



Q: Does the experience have to be mobile based, or web-based? What are the pro's and con's? Maybe include both?

Q: Should we create a function for accessibility settings during onboarding? Some of the changes usually come from system-wide settings (font-size, higher contrast)

Q: What topic is the most important topic to present first.
Overarching question: How do we present the content?
In what ways does the user progress, do they get quizzed?

Q: Does the user need to create an account? Maybe encourage them to make one to save progress? (is that a dark pattern sorta kinda?) If yes, what information do we collect for the user profile? Do we save their progress?

LL Notes: Strong data system that stores progress because we don't have to build it.

N: "Congrats you completed this thing. Here's a treasure chest full of junk. You're still going to die alone though"

LL Notes: Keep this in our mind: hey we just wanted the user to learn about this. IF you care to make an account great if not

Q: If we move forward with account creation can they view their profile with progress and badges?

LL Notes: Encourage competition between peers. Research... how are the kids doing things? metaphorical manifestation of something in life that translates into this interface. Try to find something timeless. Think of kids in zoom and adding symbols to their names
Casi: A/B testing

General Comments, Questions, and Ideas

Q: What if the user has inventory or backpack where all things are collected? (Could be tied into the blob for a more full story)

Q: What mediums of content will be included? (video, text, audio, etc.)

N: Omni-present settings tab where users can learn more/get help with the product

Q: Collection, inventory, trophy case, basement?

N: Ironic Badges (Trash can, String, etc.)

Q: What if blob wears the badges?

N: Documentation on how content is chosen to make sure all points of view represented

Q: WHAT IF THE BLOB IS ABSORBING THE THINGS!

Addressed Comments & Questions

N: Ask name and pronouns for personalized experience. (include option to withhold name)

Q: Do we want to get the user's name at the start of the interaction so the blob can address the user by name and correct pronouns? Would that be a privacy issue?

LL Notes: No name, no information gathering until the end leave pronouns out of it

Q: Do we personalize jokes or options relevant to their gender pronouns? Such as presenting or addressing aspects that are important to their gender identity or age?

Q: What pronoun do we address the user with if they don't input a pronoun? @ what points would we use pronouns vs directly addressing the player with "you"?

Q: Is this workflow just internal, or is this wording going to affect the content of our final app? If the latter's true, should we use he/him or they/their for addressing the general user?

Q: What happens at the end of the finished article/chapter? Does the user receive a badge, certification, or some sort of gamification component?

LL Notes: "Congratulations! You've gotten the trapezoid award."
Use badges ironically: You unlocked the trash can emoji!
Unlocking useless functionality
Let's not patronize teenagers.

Next Steps

- Sketching out the user flows / screens
- Figure out the story we are telling
- Plugin screens and visuals to tell the story
- Define what the badges are and the story around them or lack there of
- Define content and info arch

