

User Experience Scope

What does the client want?

- A game designed around the idea of working in retail.
- An experience that can be shared with anyone quickly and easily
- An exaggeration of the “soul less” customer interactions.
- An empty victory upon game completion
- Tortuous repetitive music playing throughout.

What does the client need?

- A mobile specific game platform..
- A simplified version of customer interactions
- A scoring system that shows both accumulating sales, and a diminishing soul
- An easy to play game style that users enjoy playing
- An onscreen result upon game completion.

What does the client not know they need?

- Enemy AI that mimics the player conversely.
- A health offering in the shape of a common energy boost in the retail world (coffee)
- A menu section detailing how to play the game.
- The option to mute the music, or have a selection of tracks available.

User Stories

As a player, I would like to play this game anywhere.

- Requirement - A mobile specific build platform.

As a retail employee, I would like to relate to this game.

- Requirement - Theme specific game objects

As a player, I would like to have a goal in this game.

- Requirement - Sales target option menu

As a potential player, I would like to know what this game is about

- Requirement - A game tagline.

As a new player, I would need to know how to play this game.

- Requirement - A detailed menu section.

As a player, I would like to know who built the game.

- Requirement - A credits section.