User Stories - SENG 300 Project

Player Personas User Stories

1. **Persona: David, 22, competitive gamer**
   - **Goal**: Improve rank by playing against similarly skilled opponents.
   - **User Story:** "As a competitive player who has been playing for a while, I would want the matchmaking system to pair me with players of the same MMR, so that I receive balanced and challenging matches that can allow me to climb in ranking."
2. **Persona: Emma, 25, casual player**
   - **Goal:** Find quick and fair matches without waiting too long.
   - **User Story:** "As a casual player, I want the matchmaking system to prefer faster queue times at the expense of not trading off fair matches so that I can play quickly without a long wait."
3. **Persona: Brian, 30, experienced player**
   - **Goal:** Avoid playing against significantly lower-ranked opponents.
   - **User Story:** "As a high-ranked player, I want the matchmaking system to make sure I don't face much lower-ranked opponents, so that matches remain competitive and rewarding."
4. **Persona: Sarah, 19, new player**
   - **Goal:** Be placed in fair matches as a beginner.
   - **User Story:** "As a new player, I want the matchmaking system to start me at a fair MMR and constantly adjust my ranking accurately based on my performance, so that I am not overwhelmed by better players."
5. **Persona: Mark, 35, casual weekend player**
   - **Goal:** Avoid MMR decay due to infrequent play.
   - **User Story:** "As a player who only plays weekends, I'd love the ranking system to not decay my MMR as much when I take breaks so that I don't lose rank unjustly because I'm not playing."