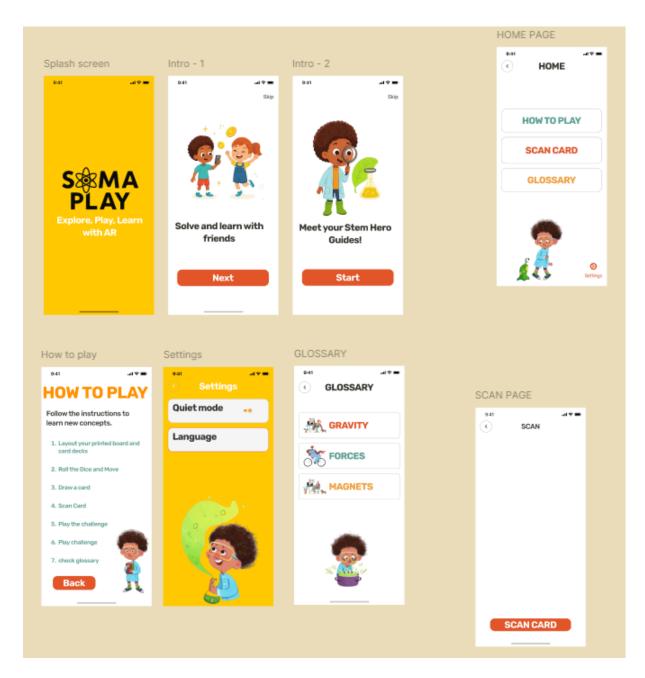
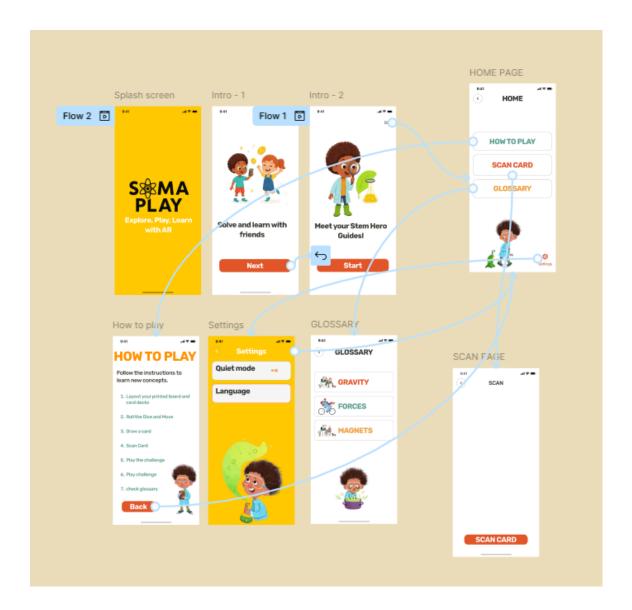
SOMA PLAY DESIGNS

FIGMA DESIGNS PROTOTYPE





Prototype link- Here

Splash Screen: Designed to instantly engage with vibrant STEM-inspired visuals and the project logo.

Intro Screens: Briefly explain the goal of the game and introduce the educational themes.

Home screen: Navigation hub with intuitive buttons for scanning cards, accessing settings, or learning how to play.

Settings: Toggle audio, accessibility options, and language support.

Glossary: Simplified STEM definitions to aid user comprehension during gameplay.

Scan Card Function: Entry point for AR integration. Designed to guide users visually through scanning.

How to play: Interactive guide explaining the board game, card types, and AR features.

Justification- Every screen is built to support user-centred design fo ryoung learners. Bold visulas, minimal text, and icon driven navigation ensures accessibility across various cognitive levels.

BOARD GAME LAYOUT PROTOTYPE



Stem characters and icons placed around the board guide thematic immersions

Designed to be printed or produced physically, forming the hardware component of the hybrid experience.

Justification- The board is the physical anchor of the experience. It facilitates social interaction, turn-based strategy, and visual learning. Designed to be age-appropriate and replayable.

CARD GAMES PROTOTYPE





Include:

ACTION CARDS MINI PUZZLE CARDS QUESTION CARDS FUN FACT CARDS

Justification:

Card decks are color-coded and icon-tagged for easy usability. Each card type reinforces the different cognitive skills, critical thinking, memory, comprehesion, and physical play.

AR ASSETS

3D models of science concepts and illustrations STEM avatars Icons used in physical cards

HARDWARE INTEGRATION

Platform: Unity+ ar foundation + lean touch

Device: Mobile Android smartphone

Users can interact with 3d objects by touching, scaling, rotating, and moving

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