

Explore 2 Silk Trader



User needs to select what their trade item will be in a full screen popup



Dialog

Carpets are prized because of their beauty and symbol of wealth. The vines, flowers, and leaves on your carpets are typical of Persian design and are made of silk. You need to trade for 5 bolts of silk.



Dialog

Spices are highly valued because of their importance in cooking, religious ceremonies, and medicine. You need to trade for 50 gold coins.



Dialog

Silk is a highly sought-after luxury item. You need to trade for 5 glass bottles.



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Notes

The price guide should show on screen at the start of the activity, along with a button to open it later on in the bottom nav.

The user's starting stock won't equal what they're goal item in trade. They have to trade with other vendors to gain item wealth





User starts off with just their selected trade item on their booth's rug. They select which booth they want to trade with

Booth will highlight indicating who the user is trading with

User selects the item they want to trade. The amount of times it's selected equals how many appear in the trade circle

The selected item will appear on their side of the trade circle

The selected trader will automatically add their trade goods into the circle when the amount meets their price range.

The "Trade" button becomes active when there's items on both sides of the trade circle

To accept the trade, select the "Trade" button

The user's inventory will automatically update. Showing the new item on the booth rug and hiding anything the user no longer has

If a user has been unsuccefful at trading and needs to start over, they can select the "Reset" button on the bottom screen.

Reset screen

User selects the Rug Trader

User selects their items to the trade circle

Trader gives their offer

If user accepts offer, they select the "Trade" button

If a user runs out of a item, it'll disappear from their rug. Any new items will appear

User Selects Spice Trader

User selects their trade item

Trader makes offer.

User can increase their trade offer by selecting the trade item on their booth rug again

A user can remove a trade item by selecting their side of the trading circle

The trader's offer will automatically update

If a user wants to back out of a trade, they can select another trade booth to cancel the trade

The trade circle will restart if anything was in it

User selects trade item

Trader makes offer

user increase their offer and the trader will automatically update their offer

User selects "Trade" button to accept the offer

New item will appear on the user's booth rug

When the user reached the number of required good, it'll trigger an automatic feedback popup

The quickest paths to get to the goal item.

*There will be multiple paths a user can take. It'll come down to how they choose to trade