

Concept of
The Book of Life

UI Design Document
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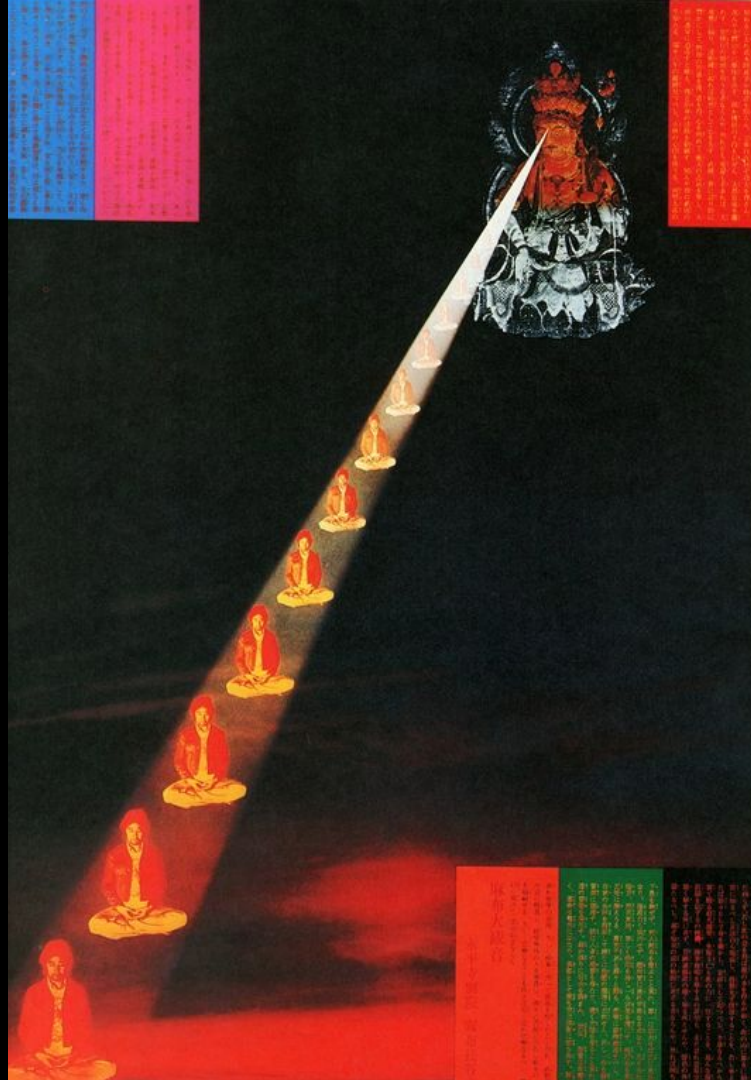
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Approach

What is the *Book*?

What should its *interface* reflect?

Approach



The Book is a recipient for *knowledge* (data).

Approach







The Interface allows communication between
the Book’s Knowledge and the User’s Knowledge.

Approach

Its goal is to create the most direct route (shortest link, highest bandwidth) between corresponding notions of the Book and the User in order for the app to *understand* the User and for the User to *relate* to app.







Line
Shadow
Gift
Siddhi
...

Personality, Identity, Self, Ego
Fear, Stress, Anxiety, Negative
Love, Belonging, Bliss, Positive
Balance, Awareness, Enlightenment
...



Approach

Essentially, the Book needs to
speak universally every User's language.

Like a mirror. You don't learn how to use the Book (conformist approach). The Book learns from you and adapts to you (Oracle).

Approach

In short,

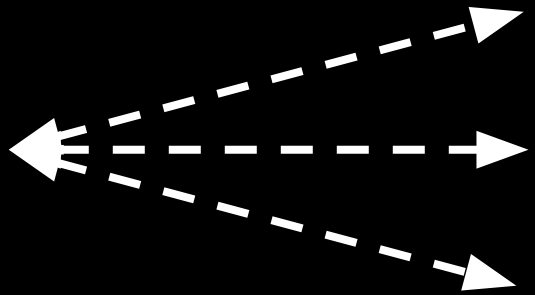
the Interface’s problematic is to find how the User formulates and represent himself the notions already stored in the Game of Life.

