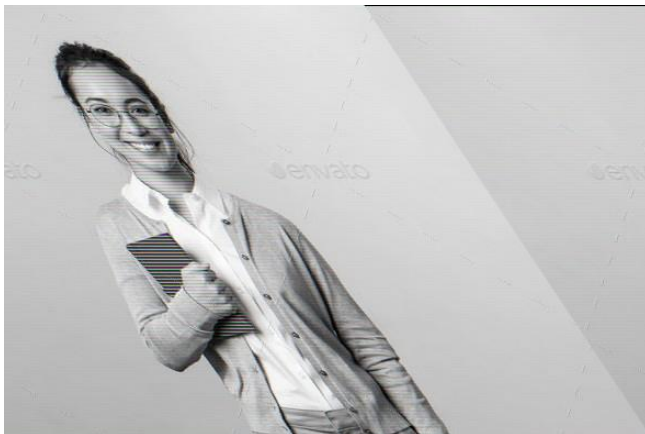


User Personas



Persona 1: Learner Lisa

- Age: 8
- Occupation: Elementary school student
- Goals: Improve her vocabulary, learn more about space, and find fun ways to study.
- Frustrations: Boredom with traditional study methods, difficulty remembering new terms.
- Motivations: Enjoys interactive and fun learning tools, interested in astronomy.



Persona 2: Teacher Theresa

- Age: 31
- Occupation: Elementary school teacher
- Goals: Engage students with interactive learning tools, reinforce vocabulary related to space, and track student progress.
- Frustrations: Limited interactive resources, keeping students interested in science topics.
- Motivations: Finds value in educational games that can be integrated into the curriculum.



Persona 3: Bored Brian

- Age: 17
- Occupation: High school student
- Goals: finding a fun game to play in his free time between classes.
- Frustrations: Finding games to play at school that are both appropriate and entertaining.
- Motivations: Loves gaming and learning, seeks stimulating ways to relax

UI Wireframe

Home Page

The wireframe shows a web browser window with the URL `spaceman.herokuapp.com/home.html`. The page features a large title "Spaceman 'Hangman' Game". Below the title is a form with a label "Enter Your Name:" followed by a text input field and a "Start Game" button. At the bottom, there is a section titled "Current Leaderboard" containing a table with two columns: "Username" and "Score". The table lists five entries: Claire (260), James (170), Eliza (160), Eric (130), and Claire (110).

Spaceman "Hangman" Game

Enter Your Name:

