User Personas

# User Persona 1: Alex the Retro Completionist

* Age: 25
* Occupation: Graphic Designer
* Location: Portland, OR
* Gaming Habits: Players 15-20 hours a week. Mostly on PC emulators and older consoles.
* Goals:
  + Complete all side quests and sects in retro games
  + Track progress without need for spreadsheets
  + Share custom checklists for obscure games with friends
* Pain Points:
  + Existing tracking tools are generic or clustered
  + Do not have proper achievements listed
  + Finds it annoying to create spreadsheets for every new game he plays

# User Persona 2: Jamie the Trophy Hunter

* Age: 32
* Occupation: Software Engineer
* Location: Chicago, IL
* Gaming Habits: Hardcore PlayStation Gamer. Focuses on getting 100% trophies.
* Goals:
  + Track which achievements still need to be unlocked
  + Create personal challenge lists that go beyond trophies
  + Browse community lists for new completion goals
* Pain Points:
  + Console platforms only show official trophies
  + Not always achievements for completing each thing in a game
  + No good way to merge personal lists with public ones

# User Persona 3: Maya the Challenge Creator

* Age: 22
* Occupation: College student/streamer
* Location: Los Angeles, CA
* Gaming Habits: Streams challenge runs and speedruns on Twitch
* Goals:
  + Build and publish themed checklists (e.g “No Damage Run,” Low % Run”)
  + Share checklists with fans and community
  + Track multiple runs at once
* Pain Points:
  + No central place to store or share self-imposed challenges
  + Hard to visualize progress in a clean way during streams