### User Profile

**Description of User 1**

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| Name: Emma Thompson  Age: 9 |

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| **Characteristics/Interests/Hobbies**  Emma is a curious and energetic 9-year-old with a passion for learning. She loves exploring the world around her and is particularly interested in science and nature. Emma enjoys reading books about animals and dreams of becoming a veterinarian one day. She is creative, often spending her free time drawing and creating stories. Emma also loves playing interactive and educational games that challenge her mind. |

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| **User Goals and Expectations**  Emma's primary goal is to have fun while learning. She wants the educational game to be engaging and interactive, providing her with new knowledge and skills. She expects the game to be visually appealing, with vibrant colors and exciting challenges. Emma hopes to enhance her problem-solving abilities and critical thinking skills through the game. |

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| **Any User Limitations**  Emma may have some difficulty with complex instructions, so the game should present information in a clear and simple manner. She might also require occasional guidance from parents or teachers, so it's important that the game is intuitive and has a user-friendly interface. As a child, Emma's attention span may be limited, so the game should include short and varied activities to keep her engaged. |

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| **User Environments and Platforms**  Emma primarily interacts with the game from home or school, using her family's desktop computer or a tablet. The game should be accessible on popular web browsers and adaptable to different screen sizes. It should run smoothly without requiring high-end hardware to ensure accessibility for Emma and other children in various settings. |

### User Profile

**Description of User 2**

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| Name: Olivia Chang  Age: 8 |

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| **Characteristics/Interests/Hobbies**  Olivia is an 8-year-old with a steady hand and a passion for discovering how things work. She is fascinated by science and loves conducting simple experiments at home. Olivia has a creative side, often spending her time drawing and building small DIY projects. She enjoys playing board games that challenge her concentration and precision. |

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| **User Goals and Expectations**  Olivia's primary goal is to have an entertaining and educational experience. She expects the game to test her hand-eye coordination, concentration, and problem-solving skills. Olivia hopes to learn about anatomy, science, and biology in a fun and engaging way while enjoying the challenge of the game. |

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| **Any User Limitations**  Olivia may require clear instructions and visual cues as she navigates the game. While she has good hand-eye coordination, the game should be designed to accommodate varying skill levels, ensuring a gradual difficulty curve. Olivia may get frustrated with overly complex tasks, so the game should strike a balance between challenge and accessibility. |

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| **User Environments and Platforms**  Olivia often plays games on her family's desktop computer at home. The game should be accessible on popular web browsers, providing a smooth experience on a desktop setup. The controls should be straightforward, allowing Olivia to easily interact with the game using a mouse. The game should be visually appealing, with bright colors and engaging animations to capture Olivia's attention. |