

Persona: Kyle Mcfowl is a gamer and a student at Chico junior high. He has a large group of friends. All of him and his friends love to follow musicians and streamers. He wants to someday do music and or streaming of some kind. He and his friends love making music and uploading it to soundcloud but have a hard time making playlists to share. His goal is to become famous and create content.

Scenario: Kyle's friends are going to a convention with him and want to share all their music. He has a couple of different places that he wants to share but has to keep switching between services. Kyle, who doesn't have much money on his own, can't find a service to share all his playlists on without paying out of his price range.

- Will the user know what to do at this step?

At each step the directions are able to be inferred even though they aren't explicitly explained. If the user wasn't able to infer what they are supposed to do the layout is pretty simplistic to the point where they could see the buttons and understand what they need to accomplish.

- If the user does the right thing, will the user know that they did the right thing and is making progress toward the goal?

There are indications that the user has properly completed the step and can move on, after the login page there is a success login page if they completed the step properly.

- In the home page Kyle would be able to see support devices to know what what sites he'd be able to stream his music to
- Klye would go to the top right hand side of the screen to login
- Assuming he had an account already created he would just login
- He would then login to the streaming services he has music in
- Music would be delivered to the website where he would be able to see his playlists