Title
Temple of Time

Goal
To design a non-intuitive interface for sorting and storing email messages based on multiple attributes.

Idea
Rooms in a house are usually themed. There may be an entertainment room, study, bedroom, etc. in a house. We wish to design a graphical interface that builds a house filled with rooms based on an archive of email messages. Each message must have a set of attributes. Each room in the house will represent an attribute. If messages exist which have multiple attributes, then rooms will be generated that represent the union of these attributes. A user will be shown on the screen and will be able to move around the house. As they enter a room, there will be a chest. Clicking on the chest will list all the email messages which have that room’s attribute. There will also be an option to modify a messages’ list of attributes in this view.

The Atrium
Here new messages will arrive in a mailbox and outgoing letters can be drafted. There will also be a space for saved drafts of emails. In the atrium will be a door for each attribute, a mailbox for sending and receiving emails, and a desk for writing and storing emails.

The Layout
The atrium will have a series of doors. These doors each lead to a different attribute’s room. Once inside a room, there will be another series of doors. Each of these doors leads to a room representing a union of the current room’s attribute with a new attribute. In every room there will be a door back to the atrium, doors to new rooms, and a chest. The chest as mentioned previously is where email messages can be accessed and edited.
Email
From: Old Man
Subject: Danger!

IT'S DANGEROUS TO GO ALONE! TAKE THIS.

Attachments:
wooden_sword.bmp