# Personas

As can be seen in the attachments, our personas are all in the age of 18 – 60 and making use of the Blocks World for Teams environment. Obviously, our graphical user interfaces, views and other choices are based upon this range in age. If, for example, we would have been developing this software for children in the age of 5 to 12, we could have chosen to make it more of a game. We could have brought a mission, where a bot has to perform several actions in some order to continue further in the game and complete the mission.

If it was based upon children in the age of 12 to 18, and it would be a game, we could have added more graphics and effects to it. We could have made real buildings, with several stages and effects like burning trees or houses. A shaking screen as a cause of an earthquake, making it harder for the player to complete the game level.

On the other hand, if we had to develop this software for elderly people (age 60+), we probably would not even have thought of the word game. Although other parts of the software would have changed. For example buttons would have been bigger so that it would be easier to click on them correctly. Text fonts would have been larger for them to be read more easily and maybe another font would have been chosen if it would turn out to be better readable.

What we did not consider during the making of BW4T was the phenomena colour blindness. One out of 12 men and 1 out of 250 women are colour-blind. Although the bots themselves are able to have the handicap colour-blindness, there is no option for researchers to choose an option colour blindness. Maybe, in this options, blocks could contain numbers instead of having colours. Changing the colours would not matter too much, as there exist different kinds of colour blindness (source: <http://en.wikipedia.org/wiki/Color_blindness>).

After some tests with our client (K. Hindriks) he said us that he had a hard time during the test to see colours of a button. Therefor we are still considering a good and practical solution to this problem.

All our personas fall in the same category: they all know how to use goal and study artificial intelligence. If we would change the personas to people who would not do any research in or study artificial intelligence, we would probably get back to the “game” as described for children. We adjusted the user interface to a simple and intuitive user interface. The student and researchers should not have any problems finding features or using the program because of that. The logger gives a clear view of each bot. It says which bot has done what action and for each bot the amount of good block drops, bad drop blocks and especially how long it took the bot to finish the sequence. If our personas would not contain researchers, it would probably not matter that much how long it takes a bot to finish the sequence

# User Scenario

If we had not made a batchrunner, a small script that runs the program x times in a row on the background, it would have taken researchers huge amounts of time to run the program 1000 times. Not to mention putting everything together and analyse it afterwards. Without the map editor, users could only select the amount of rows and columns (which would turn out to be the amount of rooms). The user would not be able to really specify which rooms would be placed on what places and where the drop zone would be.