Line		???
Shadow		???
Gift		???
Siddhi		???
...		...

Concepts

Let’s explore three different solutions (interfaces)





Concept 1
Cartography

Concept 2
World Shaper

Concept 3
Abstraction

Concepts

General Goals

Adaptable scale of ‘realism’ and complexity

Translatable cross-platforms (XR)

Highly visual and interactive (less wording)

Concept 1
Cartography

Concept 2
World Shaper

Concept 3
Abstraction

More formalized, safer



More experimental, more innovative

Cartography

Logic

The signification of *unalome*, or unaalome, is still mysterious to this day.

They are spiritual symbols related to Theravada Buddhism and close to other spiritual symbols (for example, curlings known as Bindu in Sanskrit and Tigli in Tibetan).

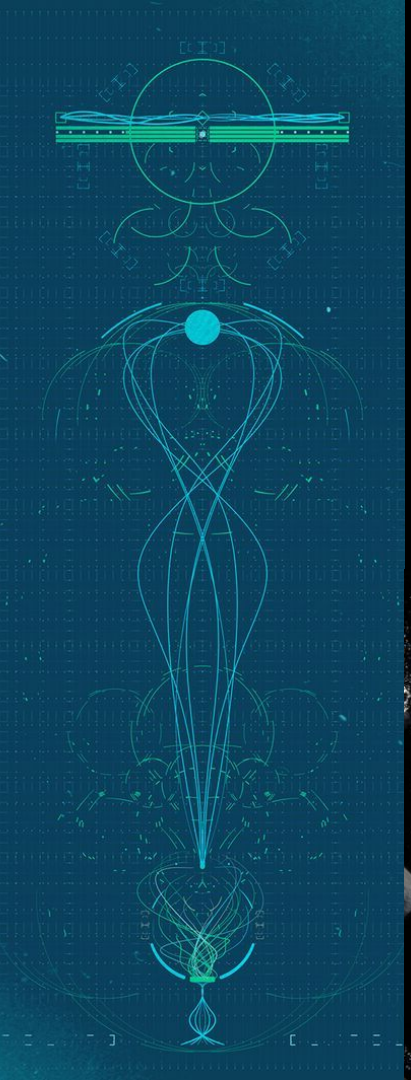


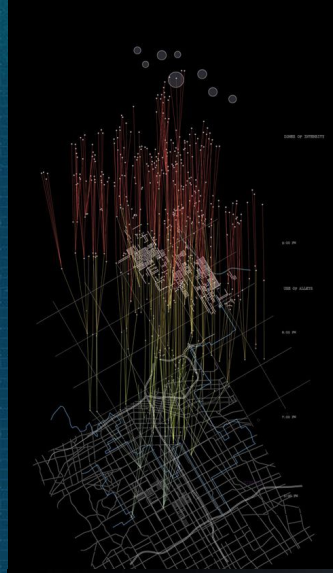
The common signification is that they represent *the path to enlightenment*.

The bottom spiral illustrates the struggle with life, struggle that gets thinner as one progress on the path and finally reaches the enlightenment or Nibbana (Nirvana).

