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."
6. **Persona: Mia, 21, player who prefers low-pressure games**
   - **Goal:** Enjoy casual games without worrying about rank.
   - **User Story:** "As a casual game lover player at low-pressure games, I want to have an option to play casual games without affecting my MMR so that I can practice and enjoy the game without worrying about rank fluctuation."
7. **Persona: Noah, 30, player who plays on multiple devices**
   - **Goal:** Have seamless progress syncing.
   - **User Story:** "As a cross-platform gamer, I'd like my statistics and ranks refreshed in real-time on all platforms, so I can switch between devices without sacrificing my progress."

8. **Persona: Oliver, 23, player who enjoys leaderboards**
   - **Goal:** Compare my stats with my friends.
   - **User Story:** "As a competitive gamer, I would like to have the ability to compare my rank, wins, and performance with my friends on a leaderboard, so that I can track my progress among my friends."

9. **Persona: Liam, 22, player who enjoys progression systems**
   - **Goal:** Earn rewards for ranking up.
   - **User Story:** "As a player who enjoys advancing, I would want to receive something in-game or badges when I move up a new rank so that I would be encouraged and feel accomplished enough to continue striving for better things."

10. **Persona: Sophia, 28, player who enjoys customization**
    - **Goal:** Personalize game elements.
    - **User Story:** "As a player who likes to customize my profile, I would want to be able to change my profile image, color schemes, and appearance in-game, so that I can express my own style however I want."