest LOVE

Digest your 1 to 1 Feedback. Keep in mind:
Feedback is a present from the heart. Direct
feedback expresses care for your relationship. 

I LOVE



JOE
because...

Il mos veliquam quia quost ent.
Occusciate corporem eos parum aut fugitio nse-
quam qui temoluptas asi dolorem quides sunt,
comni cuptatis qui ipsunt ut quatur, sunt.
Nequam rerisquiam dolore, velis exero blaniti
aut pa volo ommo officiist, nit ditati consequam
rerspicit adic tem que nullige ndaecus qui dolut

Il mos veliquam quia quost ent.
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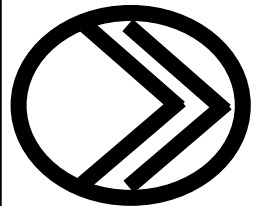
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Occusciate corporem eos parum aut fugitio nse-
quam qui temoluptas asi dolorem quides sunt,
comni cuptatis qui ipsunt ut quatur, sunt.

Il mos veliquam quia quost ent.
Occusciate corporem eos parum aut fugitio nse-
quam qui temoluptas asi dolorem quides sunt,

Il mos veliquam quia quost ent.
Occusciate corporem eos parum aut fugitio nse-
quam qui temoluptas asi dolorem quides sunt.


Scroll down to read
all the content...

Anonymous
Feedback
from every
Teammate





Mission 2 > Digest ADD

Digest your 1 to 1 Feedback. Keep in mind:
Feedback is a present from the heart. Direct
feedback expresses care for your relationship. 

I would
LOVE



JOE even
more, if...

Il mos veliquam quia quost ent.
Occusciate corporem eos parum aut fugitio nse-
quam qui temoluptas asi dolorem quides sunt,
comni cuptatis qui ipsunt ut quatur, sunt.
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quam qui temoluptas asi dolorem quides sunt,

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quam qui temoluptas asi dolorem quides sunt,
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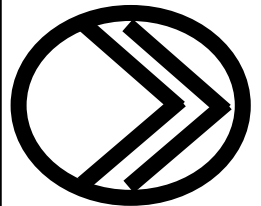
Il mos veliquam quia quost ent.
Occusciate corporem eos parum aut fugitio nse-
quam qui temoluptas asi dolorem quides sunt,
comni cuptatis qui ipsunt ut quatur, sunt.

Il mos veliquam quia quost ent.
Occusciate corporem eos parum aut fugitio nse-
quam qui temoluptas asi dolorem quides sunt,

Il mos veliquam quia quost ent.
Occusciate corporem eos parum aut fugitio nse-
quam qui temoluptas asi dolorem quides sunt.


Scroll down to read
all the content...

Anonymous
Feedback
from every
Teammate





Mission 2 > Digest ASK

Digest your 1 to 1 Feedback. Keep in mind:
Feedback is a present from the heart. Direct
feedback expresses care for your relationship. 

I always
wanted to
ASK...



Il mos veliquam quia quost ent.
Occusciate corporem eos parum aut fugitio nse-
quam qui temoluptas asi dolorem quides sunt,
comni cuptatis qui ipsunt ut quatur, sunt.
Nequam rerisquiam dolore, velis exero blaniti
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Il mos veliquam quia quost ent.
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aut pa volo ommo officiist, nit ditati consequam

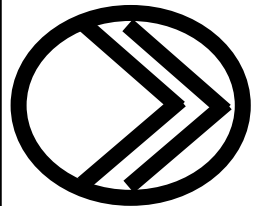
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Il mos veliquam quia quost ent.
Occusciate corporem eos parum aut fugitio nse-
quam qui temoluptas asi dolorem quides sunt.


Scroll down to read
all the content...

Anonymous
Feedback
from every
Teammate



95%

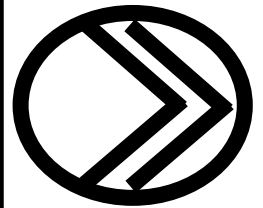
Cliffhanger > Mission 3

Before you may download the PDF with souvenirs from your journey, please anonymously vote one last scale. 



We call it the relationship scale. The results will be displays to nobody, yet will help us developing the next level on your journey with The ARK: Mission 3 > Empathy Walk

Life-Feed: ...



99%

Cliffhanger > Affinity Mapping

Describe the nature of your relationships...

My relation to is based on...

Dewi 大乔® BA YAN KA LA®
WeChat ID: lamdewi

jung
WeChat ID: junggoh

Andy
WeChat ID: ExplorerAndy

Joe
WeChat ID: Joe_Zierichy

WeChat ID: BabetteLock

WeChat ID: lamdewi

jung
WeChat ID: junggoh

Andy
WeChat ID: ExplorerAndy

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Babette 阮雅薇
WeChat ID: BabetteLock

jung
WeChat ID: junggoh

Andy
WeChat ID: ExplorerAndy

Dewi 大乔® BA YAN KA LA®
WeChat ID: lamdewi

++
LOVE

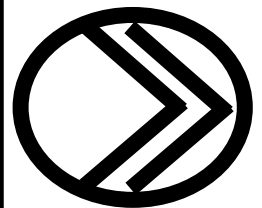
+

Apprecia-
tion

o
Indifferen-

ce
-

As seen before, vote every team-member with drag & drop, click, or click and point until the left column is empty. Then appears the last screen





100%

Mission 2 > Complete

Thank you for travelling with
The ARK!

Download a PDF with your
journeys data

WeChat with the developer

Re-Embark on The ARK

Recommend The ARK to
your friends

Coffee for the developer

Compile a
document
with all the
scales and
insights
along the
journey

Connect to
joe

Restart as
innitiator

Via WeChat,
etc.

Send Money
now via Cre-
dit Card or
Paypal