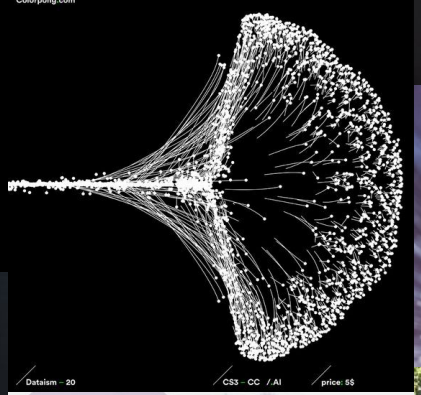
Cartography

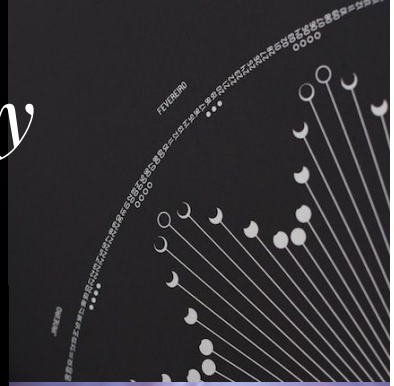
Development



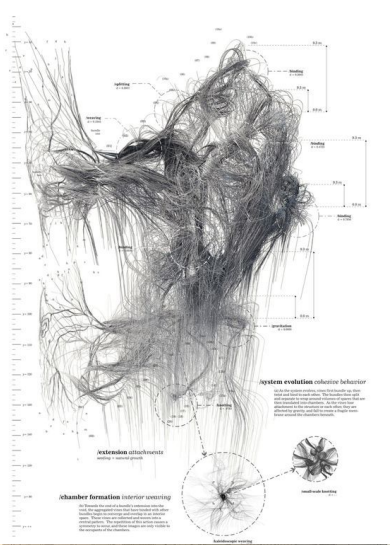


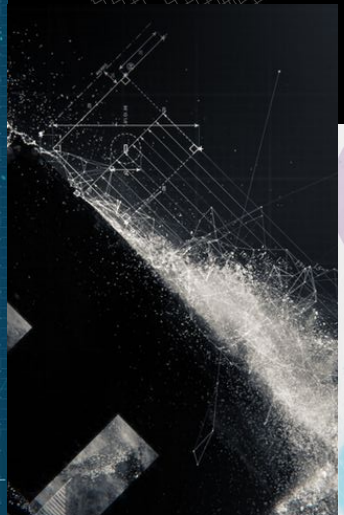


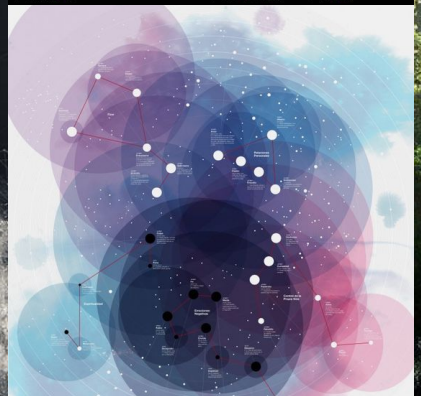




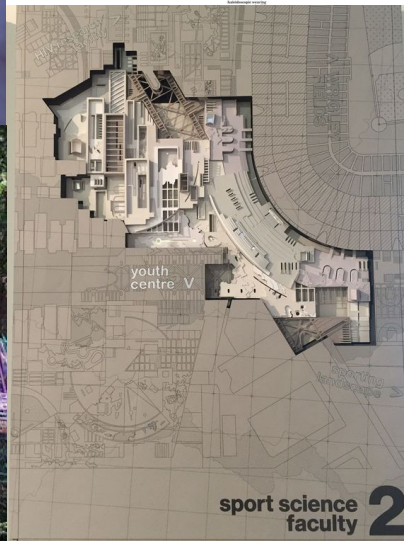












Cartography

Advantages

\+

Straight forward approach

Based on existing knowledge base

Graphic design coherent with ID proposal

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Techno look

Feeling of complexity, data heavy

World Shaper

Logic

Create your own world.

Whether it is buildings, landscapes, islands, planets, etc.

Customize *colors and shapes* that you link with the game's notions of Shadows, Gifts, Siddhi, etc. Create new room, expand your world. Survive through climates (moods), day and night, rain, heat, floods, etc.

Visit other people's worlds.



