**Chronos User Profile**

**Expected User Types for Quest Master**

* Experienced game players (late twenties and up) who want to create their own games to share with their friends. They must not be put-off by the lack of 3D graphics and be comfortable with Adventure-style text games. Do not need programming skills, although rudimentary scripting experience is helpful.

**Expected User Types for Adventurer**

* Experienced game players who want a deeper playing adventure with puzzles, plots and quests (like an interactive novel), instead of the “twitch-style” shoot’em-up in many games today. These users will likely be friends of the game author who want to see what their friend built.
* Inexperienced game players who want to try a different way of playing, and are not put-off by a text based gaming style. The text based version will be open-source.
* Anyone interested in trying an adventure game using the Kinect interface. It is still a novelty and may be marketable, so is not open-source for now.

**Expected Team Member Profiles for Chronos**

* Professionals who want to learn the latest programming techniques in testing, development, design, and modeling. This is an agile project in which free practice is available to the motivated. (Think of it as an open-source training project.)
* Developers who want to practice and develop with the MS Kinect interface and JDK, which supports both manual gestures and voice commands.