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Assignment 3 - Personas and Scenarios

Personas:

Non-Gamer : Jane

Jane is an easy going, friendly 26 year old female who has a telemarketing job in a busy office environment. Having not graduated college her employment options were limited, but she has stably held this job for the last 4 years. Thanks to her office job Jane can afford a nice one bedroom apartment in an upscale area. She enjoys a healthy lifestyle and is an avid gym member. In her free time she likes to go to the bar with her friends, try new coffees, and developing new hobbies. Gaming is not something that Jane would even consider. She's played pinball a few times, but has no interest in gaming as a whole. The violence in the media and videogames is her biggest issue with it. But Jane was interested when all of her friends started playing this new social game that she can passively play in between calls at work.

Gamer : Bill

Bill is a middle aged male named who is a stay at home father with a son who is eight years old. The father spends his free time playing numerous hours of videos games of various genres but prefers playing real-time strategy games and massive-multiplayer online games. His side job that he does while at home is a competitive gamer who also streams his gameplay on Twitch and posts video highlights of his games on YouTube. Bill's likes are playing video games, pizza, Mountain Dew, Star Trek and his son. His dislikes are politics and co-op games, since he is a competitive gamer. Bill is not a physically active and would rather play video games all day than do any physical activity.

Bill is a stubborn person who will keep working on something until he is satisfied with it and tries to be the dominant role. He dropped out of college after his child was born and he lives a comfortable life in a lower-middle socio-economic class. His current living situation is a two bedroom apartment, one for him and his wife and the other for his son. Bill will use our system since he's a gamer who wants to take up the leader position.

Scenarios 1 : Bill

Today is Friday night, the best time for gamers like Bill to relax and start his gaming marathon without distractions. He logs on to his Twitter account to continue playing [Insert Game] as he has a plan to try and get the ship back home to win the game. Since Bill is an experienced gamer with the Twitter game, he knows about the limitations of tweets he can produce for the game. In order for him to have his plan execute the way he wants to, he plans to sway the game towards his interest by persuading other players to join him on his plan. He communicates with the Twitter community that also plays the game by tweeting out his ideas and find supporters using the #[Insert Game].

Over the night, Bill sees that he has slowly retained some followers that also wants to be part of his plan. The game play throughout the night has been going to nearby planets to harvest the resources in order to stock up in bulk. Then they plan to sell the bulk of resources to get enough fuel and currency which is used to hop to multiple planets consecutively in order to find the home planet. Once they run low on fuel and resources, Bill and his group repeats the process to obtain enough currency to add modifications for the ship. This improves the harvesting for better resources and returns a greater profit to maximize their performance to get to the end game.

As the game continues, more people are joining Bill as his group is growing large enough that it starts to create a bias to the game towards the commands that the group is tweeting. Unfortunately for players that aren't part of the group contributing to the bias, the Twitter gameplay for the game is in democracy-mode and therefore the majority over rules due to popularity of decisions. This is one of the aspects of a community driven game and therefore the community interaction of the game is expected. One check our system does perform is to ensure that every command is from a unique player of the game. This will give a more accurate decision with repeating commands from the same player that can cause a bias to the game. The system will update the player's command choice to their most recently tweeted command and overwrite any previous command given.

After a couple hours of playing the game, majority of the players that are part of Bill's group stopped sending in commands as it is getting late and everyone heading to bed. There are still some players online sending in commands. But now there is not much of a bias towards a specific command and the rest of the community starts to take control of the game. Since Bill and his group is not there to monitor the community's decision at all times. When they come back to the game, they can expect their location, resources and stats be completely different from where they left off. This feature will give the players a sense of a whole new game at all times with new scenarios occurring every time they log on to play the game. Therefore, this will always give a new perspective of what other players in the community are thinking along with a feeling of always doing something new.

Scenarios 2: Jane

Jane rides the bus to work on Monday morning, checking in on her friends via Twitter. While she scrolls through her timeline on her phone she notices one of her friends mentioning some silly space game that she plays constantly. Thinking back to spending time with her friend Bill at the bar on Saturday night, she remembered that he too was talking about this game. Why was everyone playing this silly game? She had to investigate it.

