



IHC - Assignment 2



# EpiCT Games

## Requirement Analysis



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Video Game Store





# Introduction



**Contextualization:** EpiCT Games store is an online web store where everyone can buy games in digital or physical format.

In addition, our platform also offers the option to organize gaming events.

**Motivation:** Due to the lack of user friendly interfaces in small online game stores, we decided to create a store that makes the action of buying games easier. Besides that, gaming is a raising industry therefore it awakened our interest.



## » Goals

- Offer a large variety of games to all the ages.
  - Track user's game collection.
  - Promote gaming events for the community.
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## » Benefits

- Inexpensive way to buy games without leaving your home.
- Can be accessed online through any device via web browser.

# » Personas



» Name: João Silva

» Age: 17

» Family: Son

» Job: Student

» Background: Spends his free time gaming

» Motivation and goals

→ Get a new game to play

# » Personas



» Name: António Silva

» Age: 50

» Family: Divorced, father of one son

» Job: Electrician

» Background: Likes to fix home appliances

» Motivation and goals

→ Make his son happy

→ Control the type of games his son plays

# » Personas



» Company Name: DreamHack

» Founded: 1994

» Family: 200 employees

» Type of employees: IT, Marketing, etc

» Background: Creates games festivals

» Motivation and goals

→ Organize a gaming event

→ Make sure everyone has a copy of the game



# Usage Scenarios



## Teen

Regular young gamer that wants to buy a new game with the expectable low effort.



## Father

Father choosing and buying a game to offer it to his child that is aged appropriate.



## Company

Company that wants to promote a LAN party by making an advertise in the website.



# Tasks **Elicitation**



## Search for games

You can search for games by price range, genre, age restriction, release dates, etc

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1

## Find promotions

Find the best deals in the promotions area

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2

## Buy games

Buy games and choosing not only from various payment methods, but also from various formats

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3

## Create events

Organize events to meet new people and game together

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4





# Requirements



## → Non-functional

- » Intuitive and responsive interface
- » Design and system maintenance



## → Functional

- » Buy/search games
- » Promote events



# Next Steps



## Prototype TBA

Paper Prototype



## Test

Give a task to a random user similar to a persona and get his feedback for each step

