

Using: **Adobe XD**

Things on the front page:

- Name of application
- Play with distraction
- We considered having two play options; one 'Play without distraction' and 'Play with distraction'. The idea was that the player could measure their baseline by first playing without distraction, and then after playing with distraction the user would see how much distraction affected their score.
- We decided against this and instead just one the option to play with distraction.

Design:

- Minimal front page
- Button on the front page "Play" takes you straight to the game
- Additional button on the front page "info" which brings up a pop-up window describing the game and the point of the game in greater detail.

Info pop-up:

- On the front page there is a button you can press to bring up the info pop-up
- Press button a second time to close the info page (or hover)
- We had originally thought the second page (after the front page) would be the info page. We then decided to change to the current idea as we realised that players would not want to read the info page every time they played the game, just on their first time playing the game.

First page of tasks:

- Start with the page low opacity and a countdown: 3, 2, 1

- **Timer in the top right corner** so the user is always aware of how much time they have left. 2 minutes total.
- Answer box where the user can type in their question.

Final score:

- Do a calculation of score per time ??
- Only display the final score at the end

Background:

- Do we tell the user if they got the task right or wrong? If yes, do we tell them what the correct answer was?

Tasks:

- Just display the score at the end
- Press PLAY: first game through the player plays without distractions; once they have their score without distractions, the game returns to the first task (or a different game) with distractions and the player tries to complete the tasks with distractions until they get their final score for the game with distractions.
- Timer based

Overall structure:

1. Main page (with info pop-up)
2. Countdown to play without distractions
3. Tasks without distractions (games end when the timer ends)
4. Text: "Next Round". Button: "Now try with distractions"

5. Countdown to play with distractions
6. Tasks with distractions (games end when the timer ends)
7. Text: "Game Over". Button: "Display Scores"
8. Two columns: one displays the score of the game without distractions, the other displays the score of the game with distractions. And a button: "Return to Homepage"

Distractions: the game and distractions are two separate elements – the distractions are essentially an overlay.