World Shaper

Development

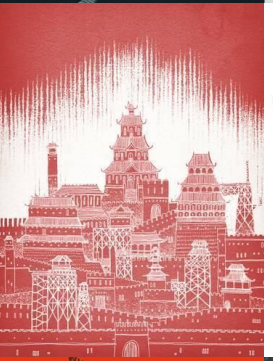


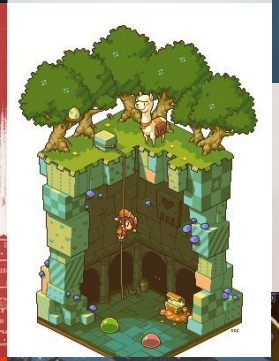




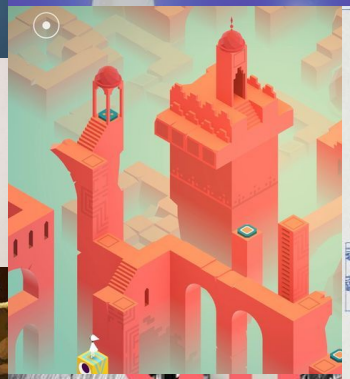


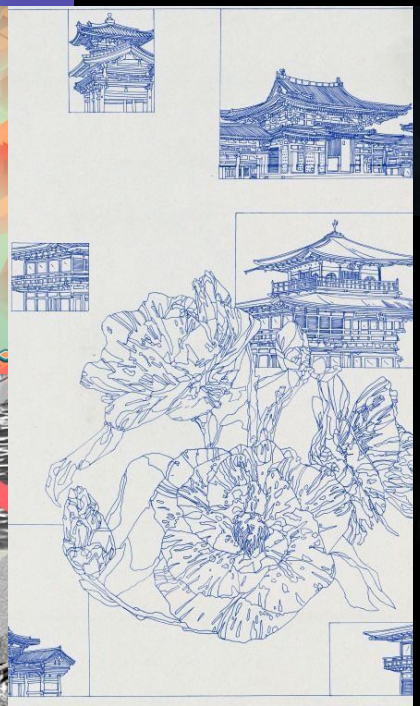


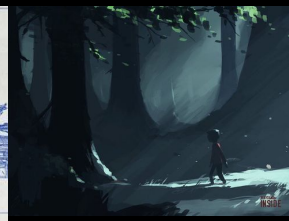












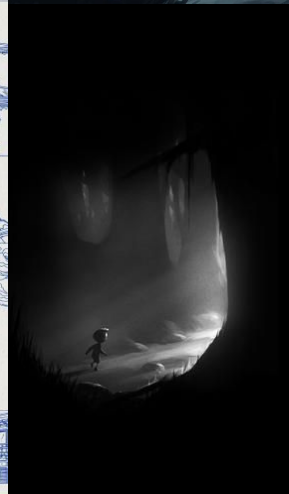












World Shaper

Advantages

\+

Friendly, warm, colorful, approachable game look

Highly customizable feel

Architectural logic that can translate to XR

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3D interface (more complex)

