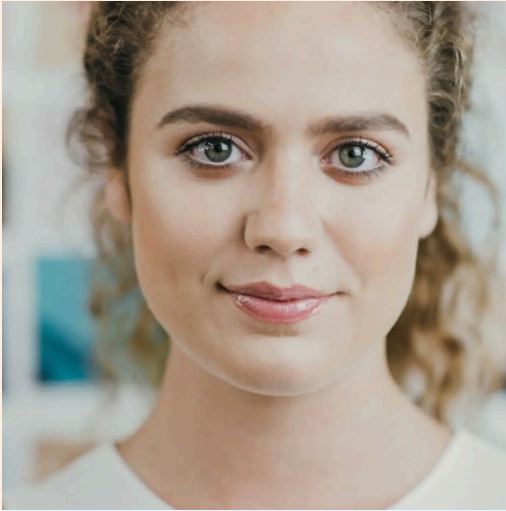


ANNA



Age: 20

Gender: Female

Occupation: Student

Residence: San Francisco,
lives at home

Device use: Laptop and
SmartPhone

Gamer Type: Narrativist

Biography:

Currently going to university as a biology major. Since she has to do a lot of studying a lot, so when she does take a break in-between, she likes to play games that do not have time restraints, and ones that she can come back to where she left off. As long as the world are interesting.

Visual Style:

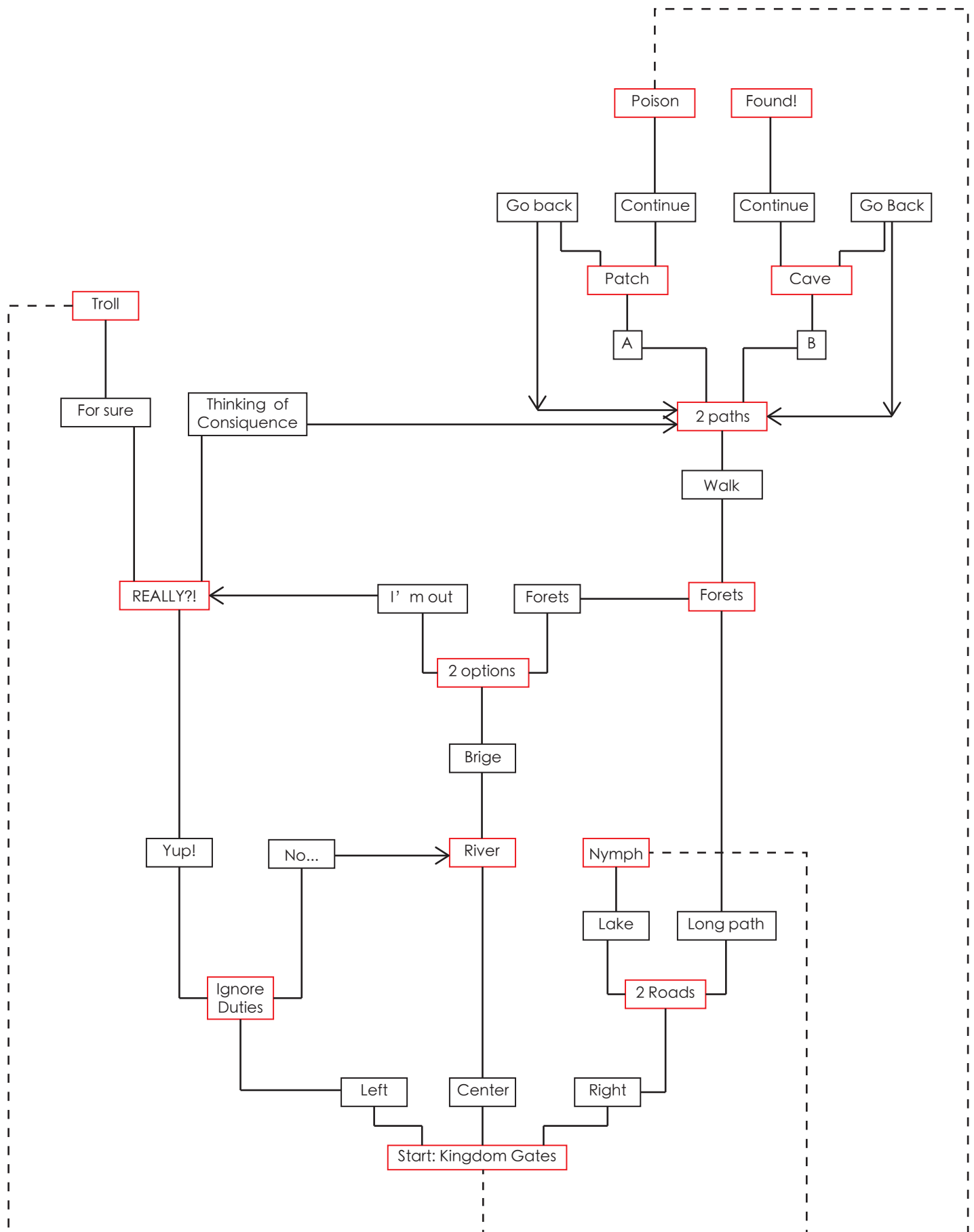
She likes semi-realistic renders of the character and worlds, as it helps her get immerse into the story. Also, a simple and compact interface, that only takes a few minutes to get a hang off it.

Painpoints on games:

It the game seems to be generic, very one dimensional or flat when it comes to character interaction and story. It hard for her to get fond of the characters if they don't have their own unique thing. Games that do not give incentive for the player to use the majority of the game mechanics, or if it is not well balanced.

Goals:

A game that keeps her stress down and hopefully make her crack a laugh on her playthrough while she on breaks.



TITLE



TITLE

TEXT

Start Over