Lone Sorcerer

Example Interaction Use Cases
Purpose

- Define some sample interactions
- Designing for non-expert gamers
- Represent where/how to scaffold users
General Cues

• Danger/Attacker present with WARNING ICON
• Each spell will gray out if it is memorized and is useless in an area (visa versa)
• When it is possible to examine something, and EYE ICON, with a color(to use for naming) behind it, will appear above it, e.g. EXAMINE RED
• Anyone you can talk to has LIP ICON over head
• Anything you can pick-up has a HAND ICON over it
Simple Attack Example

- There is an enemy (x) and you “should” cast a fireball.
- You are the blue circle.
- Note: Anytime an attack is possible, WARNING ICON appears over head.
Simple Attack Example

- **Examine** -
  - Description in ASL(vid)
- **Get Harmed** -
  1. Life goes down
  2. Attack help (vid)
- **Useless Spell** -
  1. Life on enemy does not go down
  2. If continues, try another spell(vid)
- **Need to Memorize** -
  - Need to memorize in safe location (vid)
- **Memorize** -
  - Warning icon (over head)
- **Hint** -
  - Attack the (enemy name), if you don’t know how to attack, sign Help Attack (vid)
- **Talk**
  1. Question mark
  2. Talk Help(vid)
Complex Attack  Example

- **Examine color that doesn’t exist**-
  1. Question Mark ICON
  2. Examine help (vid)

- **Attack w/o or w/ color that dne**
  - Attack the closest enemy

- **Get Harmed**
  1. Life goes down
  2. Attack help (vid)

- **Useless Spell**
  1. Life on enemy does not go down
  2. If continues, try another spell (vid)
  3. Blank creatures can be harmed by X (vid)

- **Need to Memorize**
  - Need to memorize in safe location (vid)

- **Memorize**
  - Warning icon (over head)

- **Hint**
  - Attack the enemy. if you don’t know how to attack, sign Help Attack (vid)