**Scenario-Rodger**

**Scenario:**

Rodger wants to teach his children how to care for the earth and have a small carbon footprint.

Rodger has decided to use a game from the app store to hold children’s attention.

**Task/Problems:**

Game must not be overly confusing or complex as children will have to understand the game.

Game should be easy to pick up and learn.

**Solution:**

Make navigation clear and simple, easy to understand and read, consistent in design and include evenly spaced buttons with clear text.

The game will also include a child mode where parents can set specific rewards for their children.