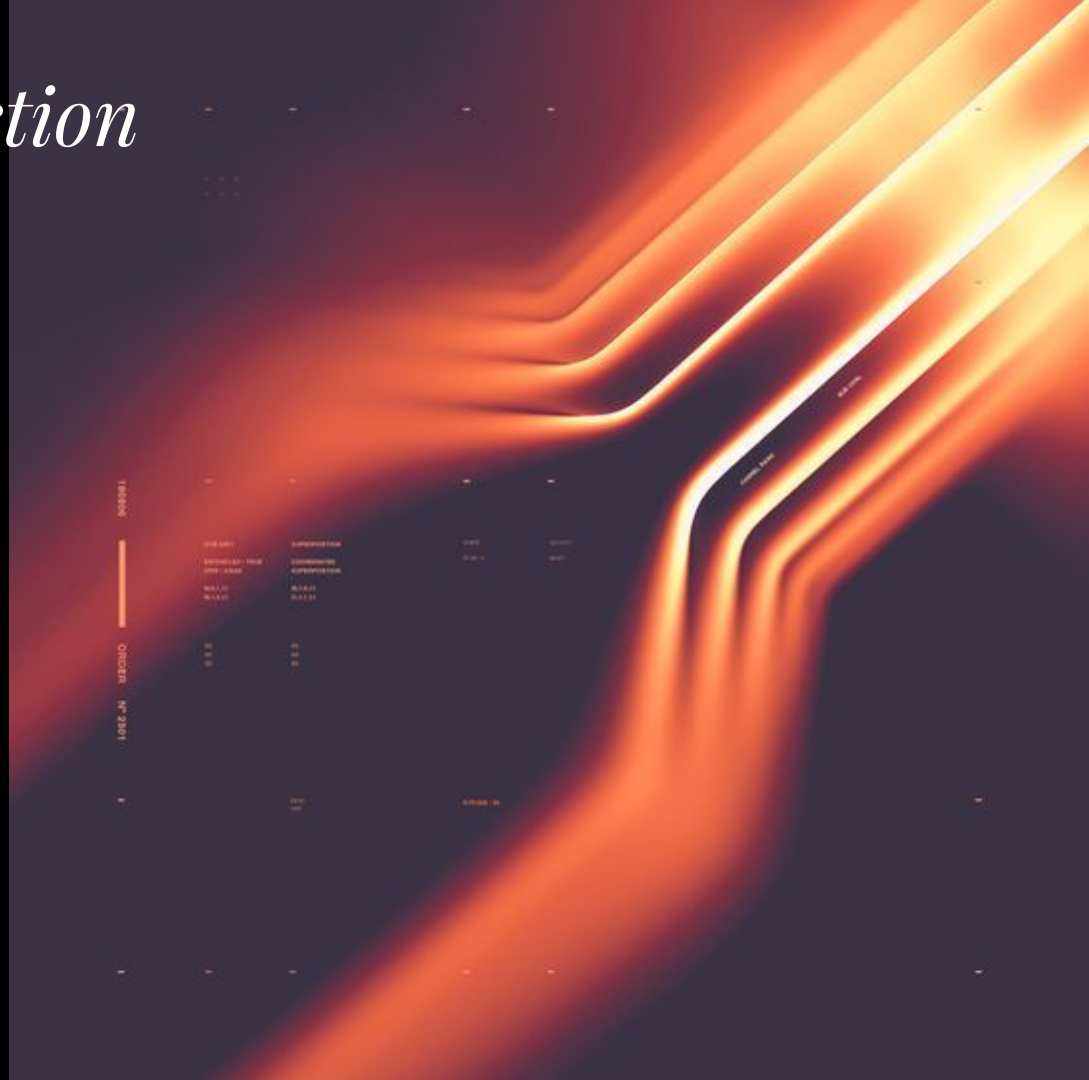
Abstraction

Logic

Step away from the rigid frame of classic interfaces.

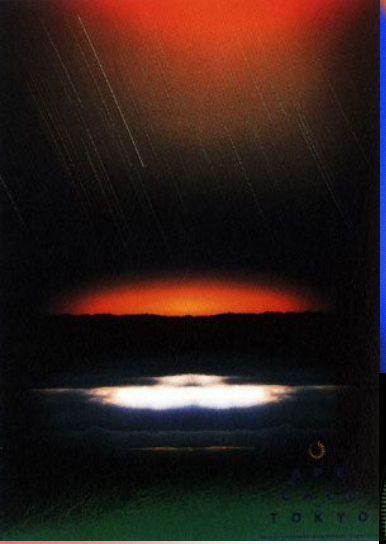
Allow the capacity of the user for imagination and interpretation to project and interact organically, fluidly like you would with water. Without necessarily formulating clearly their logic but following their instinctive flow, their own mental interface through abstract gradients, shapes and colors linked to the Game's notions. The Game will interpret their interactions (Smooth? Jittery? Hesitating? Targeting bright colors? Dark colors? Vivid colors? Angular? Curvy? Sharp? Blurry?)

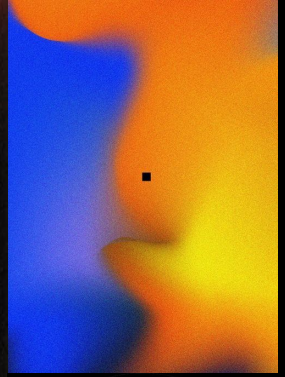
Allow the mysteriousness, the symbolism, the subjectivity, the unspeakable to be for everyone without dividing people through conflicting, problematic words (tag system). Guide users to a retro-active contemplation process with the app and with their life.



