Updated: 7/15/2024

Idea: there should be an intro dialog of some kind with a prompt. Maybe when they load there is a UI that has the controllers and directions for how to talk to the PA and they are prompted to ask the PA what they should do first. and the PA says they should go stand on the personal pod and watch the introduction video.

Design flow:

- 1. DirectoryPanel 1 shows: "Welcome to uSucceed! Please follow instructions carefully."
 - a. Voice-over [WelcometouSucceed]: "Welcome to uSucceed! This is a VR Learning Experience for Learning Cybersecurity. First, you will be learning about the VR controller, how to navigate, and talk to your personalized helper Robi."
 - b. {after 15 sec, will proceed to the next DirectoryPanel2}
- 2. DirectoryPanel 2 shows: "Before you begin, here is a quick tutorial"
 - a. {after 10 sec, will proceed to DirectoryPanel3}
- 3. DirectoryPanel 3 shows: "Part 1 Navigation & Interaction"
 - a. {after 10 sec, will proceed to DirectoryPanel4}
- 4. DirectoryPanel 4 shows: "Quest Controllers [image of controller]"
 - a. Voice-over [02ControllerInsturction]: "These are the controllers you will be using to navigate and interact within the uSucceed environment. Joysticks are for moving around the joystick on the left controls your digital avatar and allows you to move forward and backwards, as well as left and right. The joystick on the right allows you to rotate your digital avatar. The two Trigger buttons can be used to interact and select objects."
 - b. {after 25 sec, will proceed to DirectoryPanel5}
- 5. DirectoryPanel 5 changes to: "Now, try selecting the "Continue" button with one of your Trigger buttons [Continue Button]"
 - a. {after selecting "continue" button, will proceed to the DirectoryPanel 6}
- 6. DirectoryPanel 6 changes to: "You did it! Now, select the "OK" button below, then try to move to the green personal pod. Do you remember how to do so? [image of personal pod]" [OK Button]

- a. {after colliding with the human pod, the UI will be updated to HumanPodPanel}
- 7. HumanPodPanel shows: "You made it! You are right on the Personal Pod!"

 Remember, if you see a Personal Pod that means you should go stand on it to receive some information" [Awesome Button]
 - a. {after selecting "Awesome" button, will proceed to the TalkToPA Panel 1}
- 8. TalkToPA Panel 1: "Part 2 Talk to Robi" [Tell me more Button]
 - a. {after selecting "Tell me more" button, will proceed to the TalkToPA Panel 2}
- 9. TalkToPA Panel 2 shows: "Robi is your personal helper. It shows up when you call." [image of Robi] [I am listening Button]
 - a. Voice-over [03TalktoRobi]: "Now, you will be learning about how to talk to your personal helper Robi, who is going to facilitate your uSucceed VR learning experience."
 - b. {after selecting "I am listening" button, will proceed to the TalkToPA Panel 3}
- 10. TalkToPA Panel 3 shows: "Use only the Right Controller". "B: call Robi (then look around)", "A: talk to Robi". [image of Right Controller] [I am listening Button]
 - c. Voice-over [04TalktoRobi] "Ready?' Simply press the B button on your right controller to call Robi over. Have a quick look around until you spot Robi in the scene. Then, press the A button on the same controller to start the conversation."
 - d. {after selecting "I am listening" button, will proceed to the TalkToPA Panel 4}
- 11. TalkToPA Panel 4 shows: "[Important]", "ONLY start to talk when you hear: "How can I help you?"", "Do NOT talk when Robi is talking". [image of Robi talking]" [Gotcha! Button]
 - e. Voice-over [05TalktoRobi] "Next, remember to wait for Robi to ask, 'how can I help you', before you start speaking. If you start before this, Robi won't be able to hear you. Also, let Robi finish answering your question or request without interrupting, cutting in might cause the program to stop working properly."
 - f. {after selecting "Gotcha!" button, will proceed to the TalkToPA Panel 5}
- 12. TalkToPA Panel 5 shows: "Now try to talk with Robi as much as you want!", "e.g. What is cybersecurity?", "When ready, feel free to start the Orientation through the DOOR". [Sounds Good! Button]
 - *a.* {after selecting "Sounds Good!" button, the panel will disappear.}
 - *b.* {*Player will interact with Robi at their own pace*}

- 13. After the player passes through the door, the Ready Panel shows up: "Are you ready to start the Orientation Experience?" [I am ready Button]
 - g. {after selecting "I am ready" button, player will officially start the Orientation Experience}

Resources:

- AI audio generator: https://www.narakeet.com/app/text-to-audio/?projectId=a0ed9791-57ac-44f4-813b-33060913813

- Icon resources: https://www.flaticon.com/