Start Game

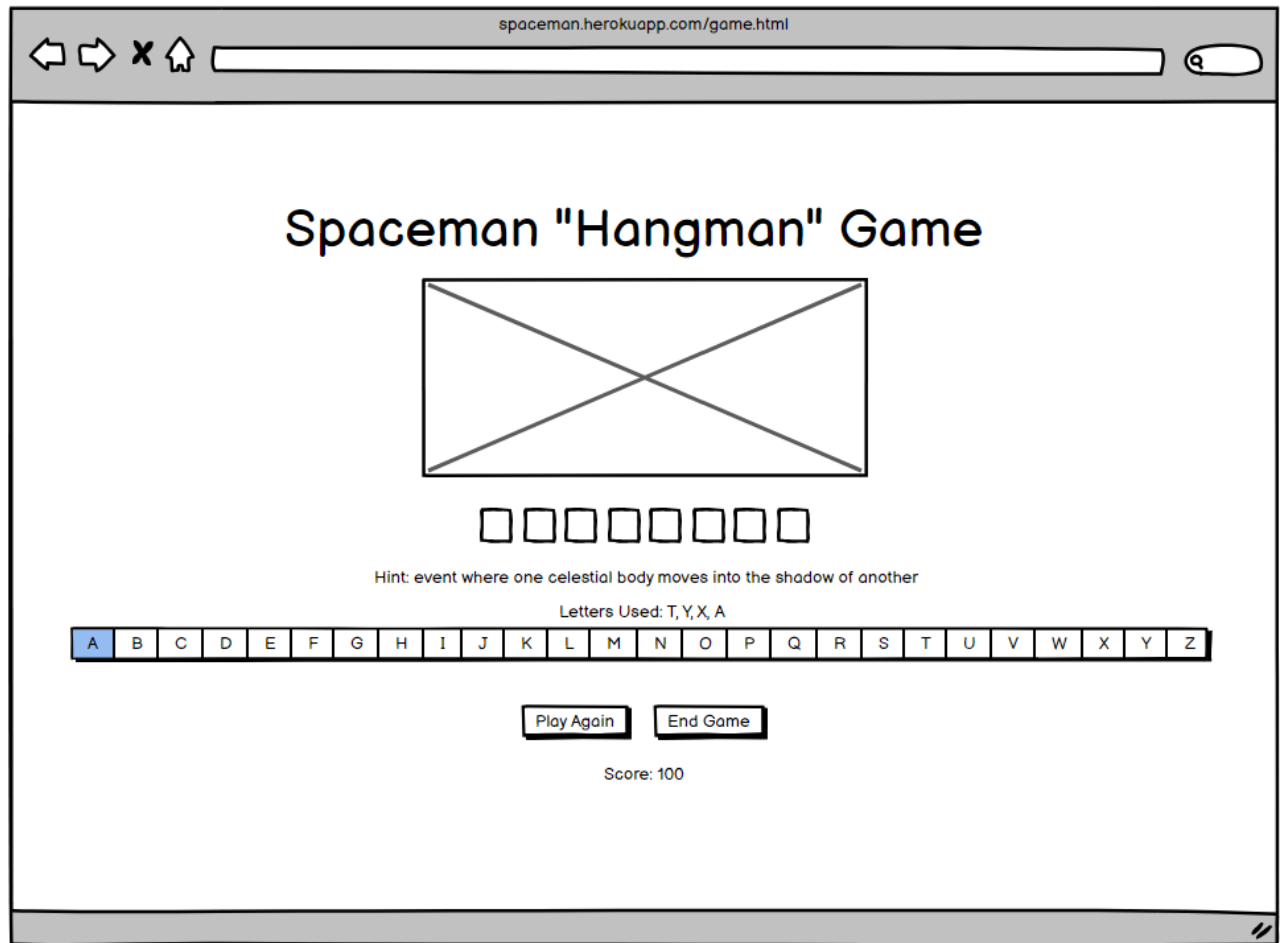
Current Leaderboard

Username	Score
Claire	260
James	170
Eliza	160
Eric	130
Claire	110

Components:

- Space-themed background
- Input area for player's name
- "Start Game" button to start the game
- Current leaderboard showing the current top 5 user scores

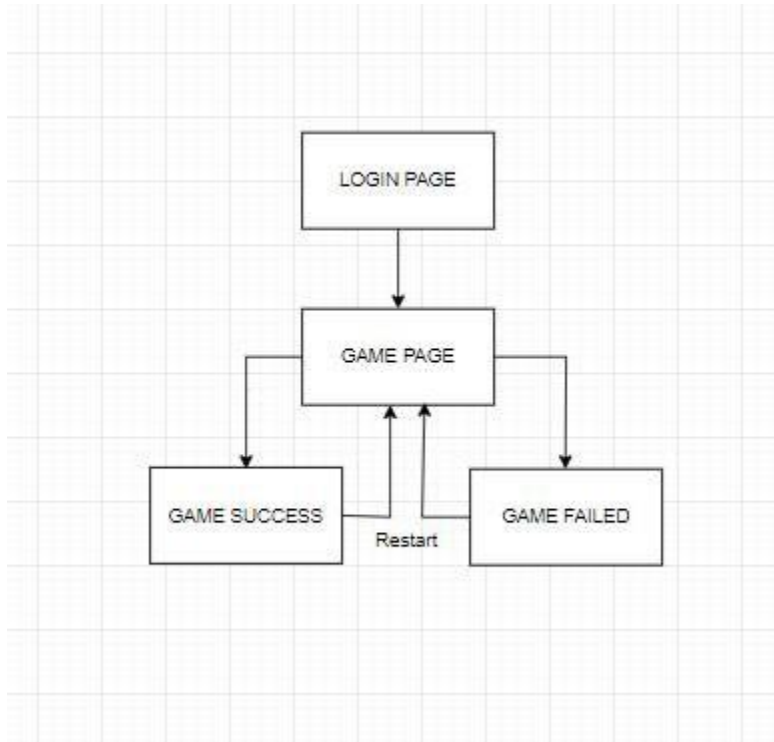
Game Page



Components:

- Space-themed background
- Display of the word to guess
- Input area for guessing letters
- Visual indicators for remaining attempts and letters used
- Hint displayed
- Score display
- Message and visual indicator indicating win or loss
- "Play Again" and "End Game" buttons

Storyboard Overview



If a Persona wants to play the game (e.g. Claire wants to study by playing the game.):

- Login Page: User enters their name and clicks the "Start Game" button.
- Game page: User sees the underscores representing the word to guess. They input letters and receive immediate feedback. They can read the "hint" if the user needs help. The user continues guessing until they win or lose.
- End of Game Screen: User sees a message indicating whether they won or lost. They will see the correct word and her score. Users can click "Play Again" to start a new game.