Thomas Quinn Langsfeld
Tyler Mauer
Group 4 - Paper Prototype

Notes From Initial Meeting:
- Meeting Time: Thursday, 11/01 12:30pm-12:50pm
- Attendees: Thomas Quinn Langsfeld, Tyler Mauer
- A major complaint of players that care about actively improving their game is the lost feeling when thinking about long term results/progress (Was my tournament result an anomaly or an average showing?)
- For those players who do use technology, the systems they use are dispersed and non-centralized
    - Importance of centralizing data and making it easy view/analyze in our app
    - Linking with external systems to track the results of the community at large based on certain factors
- Need robust measurement system to provide relevant data analysis and results to users
- Interview respondents indicated that they wished for more technology for tracking in game states such as life totals.
    - Despite this not being directly related to tracking results, interviewees expressed they would appreciate this type of technology so as to help alleviate all the information needing to be tracked in a game of Magic. So, it appears that providing a feature like this will allow for more focus on the game and how to win it and thus get better results overall.
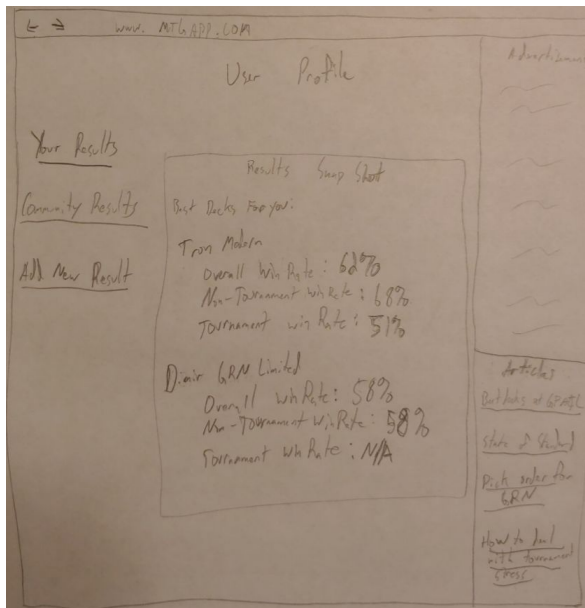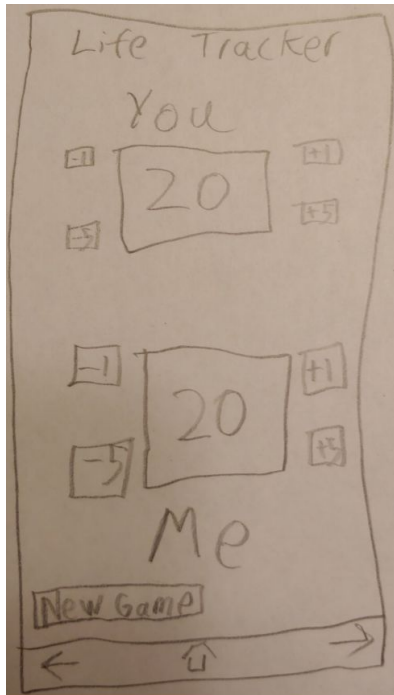

The Critical Areas:
1. Profile/Internal Results Section (How well am I doing)
2. Tournament/External Results Section (How well is the community doing)
3. Life Total Page

The Study Tasks:
1. "You've just finished a draft at your local game store and ended up with a pretty sweet deck taking down the draft 3-0. Add this result to your profile."
2. "You just started a new game of magic and have fallen behind in the early game, resulting in you being attacked for four. Record this change of life by decrementing your life total by four."
3. "Feeling better about your overall results with Tron despite a poor showing at the Grand Prix, now you would like to see how your results compare to rest of the world playing Tron. Use the external results section to see how you compare to other Tron players."

Images of Paper Prototypes:

Screen 1

My Profile

Add New Result

Limited ☐   Constructed ☐

Screen 2

My Profile

Add New Result

Limited ☑   Constructed ☐
  Format ☑
Deck Name:
[_____]

Deck Colors:
Green ☐ Blue ☐ Red ☐ Black ☑ White ☐

Main Deck:
[   ]

Side board:
[   ]

My Profile

Add New Result

Limited ☑   Constructed ☐

Format:
G.RN
M19
DOM
XLN
HOU

B___ ___e: [_____]

[__]

D___:

G___ [☐] Red ☐ Black ☑ White ☐

Side board:

My Profile

Add New Result

Main Deck:
[_____]

Side Board:
[_____]

Result [_____ ∨]

[Submit!]

Sketch 1

www.MTGAPP.com

Community Results

☐ Limited ☐ Standard ☑ Modern ☐ Legacy ☐ Vintage ☑ Commander

Filter Deck
- Jund
- Abzan
- Mono Rg Aggro
- Tron
- UW Control
- Mardu Pyro
- Elves
- Soul Sisters
- Other

Win Rate: 55%

Tournament Placings:
PPTL: 16th Place — The Deck
MCS: 34th Place — The Deck
75th Place — The Deck

Common Cards:
Urza's Powerplant: 100% of decks
Urza's Mine: 100% of decks
Ugin the Spirit Dragon: 75% of decks

Ads

Articles
GPATL Decks
GRN Limited
Dealing with Stores
State of Limited

Sketch 2

www.MTGAPP.com

My Profile

Add New Result

Main Deck:
[ ]

Side Board:
[ ]

Result ✓
4/0/0
3/0/1
3/1

Submit!

Ads

Articles
Best Decks
State of Standard
Pick Order
Dealing with Stores

Links to Figma Prototypes:
https://www.figma.com/file/LJ0whQWYAqjO9Yqi6PrB2Tks/Paper-Prototype?node-id=1%3A2