

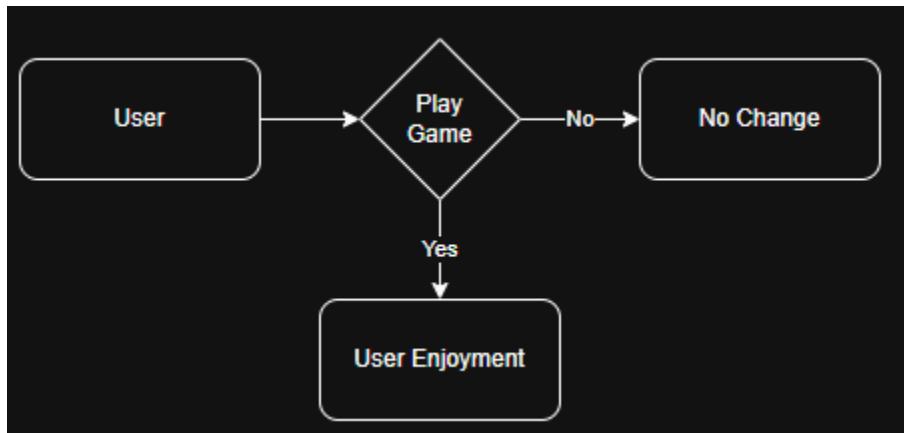
Part 1 User Stories:

This diversity in player motivation highlights the importance of designing games that accommodate both narrative-driven engagement and casual enjoyment. It also underscores the subjective nature of game interpretation, where each player may derive unique value from the same experience.

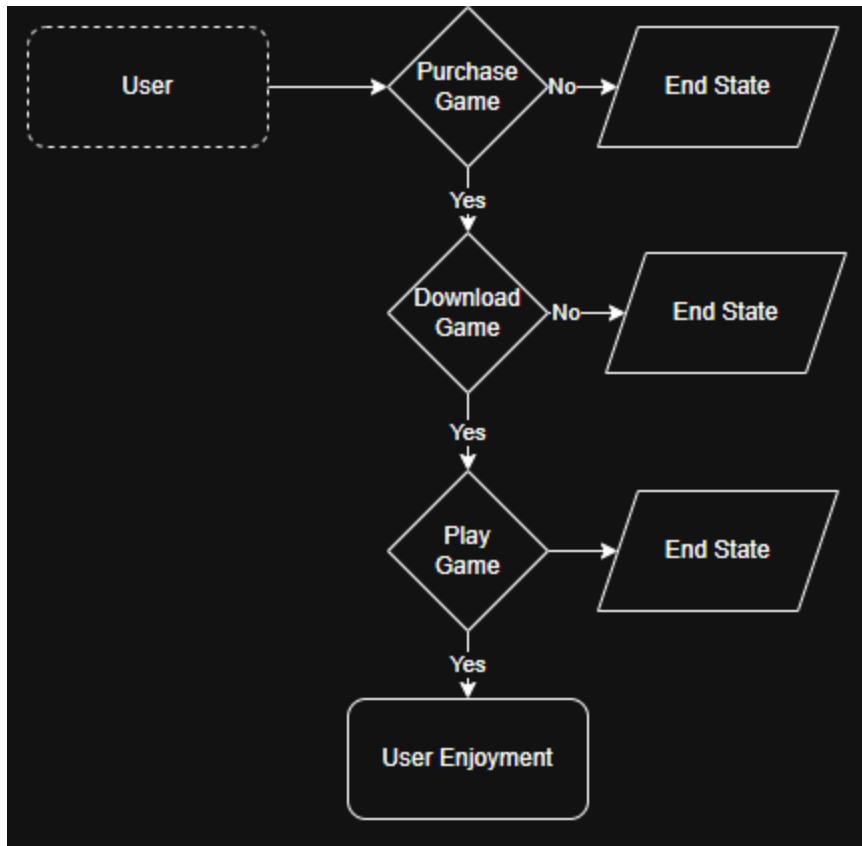
As a gamer, I want to launch and play a video game, so that I can experience enjoyment, relaxation, and entertainment during my leisure time.

Part 2 Design Diagrams:

D0: If the user plays the game they will then derive a level of enjoyment.



D1: If the user purchases, downloads, and plays the game, they will ultimately derive a sense of joy from the experience. While end states like emotional satisfaction are important to acknowledge, they fall outside the scope of this diagram's focus.



D2: If the user purchases, downloads, and plays the game, they will ultimately derive a sense of joy from the experience. Upon launching the game, the user can choose between a multiplayer or single-player mode, depending on their preferred style of engagement. The overall game experience is shaped by several core components, including graphics, mechanics, sound design, and gameplay. Gameplay itself is composed of additional elements that define the user's interaction with the game world—such as environment design, character movement, and the level of control or interactability available to the player.

