Alien Zoo Design - Frontend:

1. Upon clicking on the link tot he study, a user is lead to an introductory page (startScene.js):

Experimental Group	Control Group
Welcome to the Alien Zoo! Your task today is to feed a pack of little aliens, the so-called Shubs: For feeding, you can select from 5 different plants: Per round, you may feed up to 6 leaves per plant – any combination of plant leaves is possible. But beware: Not all plants might be good for our pack! If you have chosen a healthy combination, your pack size will increase. If you have chosen an unhealthy combination, your pack size will decrease. After three rounds, you will get a summary of your past choices. Also, there will be feedback on what choice would have led to a better result. Af you are ready to start, hit the start button below. Start! → user is informed to see summary + get feedback what choice would have led to a better result	Welcome to the Alien Zoo! Your task today is to feed a pack of little aliens, the so-called Shubs: For feeding, you can select from 5 different plants: Per round, you may feed up to 6 leaves per plant – any combination of plant leaves is possible. But beware: Not all plants might be good for our pack! If you have chosen a healthy combination, your pack size will increase. If you have chosen an unhealthy combination, your pack size will decrease. After three rounds, you will get a summary of your past choices. Also, there will be feedback on what other users tried at that point in time. Af you are ready to start, hit the start button below. Start! → user is informed to get see summary + choices of other users at that point in time (will be just random data points)

2. Upon clicking start, users see the welcome page (stableScene.js). IDENTICAL FOR BOTH GROUPS.

   Problems / ToDos: Layout is squished. Parameters ‚window.innerWidth' and ‚window.innerHeight' probably assigned before fullscreen was reached?
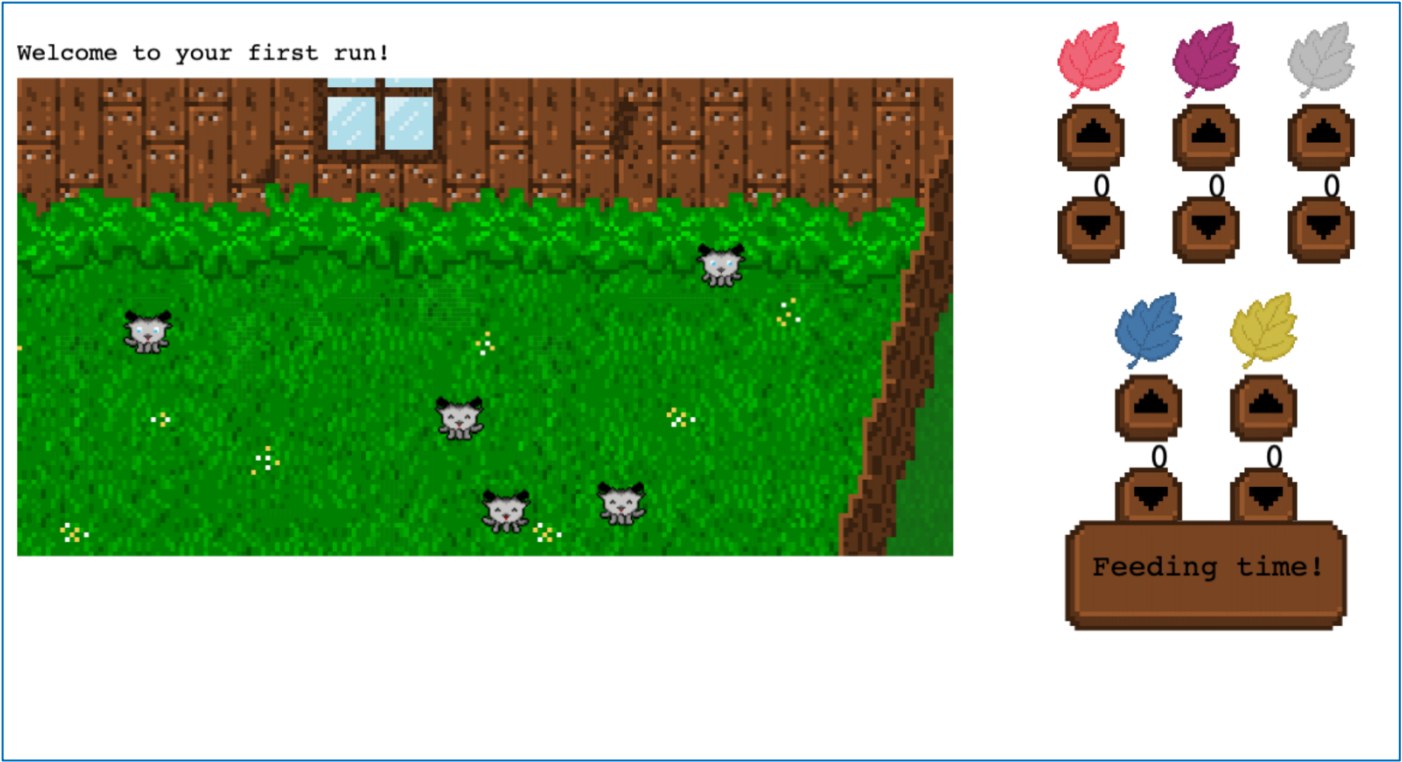
3. User makes selection, hits ,Feeding time!' and gets directed to a Scene informing him that „feeding is in progress" (progressScene.js). IDENTICAL FOR BOTH GROUPS.
   Here, in the background, counterfactuals should be computed for the experimental group.