She clicked over to the games Twitter Profile and saw lots of tweets saying what the top voted commands were and pretty pictures of space and planets. She saw that there was a link to a web site and clicked the link to read about how to play. Already knowing the basic idea from what Bill had told her, she scrolled through the commands and looked at the story again.

Jane decided to try her hand at this game. Could she influence others to do what she wanted? Looking at the most recent status update she learned that the ship had lots of energy, but no resources, and no money. Deciding that the obvious thing to do was get resources, which she had previously learned were how you get money, she tweeted: "@TwitterBot harvest."

Just then, Jane's bus was pulling into her stop and she got off and walked the last block to her office. After punching the timeclock and sitting down to take her first calls she kept thinking back to the game. Why did this silly game mean so much to her friends? Curious as to what happened while she hadn't played for the last half-hour she pulled out her phone and checked the last few status updates, when she saw it: Harvest won by one, single vote. Proof that she had directly impacted the game.

Tweeting her friends on her lunch break Jane said that they needed to negotiate when to tweet commands. Not only that, they needed to agree on what to tweet if they were going to try and win the top vote and actually accomplish something. Jane's first @reply came from Bill. He welcomed her to his group of friends that regularly played. Jane had expanded her social circle further, looking forward to meeting new people and winning at this silly space game.

Scenarios 3: Jane

On a typical work day for Jane during a short break at lunch time, she receives a Twitter message from her friend about a game on Twitter she could passively play without interrupting her work. She is a little curious of what the game is and decides to give it a try since many of her coworkers are also mention about the game from time to time. As she reads the instruction of how to play the game from her friend's Twitter post, she realises she does not require to download the game from the app store, but only require her interaction with Twitter at her convenient time. It is a plus for her because she neither intends to install any game on her cell phone nor she has any expectation for long term investment in the game.

Jane confuses with the overall structure of the game, especially its collaborative aspect. She refers to a tutorial page which shows all the basic commands she could learn under a minute. From her understanding point of view, the game polls all commands from players and show the progression of the game in every 5 minutes interval. It seems to be really strange for her of why there is long pending time between each gameplay iteration. Finally Jane tweets her first command to the @TwitterBot:

@TwitterBot goto 5

It is not expected that she does not receive any confirmation message back from TwitterBot whether she successfully submitted a voting command in the game. After a couple minutes of wait until TwitterBot post an update of the current game status, Jane notices her command to go to area 5 got the most popular vote. She start to catch up to how the system work and how to play the game. Because the game don't really have many commands for her to remember, she decides to play the game from time to time and shares her opinion with her friends about the game.

Scenarios 4:

Bill has been playing The Game regularly for the past couple of months. Until recently, he hasn't missed a vote since the current series started. In caring for his sick two-year-old son, Bill has missed at least one votting session. Junior is finally asleep, after requireing constant attention all day. Bill checks his Twitter feed for the latest update from The Game.

The Tweet reports that the Vote Results are: Orbit PlanetA [56%], Orbit PlanetB [20%], Head Home [20%], Drift [4%]. But, the most recent previous actions from least to most recent were: Orbit PlanetB, Jettison scrap metal, Gather Ore, depart PlanetB. Bill remembers that the price of scrap metal on PlanetA is significantly greater than the price of ore. "A bunch of Noobs must have voted!" He thinks. It would have been better not to have jettissoned the scrap metal while orbiting PlanetB. Bill is angry that others have "sabotaged his game."

In a fit of frustration and rage, Bill Tweets a rant expressing his dissatisfaction followed by series of offensive explitives at The Game bot. The Game bot ignores them. At the peak of his tantrum, Bill Tweets a vote to jettison all cargo 18 times. The Game bot registers his vote on first encounter and then ignores the remeining 17.

After a few moments, Bill calms down and decides it would be better to vote to trade with PlanetA. He Tweets the new vote and The Game bot updates the vote tally to reflect his latest decision.