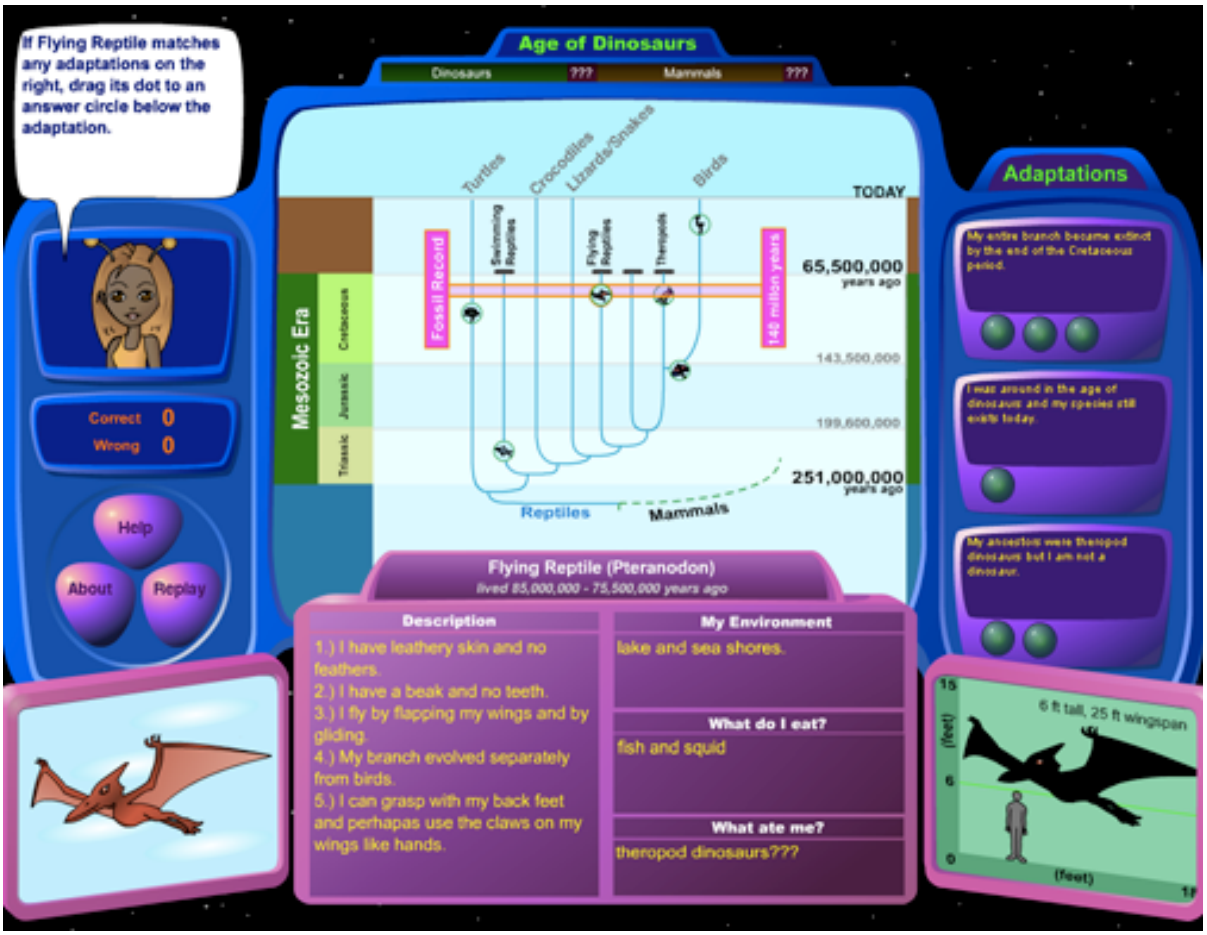
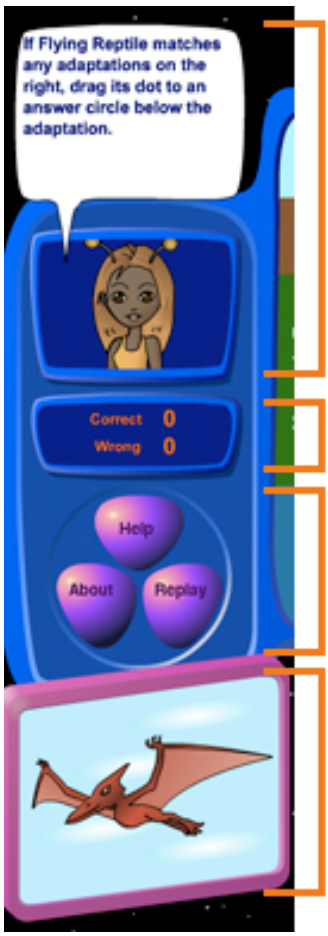
Game Interface Explanation

