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CMPM 130

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UX User Journey and Flow Diagram

Our Persona: Bob is a 14-year-old who enjoys peaceful and quiet gameplay that is at his own pace. More fast-paced and intense games make him stressed. He enjoys knitting and watching TV from the comfort of his sofa.

Scenario: Bob wants to find a way to enjoy a party game with his friends, yet with his play style in mind.

Expectations: Find a mod that has all the original characters and elements for the game that is less stressful and fosters a more peaceful environment and collaborates with friends.

Finding Game:	Invitation:	Learning the Game:	Customize:	Report:
<p>Bob looks online for mods for <i>Mario Kart</i> to cater to his peaceful gameplay style.</p> <p>Bob finds the factory “farming” mod and downloads the content to try out with his friends for his get-together.</p>	<p>Bob invites friends over to the get-together. Bob announces the new mod that he wants to try out with them. They get on the game.</p>	<p>All players interact with the content and figure out the farming-like simulation/mechanics.</p> <p>Bob and his friends are quick to understand the mod’s concepts and improve their factory as they play.</p>	<p>Players change their settings to their needs. There are accessibility settings for players who are not common gamers.</p> <p>They increase the difficulty. This includes certain car parts that are out of stock.</p>	<p>All players were able to enjoy <i>Mario Kart</i> with a toned-down mod that brings in collaboration rather than competing against each other.</p> <p>They appreciated having a party game that was non-competitive and something less intense, which could help foster a wider audience.</p> <p>Communication skills increased!</p>

Our Persona: Emma is a 72 year old who can not handle stressful situations. She enjoys car races and learning about mechanical car components. Her video game skills don't go above dragging and dropping items.

Scenario: Emma is a car enthusiast who wants to enjoy her niches without too much physical labor.

Expectations: Find a mod that incorporates an easier playstyle for an older audience.

Finding Game:	Invitation:	Learning the Game:	Customize:	Report:
<p>Emma looks online for a mod that tones down the new game that she got for her birthday.</p> <p>Emma finds the factory “farming” game that keeps the technical elements of cars.</p>	<p>Emma invites her daughter and grandson to help her download and set up her new mod.</p> <p>They wish to have a game night together now that she can play her new game.</p>	<p>All players interact with the content and figure out the farming-like simulation/mechanics.</p> <p>The content is slower-paced and Emma can grasp how to play.</p>	<p>Players change their settings to their needs. There are accessibility settings for players who are not common gamers.</p> <p>They increase the difficulty. This includes certain car parts that are out of stock.</p>	<p>All players were able to enjoy <i>Mario Kart</i> with a toned-down mod that brings in collaboration rather than competing against each other.</p> <p>They appreciated having a party game that was non-competitive and something less intense, which could help foster a wider audience.</p> <p>Bonding time with daughter and grandson!</p>

Flow chart:

