Creation:

The creation user story describes a session in which the user creates their virus.

Sean was sitting in lower Purvine waiting for his next class to start when he decided to try out his new outbreak app. First he had to create an account and log in. He was then prompted to create a virus. He was given a list of bodies to choose from, he chose a squiggly ball. Next he had to choose eyes, then legs, then arms. After the creation was complete he could see his virus rendered in full on the symptoms screen. Next he was sent to the symptom selection area where he was greeted by a brief explanation of how they each worked. “Each symptom has a high/medium/low attribute to them, meaning high has a small range but better chance and low with a low chance and high range. There are two types of symptoms (zone and instant), you may choose one from each type”. He chose a sneeze (over coughing and sweating) which had a low modifier as his instant type, and chose bleeding boils (over diarrhea and vomiting) which had a high modifier as his zone type. The next screen was the allocation screen where he had to distribute 100pts into each one, the more points in zone made the zone start faster and stick around longer, and more points in instant made the infection chance higher. After all of this he had to choose his disease type from either bacterial, viral, or parasitic which effected the lasting time and difficulty of the mini-game the targeted player. He chose parasitic, and closed the app.