NYSL – Game & Schedule information mobile app

User Personas and Scenarios

(by Regina – Full Stack Team)

1. User Personas/Stories

1.1 Archetype: Parent

> 1.1.a. Sally, a working mom who has to balance the weekend schedules of three kids.
> 1.1.b. Bob, a parent volunteer at games.
> **Needs:** Getting actual information about date, time and location for their children's matches. Knowing about upcoming matches of interest.

1.2 Archetype: Team player

> 1.2.a. Chris, a 13-year-old team member who plays intensely.
> **Needs:** Knowing the next match s/he will be playing

2. Scenarios

2.a. Bob's friend asks if they can meet up Saturday. Bob opens the app to see when the game is happening. Need: knowing when his team will be playing.

> 2.a.i. Bob clicks on 'Your Team's events' section to see upcoming matches' dates.

2.b. Sally is about to drive her daughter to a game and needs to know which field to go to. Need: knowing the specific location.

> 2.b.i. Main screen shows all upcoming events. Sally selects the match and clicks the link for location address and map.

2.c. Chris wants to know what team they're playing against today. Need: knowing general information about the most imminent event.

> 2.c.i. Main screen shows all upcoming events. Today's events are showed on first place of the list.