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**DGL203 Semester Project Milestone 2**

**Website Goals:**

The goal of this website is to serve as an archive for teams, information, and compositions implemented in Sdorica’s Wonderland Trials. An event that changes weekly to pose different challenges to the player.

The issue that is primarily being solved with this website is that there is a need for recordkeeping for these challenges, as they rotate on a weekly basis, and reoccur on a monthly one. Additionally, there are seasonal boons that play a part (more often than not) in what are the most effective teams that are used in particular weeks and months. I hope that this website will serve to be an effective resource to navigate the previously mentioned information and assist players who may otherwise struggle on completing these stages each time. Finally, while there are other individuals who keep their own notes and resources, they often do not co-operatively share solutions or help to better serve themselves, and I hope to resolve this.

**Target Personas:**

There are perhaps, three such types of personas that I could target with my website:

1. The Speedrunner
2. The Experimenter
3. The Budget Player

-**The Speedrunner**

The speedrunner for the Wonderland Trials was the first persona that I had in mind when wanting to put together this website. The speedrunner is an individual who is motivated to finish the challenges in the quickest possible time—netting them both the fastest time, highest score, and thusly the top spot in the leaderboard. It serves to be self-gratifying and sometimes most rewarding to be the fastest player to complete.

The attitude of the speedrunner could vary on their goals, although in the context of Sdorica, they are likely motivated for one of two reasons—to have bragging rights at the top of the leaderboard, or in more populated servers, make it in time to be in the top percentile of participants to achieve a certain reward threshold.

They would benefit from this website because of the goals previously stated—the website would serve as a quick reference for this person to quickly get solutions to the week of stages they’re challenging.

-**The Experimenter**

The Experimenter is an individual who hopes to find new or alternative solutions for stages in Wonderland Trials. With new characters being added to the game monthly, it would be helpful to have a resource that holds the relevant information for any given stage without having to spend the time to review the information through trial and error.

The experimental would have a methodical attitude and hope to know what obstacles would be present when attempting a particular stage.

They would benefit from this website as a resource without having to commit all the information to memory—while some might have done so, there certainly isn’t any harm in having the resource ready to refer to if needed.

**-The Budget Player**

The budget player is a significantly sized portion of the Sdorica playerbase. These are individuals who do not have access to all the necessary pieces (units) that may be used in order to complete stages. For these players, they seek alternative solutions that allow them to obtain their own personal best score in the given set of challenges. Their capability varies per player, and they hope to meet certain score thresholds so that they can maximize their benefits in the challenges.

Budget players are often individuals who seek help and guidance when tackling these challenges. It’s difficult to say what their attitude is as it varies from each individual, but from what I’ve seen, these players often become exasperated when more seasoned players suggest that they use teams or method that are not available to them.

As additional content is added to the website—such as other player contributions to the weeks, they may find the website useful in finding teams that they would be capable of achieving. As previously mentioned, there’s varying degrees of a ‘budget player’, and while what one may vary in what they’re able to accomplish, when this individual is able to receive help that they’re able to execute, they’re always thankful for the solution.  
  
**Competitor/Inspirational Websites:**

<https://www.youtube.com/channel/UCxOyxearLzsjx8w9fwsGO_A>

<https://www.youtube.com/c/EruGameChannel>

<https://note.com/bradley_skyhill/m/m6439a2386473>

**Advantages over Alternatives:**

* Able to freely check the boons, weekly changes for any given stage
* Able to quickly reference any given week, stage, teams, with a maximum of 2 clicks of navigation
* Website will be in English
* Ideally, users would be able to submit their own teams and notes for future reference

**Key Performance Indicators:**

I believe the most apparent KPI for this project would be whether there is user participation for submitting content for the website—as in, users submitting their own teams and solutions for challenges. (Although Javascript is outside the scope of this project) Having content added by users would be a clear KPI on what participation the website is having.

A second basic KPI, although a common one, would simply be measuring what amount of traffic the website is receiving. If there were spikes of activity when the weekly stages rotated, it would be an indication that it is being used as a reference to finish the stages as quickly as possible.

To evaluate success of the website, it would not be through any metric that I think would be measurable. To me, if there were a handful of individuals who found it useful and were pleased with what they were able to use the website for, then I would consider that a success. There’s no profit or monetization that’s happening here, so if I were to receive feedback or commentary saying that they had found the website useful, then that would be success in my eyes.

**Peer Comments:**

Tyson Foster:

Consider looking at other kinds of apps for other games, similar databases or helper apps so I can see how they organize their information.

Maybe if people can put together and share compositions, comment and rate other people's teams, and possibly have a section where they can see the top rated compositions for stage

Consider having a way to show information on the characters to help with teambuilding, either built-in or a link to a wiki.

Phat Tran:

How to indicate success, make sure the amount of data, make sure that there is some way I can keep the information up to date in the archive.

The gameplay, the player would get something like a badge or title, a way to edit or comment to make sure that what is being used is working.

Feature

-Search

Because the game includes different levels and stages during the event, it is essential to have a search bar or a button to filter a specific level or stage.

-Metrics

From what I understand, the website shares different solutions for the user to implement. What do you think about a ranking system or a way to determine whether the solution is already the best? For example, I can tell whether the solution is good based on the number of people who used it or the number of upvotes. These metrics will be easier for me to assess the solution and select the right one.

-Categorize information by months

I am not sure about the information the website will store. You don’t need to read the next part if it stores information for only a month during the event. Otherwise, I think it is reasonable to have a place where the user can go back to their notes from the last month or more. For example, I am recording today’s stage, but it reminds me something about the challenge from last month. I would like to have a navigator or search bar to look up information from the past.

Design

-Date and time

I know the event occurs within one month, and it might start at the beginning and end on the last day of the month. However, I think it is essential to include the time for each week at the navigation bar or a countdown till the end of the event.

-Stage Information

From what I see in your designs, you separated the content into two columns: text on the left and image on the right. The white space between waves (in the Stage Information) will be different since it depends on the space of the text. You can group the image and the text into one and make it like a card in Bootstrap.

-Footer

I think having two buttons at the end of a page will be confusing. For example, if the page’s purpose is to submit a team, the submit button should be centered and primary. In that case, the contact button is secondary and can be placed elsewhere (at the top right corner, for example).