

# User Scenarios

**Persona 1:** David, 18 year old male at a Computer Science Open Day. He is not an avid gamer and his interests lie more in electronics.

**Scenario:** David is initially unsure as to how the game is played, however he is provided a tutorial by the narrator which explains the puzzle, how he is expected to solve the puzzle, how to move the main character, interact with clues and non player characters. After becoming accustomed to the keys and finding a clue, he is unsure as to what the next step is to solve the puzzle. He interacts with the narrator who subsequently provides hints as to the next course of action that will get the user closer to solving the puzzle. Near the end of the game he becomes stuck and spends a long time attempting to find out which of his 3 final suspects is the murderer, the narrator pops up on the side of the screen to ask whether the player requires assistance, David says “yes” and is told to speak to a character which holds the final piece of information required to solve the puzzle.

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**Persona 2:** Louise, 17 year old female student at an open day. Enjoys playing puzzle games and is colour-blind.

**Scenario 2:** Although she is initially worried about missing a clue or finding it hard to read some of the text, she is able to go through the introductory tutorial without issue due to the text colour and background colour contrast in a way to avoid issue with most forms of colourblindness. She is able to see the clues quite clearly due to map tile colours and clue item colours being chosen in a way so as to not cause problems to most people with colourblindness. She is then able to solve the crime quicker than most and accuse the correct murderer of the crime on her first try thanks to her experience played puzzle games.

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**Persona 3:** Ben, 19 year old second year Computer Science student. He is an avid gamer who takes games quite seriously and always tries to get the high score.

**Scenario 3:** He progresses through the tutorial quickly and is already accustomed to using keyboard keys to interact with the game. As he attempts to concentrate and solve the puzzle as quickly as possible so as to get the high score, the background noise begins to bother him. Fortunately he notices that there is a “turn music off” button in the sidebar of the game and this allows him to continue playing comfortably. Although he finishes the game with a good score, he is unable to beat the high score and wishes to play again, fortunately due to the game having a set of different characters from which murderers and victims are chosen randomly, he can play several times whilst going through a new, different and exciting storyline each time.