**USER MODEL**

1. **Target Users**

* All users who want to relax and reduce stress.
* Users who want to be happy.
* Users who want to challenge with the game.
* Users who like guessing.

1. **Functionality**

* Make users or players happy
* Help reduce the users’ stress after they do or have completed their task.
* This type of game is easy to play.
* This game can improve their guessing.

1. **Environment**

* **When user have free time:** When users want to make something happy.
* **Users have a boring time:** They can play this game in order to make their feel become better.