Vision Statement:

FOR Casual-users and hardcore-gamers alike

WHO need a fun times to distract from the toils of work and study

THE (“NOT an angry birds clone”) is a projectile physics game

THAT provides enjoyment and learning in a relaxing social setting

UNLIKE Angry birds which offers absolutely no educationally content

OUR PRODUCT instructs the player with rudimentary mathematical questions.

Persona 1: Richard Bradson from Indianapolis, IN, is constantly bored. However, he likes gaming. But there is something in particular that he likes about gaming: old-fashioned video games, as he is a person of nostalgia.He used to play a game called “Target”, which involved shooting a ball into a portal and correctly placing another portal correctly near the target so that the ball could fall into the desired path for the target. However, the game doesn’t exist any more, and Richard feels like he could play the game again.

Persona 2: Alice is a 32 year old high school teacher in Buffalo, NY. She isn’t into gaming, but she wants to be able to relate to her students. Having no gaming experience, Alice wants a game that has a slow pace but doesn’t have high stakes. She likes the idea of interacting with a community of players like her, who are inexperienced gamers trying their best. Being a teacher, Alice doesn't have a lot of time to play games, so she wants something she can pick up every once in a while without losing pace with other players.

Persona 3: George III is a British king who was born in Newcastle, he is a 45 year old monarch who enjoys a game over crumpets. In addition, he is very strategic. Therefore, he needs to verify his calculations to the precise number as his plans involve the use of physics theories.

Persona 4: Chad, a college student from the Harlem district of New York, currently attends PLU. Generally he enjoys first person shooter games however, he has also been known to participate in all the simple popular flash games that pop up from year to year such as flappy bird. He is an active member on his campus at PLU and enjoys the community aspect of such popular games.

**Scenarios:**

**Scenario 1: Chad**

Chad has been recommended for our game by friends in his classes. Chad is interested in a very clear simple user interface otherwise the complexity will push him away. (in essence a very low barrier to entry). He is looking for a quick, possibly competitive simple game in order to connect with his peers and take a moment to relax. He is also looking for an environment that is not too mathematically taxing. Chad also needs the game itself to be interesting looking in order to retain his engagement and keep him coming back for more.

Chad and his girlfriend Stacy both play our game on a near daily basis. Even when they are apart, as they live on opposite sides of the city as Chad is in college and Stacy is out of college. Them being able to communicate and compete with each other in a friendly manner is a big draw to them as it makes them feel better about their relatively short distance relationship. The social and fun nature of the game is very appealing to them both.

Chad also enjoys playing our same game with some of his friends on campus. His fellow goons, Dudley, Eddie and Greg also play on a regular basis and often tease each other on their ranking in the scoreboard. Again in this case the game is used in a more general social context to keep in contact with friends and foster friendly competition.

**Scenario 2: Alice**

Alice is supervising a study hall when a few of her students pressure her to make a profile on the game. She’s not familiar with this kind of thing, so she wants the sign-up process to be easy. Alice likes the idea of challenging her students and herself with math questions while playing a fun game. She wants to encourage kids to stay engaged during study hall and demonstrate her math skills on the class leader-board. Playing the math game with her students is now a regular way of studying in class

Alice is impressed with her student’s math test scores. She has recommended the game to other teachers at the school, who have had trouble keeping their student’s busy during study-hall.

**Scenario 3: Mr. Rodgers**

Mr. Rodgers is a statistics teacher preparing for a test. He has somehow found out about this app, and has reviewed it for some time. As a result, he has planned on using it for review during classes.

Rodgers also has a good reputation among his students. He is very humorous and his lectures are “fun and enjoyable”, according to his students. As such, Rodgers has a new way to get students hooked on an app to both study and enhance their math cognitive abilities.

**Scenario 4: George III**

His majesty George III has found an interest in this app and plans on enhancing his cognitivity in math. With better math skills, George will be a much better strategizer for his kingdom and nation. He is extremely competitive and checks the scoreboards every day to see if anyone has beat his current high score. If someone does beat him, he will play all day to try and retake the high score.

George will also play this when there are no errands to run for the nation of England. This will help him get better prepared for future scenarios that require certain math problems, such as placing armaments in good positions of the fortress during mass scale attacks.

**Scenario 5: Richard**

Richard Bradson is looking for a relatively simplistic game reminiscent of the simple arcade games that existed when he was a kid. When he finds out about this app he is interested because of its simplicity. He is excited to learn there is a “guest mode” because he hates how all games are social and competitive these days.

In addition, Richard is always educating himself in almost every field. One of the particular fields is math, as he plans to become a CS engineer. Richard, however, has only gotten as far as basic computer science and pre-calculus for a CS major. Because this app has additional fields of math he hasn’t learned, Richard is up to playing this game.

Math Ideas:

Make users solve math problems before launching, power of launch based on speed of response?

User Stories:

1. As a young student, I need a fun color palette and relatable characters to be engaged in a game, especially one which encourages math which may not be priority #1.
2. As a busy college student, I want to quickly play a fun game between classes to reduce stress.
3. As a general student, I deeply hunger for mathematical knowledge
4. As a parent, I need to brush up on simple mathematics in an accessible way in order to assist my children.
5. As a socialite, I want to play games with friends casually
6. As someone who needs to improve my math skills, I need to find something to keep me entertained while solving math problems.
7. As a teacher, I want a family-friendly environment to engage with.
8. Being a competitive person, I want to keep track of my friend’s scores relative to mine.
9. Being a competitive person, I keep track of my knowledge of mathematical cognitivity. Therefore, an app like this could improve and refresh my math skills.