[PREVIEW NOT AVAILABLE]

Problems / ToDos: Could not call „await api.computeNewShubNo()" function here – appearantly not available?

4. After each third trial, user sees the stable again and hast to choose „Get Feedback" to go on (stableScene.js). IDENTICAL FOR BOTH GROUPS.
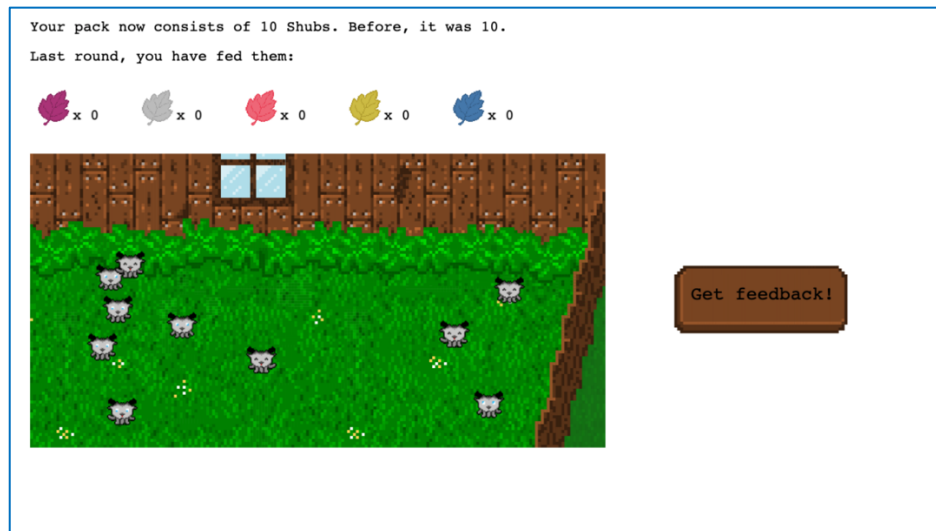
5. feedbackScene.js: User gets feedback. Both groups see past choices. Experimental group sees what choice would have been better (CF!). Control group sees „plant choices other users made" (= just random data points).

Experimental Group	Control Group

6. Then back to stableScene.js again – steps 3. And 4. repeat for 3 trials until feedback is shown again (step 5).

7. After 5 x 3 trials, users land on endScene.js. IDENTICAL FOR BOTH GROUPS.

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Thank you for your work in the AlienZoo!
To complete the study, please follow the link below and fill out the questionnaire.
[INSERT LINK]
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