

## 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:

The screenshot displays the 'Age of Dinosaurs' game interface. At the top, a navigation bar shows 'Dinosaurs ???' and 'Mammals ???'. The central panel features a phylogenetic tree with a 'Fossil Record' overlay. The tree branches from 'Reptiles' and 'Mammals' at the bottom to 'Turtles', 'Swimming Reptiles', 'Flying Reptiles', 'Crocodiles', 'Lizards/Snakes', and 'Birds' at the top. The 'Fossil Record' shows a vertical timeline with markers for 65,500,000 years ago, 143,500,000, 199,600,000, and 251,000,000 years ago. The 'Mesozoic Era' is divided into 'Cretaceous' and 'Jurassic' periods, while the 'Triassic' period is also indicated. A 'Flying Reptile (Pteranodon)' is highlighted, with a callout stating it lived 85,000,000 - 75,500,000 years ago.

On the left side, there is a character panel with a speech bubble: 'If Flying Reptile matches any adaptations on the right, drag its dot to an answer circle below the adaptation.' Below the character are buttons for 'Correct 0', 'Wrong 0', 'Help', 'About', and 'Replay'. At the bottom left, there is an image of a Pteranodon.

On the right side, there is an 'Adaptations' panel with three text boxes:
 

- 'My entire branch became extinct by the end of the Cretaceous period.'
- 'I was around in the age of dinosaurs and my species still exists today.'
- 'My ancestor was theropod dinosaur but I am not a dinosaur.'

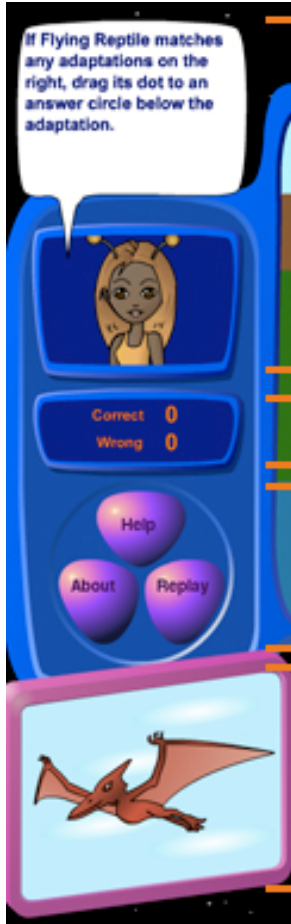
 Below these are three green circles representing answer options. At the bottom right, there is a height comparison panel showing a Pteranodon with a 6 ft tall, 25 ft wingspan, next to a human figure for scale. The vertical axis is labeled '(feet)' with markers at 0, 6, and 15.

At the bottom center, there is a detailed information panel for the 'Flying Reptile (Pteranodon)'. It includes a 'Description' section with five points:
 

- I have leathery skin and no feathers.
- I have a beak and no teeth.
- I fly by flapping my wings and by gliding.
- My branch evolved separately from birds.
- I can grasp with my back feet and perhaps use the claws on my wings like hands.

 It also includes a 'My Environment' section with 'lake and sea shores', a 'What do I eat?' section with 'fish and squid', and a 'What ate me?' section with 'theropod dinosaurs???'.

## 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.

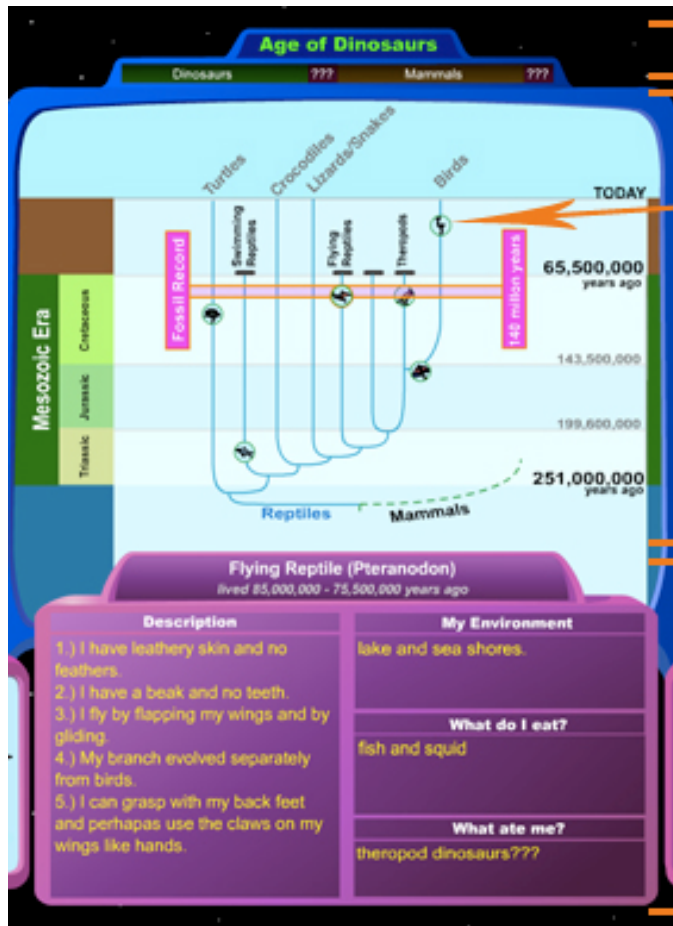
### Game Menu

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 timeline 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 adaptations 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.

**Adaptation Challenge**

**Answer Circle**

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

