Assumption: Target platform is Steam or tablet, but you must clearly identify which.

Review the following documents:

- Persona: Felicity
- Persona: Leon
- Persona: Erica
- Persona: Jimmy Junior
- Game Design: Reverie

① Write four (4) user scenarios for each Persona (16 total) based on likely scenarios in the provided Game Design. Remember that a good user scenario includes Who, What, How, and Why.

② Once you've identified your user scenarios, create User Scenario Flows for each scenario. Be sure to identify the 5-7 game segments that are appropriate for this particular game design (don't use the segments in the example below unless they are the most appropriate. The format should look something like this:
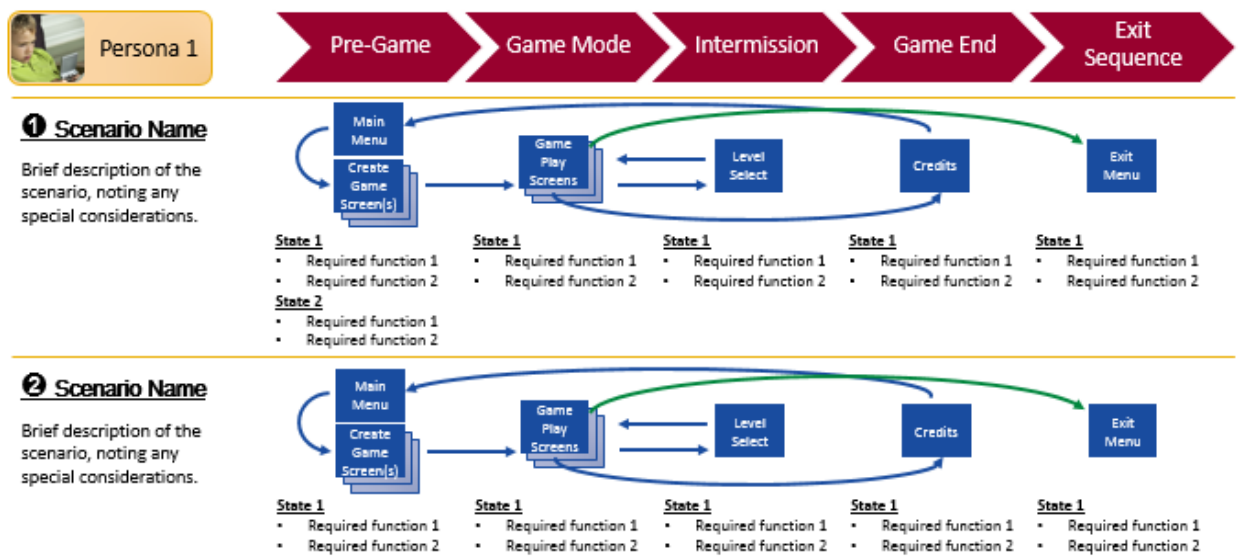
In each user scenario flow, only include the states that are necessary to support that state. Once you have all 16 user scenario flows mapped out, aggregate all of the states required for each game segment into a master, combined scenario flow to begin the next step of laying out your navigation model and information architecture.

Digital versions of the documents must be submitted to Moodle by 11:55pm of the due date (only Microsoft Word format is accepted for standard, non-graphical documents).