The game interface includes three columns of information. Below is a picture of the full screen. Each following page explains the interface elements of each column.

Full Screen:



Left Column:



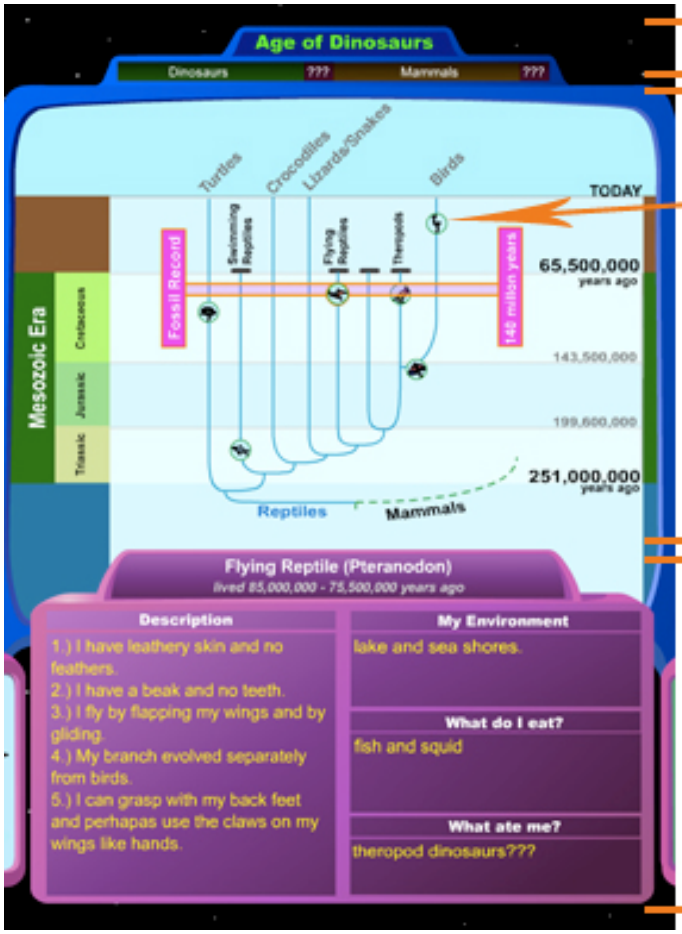
Chief Scientist (Narrator)
The Chief Scientist communicates with the player verbally and via text in her word bubble.

Player Statistics
Player statistics displayed include the number of correct and incorrect guesses.

Game Menu
The game menu includes buttons for help, information about the game, and an option to replay, or restart, the game.

Left Display Screen
The left display screen is used to show the picture of the critter.

Middle Column:



Game Timeline
The game timeline displays the current progress the player has made within the game.

Critter Dot

Tree of Life
The Tree of Life is the primary display for the game. It is a time-line and family tree mapping the history of life on earth. Ancient critters are represented by dots on the tree. Clicking on a critter dot brings up details about the critter in the Critter Description Box.

Critter Description Box
The critter description displays details about the critters, one critter at a time. Information provided includes when and for how long that species existed on Earth, what they ate and what ate them, and the environment they lived in.

Right Column:

Adaptations

The adaptions portion of the screen displays three (3) "adaptation challenges" per round. The player's job is to figure out which critters match each adaptation. They do so by clicking on a critter dot from the Tree of Life and dragging it onto one of the answer circles beneath the adaptation. Some critters fit one adaptation, some more than one adaptation, while others do not fit any of the adaptations.

Right Display Screen

The right display screen is used to visually show the height of the critter in comparison with humans.