

Jaykob Walson

William has just started playing the game. He has been quite busy so far playing, and has been impressed with the gameplay given the different types of minigames in the game. There are also “training” missions before each boss, that up the players speed, strength, etc. However, William is unsure of how much he wants to train. Because of that, William wants to have a “recommendation” of required training missions needed prior to completing each mainstream mission. Therefore, something similar to an XP bar can be shown on screen after the training mission.

Allison has recently started playing the game. However, she wants to get used to the controls and know how to get fluent in the game. She could view a controls page either at the menu or find the button at the top left that when clicked, will tell her on the controls of the game. It can also act like a brief pause button that can halt the gameplay while Allison looks at the controls menu. There could also be text at the bottom of the screen prompting her what to do (attack, defend, etc.) while playing the game after she’s learned the tutorials.

Fawkes is someone who cares more about the lore of the game itself. Therefore, he is more of someone who plays games for the stories. However, what he wants is to have the game have characters that not only differ physically, but also by personality so they can be relatable to people in real life. Therefore, Fawkes can learn about characters by clicking on a bio when they first appear. Fawkes will also be able to see how their attacks and personalities differ.