User Goals

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Understand Content

- The audience will understand the content of the game having an introduction or title screen (a "press to start" button). The content will be explained at the beginning and the images/visuals should give enough information so that they can get a basic understanding of what it is even about. Maybe having some slight adjustment in opacity (or a shininess) to aspects so that people want to press on things.

Understand Primary Objective

- The primary objectives will be shown through a walkthrough image or example that is optional that allows the player to not get overwhelmed and confused. The enemy can be represented in harsh colors that contrast and makes them seem avoidable. Rewards could also look pleasing and shiny so that they know to try and get them.

Content and Feature Needed

- The game should be fun yet provide thought-provoking information that allows the user to learn from the game. There should be a sense of competition so that it does not seem like a waste of time. Having a point system where multiple scores of all the people that have played would add to this. There could also be a time limit and multiple levels. Adding a sense of competition will keep people engaged.

- It should be easy to navigate and intuitive. So not having to press many buttons to get information will be give the use a sense of instant gratification.