Logos Display

Menu displays

User selects “Create New” because this is their first time using the program.

Build scene appears.

User is unsure of what to do, and they notice a large Question mark icon and decide to click that.

After clicking, the mouse curser turns into a question mark, unsure exactly what this means, the player clicks the “Play” Button.

A New UI drops from the top of the screen covering most of the screen. This UI Displays the Images for both the “Play” and the “Return” buttons. Additionally, it shows a description of the buttons and a short looping animation that shows someone pressing the “Play” button, which switches them to Play mode, and then hitting the “Return” button, which switches them back to the mode they were at originally.

After viewing this information, the user presses the “Close” button and the UI moves up and returns off screen.

Understanding the use of the “Help Tool” the user begins working on their level while using the “Help Tool” to learn the uses of tools and objects they don’t understand.