Abstraction

Development

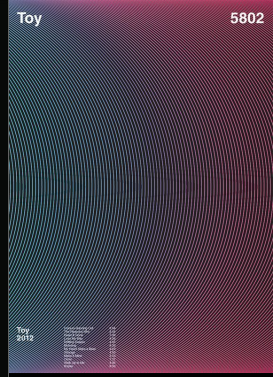


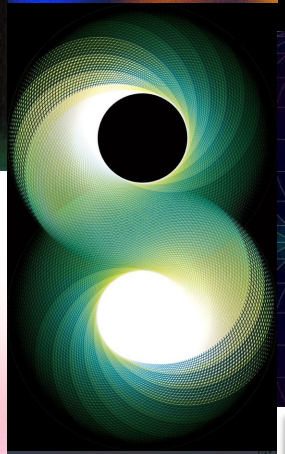


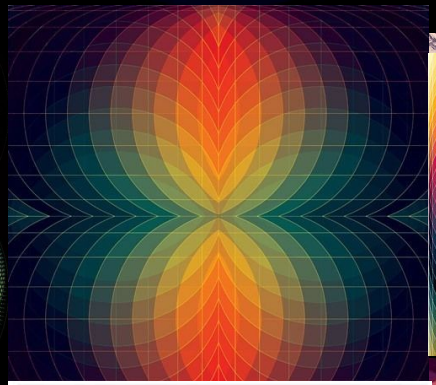


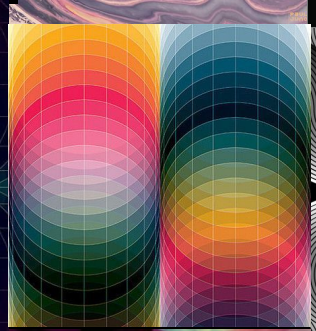


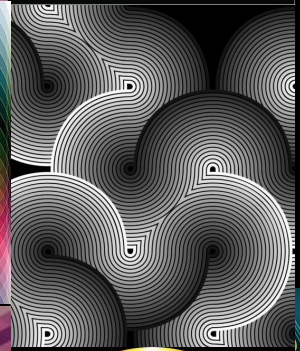


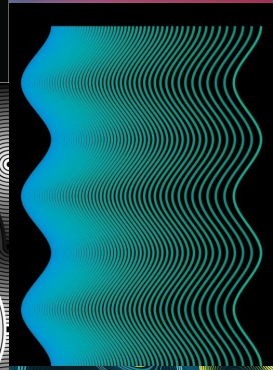






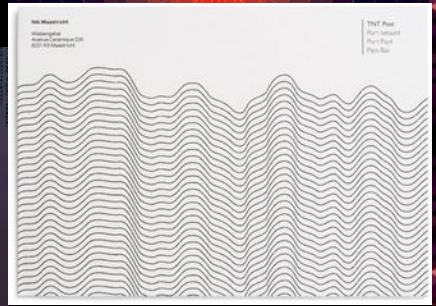




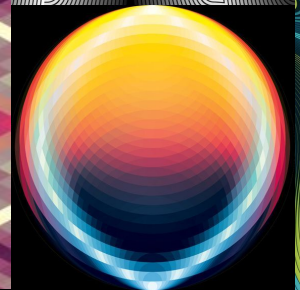


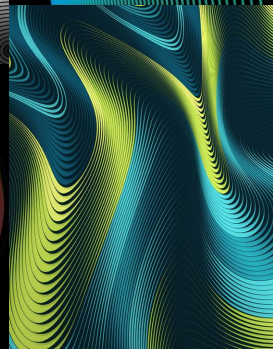












Abstraction

Advantages

+

Truest potential for non-conforming experience

Experimental, innovative, generative interface

Boundless growing UI, infinite customization possibilities

−

Very progressive, hard to predict feedback and success

Ambitious