Stakeholders:

- Dedicated gamers
- Lifestyle enthusiasts
- Teachers
- Students
- Children
- Parents
- Busy Professional

User Stories:

Pet Battles:

Carl is a college student using Habitica to manage homework and daily chores. In order to stay invested in using the application, he needs deeper gamification to provide gratification. While Carl enjoys collecting pets, leveling and training pets provides a long term reward, especially since he's already achieved a full collection. Finally, buying consumables for his pets helps him stay motivated to complete tasks and habits.

Jenny is a hard core gamer using Habitica to get their life back on track. After playing pokemon for many years, they gravitate towards the core gameplay loop of collecting pets then using them to battle. Jenny is especially interested in the social aspect of pet battling. By fighting in the coliseum, Jenny has an engaging way to stay connected with guild members and friends. This element of friendly competition keeps Jenny engaged with their dailies, habits, and quests.

Johnson is using habitica to manage his daily work. After a while he manages to get into pets to help him manage his comfort life. Johnson then began playing Pokémon which helped him stay in better form fit his comfort life

Weapons:

Andy is a college student that uses Habitica to improve or get rid of not so healthy habits. Andy likes doing challenges and quests. He is invested in earning all the weapons

Jay is a busy professional who needs a fun and light hearted way to stay on top of things. Jay enjoyed playing rpgs growing up, and they are particularly invested in using expanded weapons to customize their character. Jay does not focus on the utilitarian aspects of the weapons, they aren't particularly involved in questing or guilds, but they do value them for how they look.

Olivier is a student at Concordia and uses habitica to his competitiveness. He then challenges himself on call of duty to earn all the heavy weapons. This then helps him build his competitive side.

Battle Suits:

Dylan is a lifestyle enthusiast who uses Habitica to manage his self improvement goals. After watching the Iron Man movies he has become enamored with the concept of sophisticated battle suits and science fiction. While most of Habitica is fantasy themed, using his battle suit and upgrading it for quests and adventures lets him feel like a real life self improvement Tony Stark.

Nate has always been a fashion person. He managed to bring that into habitica. He uses it to create different types of suits with different powers to fulfill his fashion desires.

Tony watches the avengers and has always wanted to be a superhero. To bring his dream to reality, he uses habitica to create different superpowers through suits. Makes him feel like his dreams are accomplished.

Scenarios:

Pet Battles:

Battling at the Coliseum
Initial Assumption: Two users have at least one pet that is able to battle. Both users have internet access and are logged in to their accounts.

Normal: Players can send each other battle requests by navigating to the player's profile and clicking the request battle icon. This will then send a link via private message that can be used to access the coliseum by both players for that particular battle. Otherwise, players can navigate to the coliseum from the stable by clicking on the coliseum icon, and then they can challenge any of the friends for guild members via a searchable list of opponents. Once both players have joined the battle lobby, they can both mark themselves as ready. Once the game starts, both players are prompted to choose a pet to battle with. Once both players have chosen, a battle occurs where pet level, element, and random chance are used to choose a victor. Both players can choose to battle again or exit the minigame.

What Can Go Wrong: One or more players can timeout during the pet selection process. If this happens, the game shows a timeout error to the user then returns them to the main coliseum page. Additionally, one or more players may lose connection mid battle. If this occurs, the game system awards the win to the remaining connected player, drops the game in the case of both,

and the relevant results are recorded on the user's profile and reflected in changed pet xp levels.

Other Activities: Players can chat while battling

System State of Completion: Pets are awarded XP, player statistics are updated to reflect new win loss.

Leveling Pets:

Initial Assumptions: The player is logged into their account, they have at least one pet.

Normal: The player navigates to the shops tab. From there, they navigate to the pet shop, from which they purchase a level up potion for gold. Once the potion is added to their inventory, they can navigate to the stable. Once at the stable, they can feed the potion to their pet by clicking on the pet then clicking on the icon for giving them a level up potion. After consuming a potion, a pet's level increases.

What Can Go Wrong: The player's pet can fail to increase in level. If this occurs, they can fill out an error report.

Other Activities: N/A

System State on Completion: The player's pet's new level will be recorded in the game server. Gold and inventory status will also be updated to reflect the change.

Weapons:

Battle Suits:

initial assumptions: user wanted a pet that had advanced ability from others.

Normal: player plays 4 to 5 hours to level up as fast as he can. Each level contained a high level suit with different powers. Once they reach a level with a suit they are comfortable with, they can then navigate to their inventory suit area to equipped their suit.

What can go wrong: some high levels may not have any suits. If it occurs they can continue to the next level to get their suits or refresh the game.

Other activities: player can trade suits with other players

System state of completions: the level will be recorded as completed and the suit for that level will also be unlocked in the servers.

Friend scenario:
Initial assumption: a players wanted a higher level suit but was at a low level

Normal: player asks another high level player for help. High level players explain how to beat the levels, but Lower player had no time. Since the high player had passed the level suit, the lower level wanted. they then traded to help lower level get stronger suits.

What can go wrong. Game may read wrong and disallow the trade cause one is at a lower level. When something happens report the issue.

Other activities: n/a

System state on completion: lower level will be available to use the new higher level suit to complete his next levels.

Uploading photos to KidsTakePics

Initial assumption: A user or a group of users have one or more digital photographs to be uploaded to the picture-sharing site. These photos are saved on either a tablet or a laptop computer. They have successfully logged on to KidsTakePics.

Normal: The user chooses to upload photos and is prompted to select the photos to be uploaded on the computer and to select the project name under which the photos will be stored. Users should also be given the option of inputting keywords that should be associated with each uploaded photo. Uploaded photos are named by creating a conjunction of the user name with the filename of the photo on the local computer.

On completion of the upload, the system automatically sends an email to the project moderator, asking them to check new content, and generates an on-screen message to the user that this checking has been done.

What can go wrong: No moderator is associated with the selected project. An email is automatically generated to the school administrator asking them to nominate a project moderator. Users should be informed of a possible delay in making their photos visible.

Photos with the same name have already been uploaded by the same user. The user should be asked if he or she wishes to re-upload the photos with the same name, rename the photos, or cancel the upload. If users choose to re-upload the photos, the originals are overwritten. If they choose to rename the photos, a new name is automatically generated by adding a number to the existing filename.

Other activities: The moderator may be logged on to the system and may approve photos as they are uploaded.

System state on completion: User is logged on. The selected photos have been uploaded and assigned a status "awaiting moderation." Photos are visible to the moderator and to the user who uploaded them.

Figure 4.10 Scenario for uploading photos in KidsTakePics