

CSC 111 Final Project Design Document

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Rubric:

Operations (13 points):

- Features:
 - Building a pet (8 points, 2 each)
 - Legs
 - Eyes
 - Color
 - Shapes
 - Naming the pet (2 points)
 - Randomly chosen from the provided lists
- Runs without any errors (3 points)

Style Points (5 points):

- Using appropriate variables names (1 point)
- Has inline comments of each function (1 point)
- Includes the course header (1 point)
- Has README.txt (2 points)

User Persona:

Our user persona is called “The Busy Procrastinator.” They often have things to do, but use their time doing other, satisfying things instead (like building a pet). Their age ranges from high school students to young adults (college students). They are familiar with computers and often use technology to find entertainment. They are the type that go down internet rabbit holes and stumble upon random, pet generating programs. Their motives for using our program are boredom, procrastination, and the incessant need to do something. Furthermore, the program is user friendly so, especially for students with a lot of homework, it provides an escape to do something easy yet satisfying and pleasing.

Another user persona is called the “The Bandwagon Jumper”. Every now and then, our program will be a hot topic on social media. It will be a trend to see what one’s pet looks like, so the said user will be motivated to create a pet to connect with their social media friends and stay in the loop. These people are very social and spend many hours on the media, seeing what others are up to and connecting online with people all around the world. Their age ranges from high school students to adults. Typically, the trend will appear for different age groups at different times. For instance, it will be a trend with the younger users first and make its way up to older users eventually (seems to be the tendency with trends).

_____A third user persona is called the “Wannabe Pet Owner.” They fantasize about owning a pet, so they are intrigued by the opportunity to create their ideal pet and come up with a fitting name using our program. They never had a pet before, so the chance to create their own is exciting! This persona also lacks creativity and finds it difficult to come up with a name for their pet, so they often turn to technology, such as our program, for information and inspiration. The age range of this persona is young kids to college students, but most of them will likely be on the younger side.

Diagram:

Pet Generator

(all components are completed)

