Step 2. Clarify the users’ objectives. Why will the users want to use your app? Once they have launched the application, what will they be looking for in the first place? Secondly? Define a basic scenario and an advanced one.

Users will want to use the Board Game Events App for several reasons:

Discovering Events: Users will launch the app to discover board game events happening in their area or areas they plan to visit. They will be looking for events based on their interests and availability.

Event Management: Users who are organizing events will use the app to create, edit, and manage their events. They will be looking for tools to help them efficiently manage the details of their events.

Venue Management: Venues will use the app to promote their venues and manage their events. They will be looking for features that help them attract more attendees to their events.

Basic Scenario:

A user launches the app and logs in.

They are presented with a list of upcoming board game events based on their location and interests.

They select an event to view more details and decide to attend.

They use the app to communicate with the event organizer and other participants, if needed.

Advanced Scenario:

A user launches the app and logs in.

They see a notification about a new board game event matching their interests.

They explore the event and decide to attend.

They use the app to invite friends to join them at the event.

After the event, they rate their experience and leave a comment for the organizer.

They use the app to discover more events and continue engaging with the board game community.