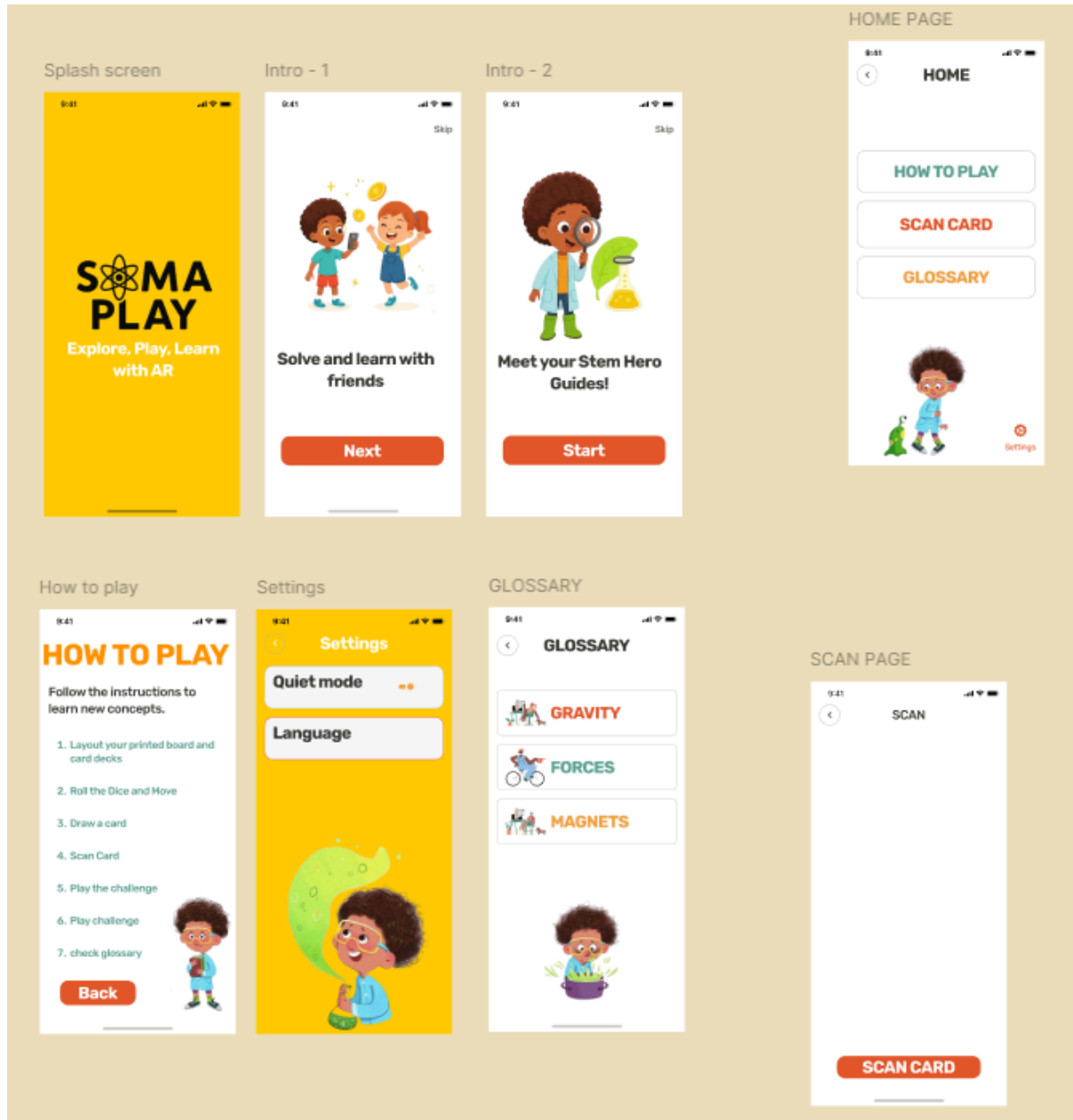
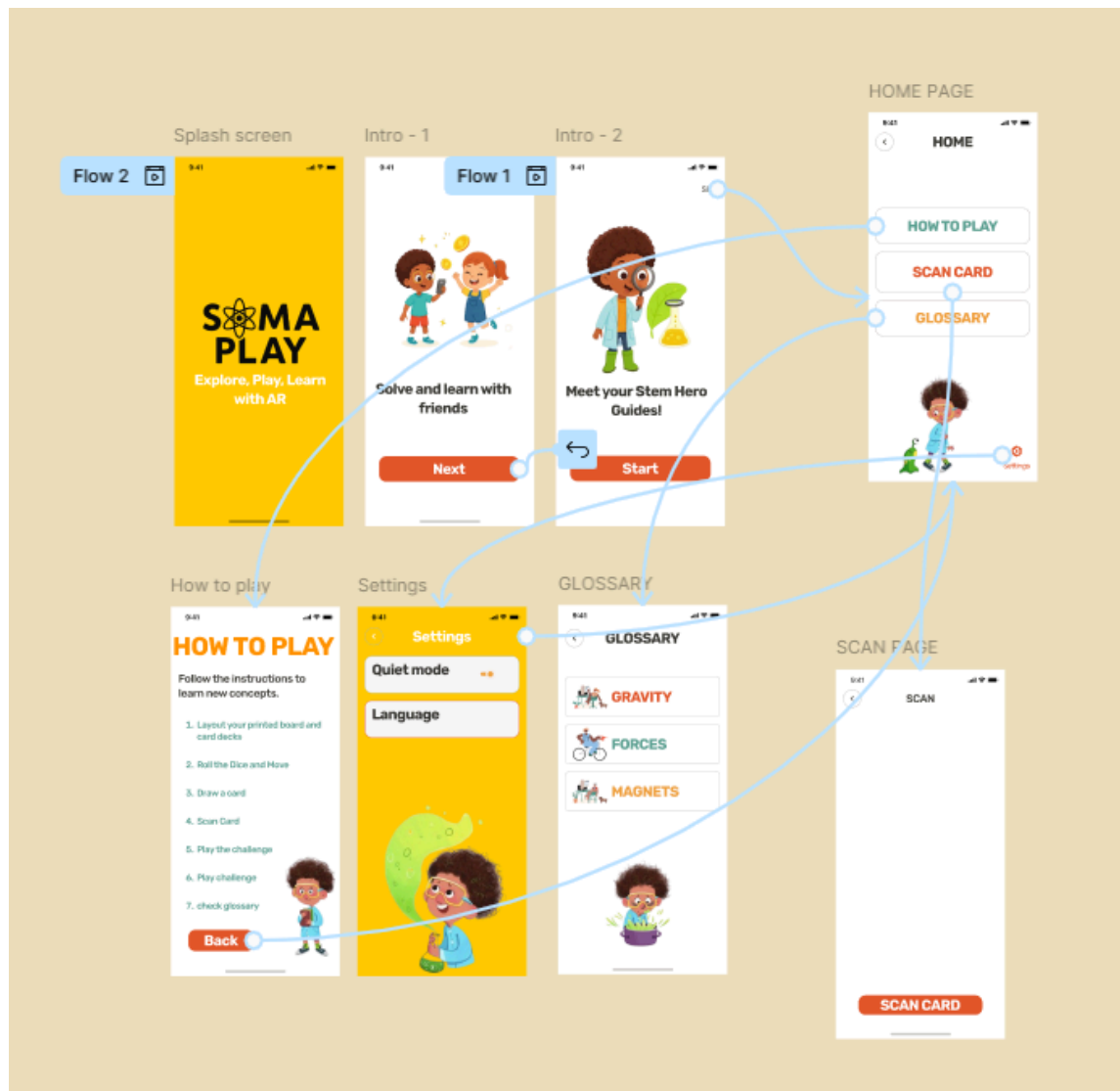


SOMA PLAY DESIGNS

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.



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

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, comprehension, 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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