

Team Worksheet 3 – CS545

(only one copy of worksheet(s) per team please!
Note you can use additional sheets for the assignment)

Name of Project: Eleven

List of Team Members: Rocco Polimeni, Marco Polimeni, Grace Mattern,
Connor Haaf

Provide a description and picture of your persona. Also indicate what data you drew from to create your persona. Give an example of a persona trait that was derived from the data and provide the supporting data.

Data: <https://www.bustle.com/articles/20117-science-explains-our-addiction-for-2048-and-all-those-other-game-apps-you-waste-so-much>

<https://playmotiv.com/en/gamification-and-dopamine-why-games-motivate-us/>

These articles go over dopamine release during somewhat challenging, prediction-based, games with immediate feedback from which to learn. This improved Sam's stressed nature, since the goal is to use microbreaks to aid in focus.

Primary Persona:



This is Sam Smith. He is a 20-year-old sophomore at Stevens Institute of Technology. He enjoys playing guitar in his free time and works a part-time front desk job at the library. He used to play League of Legends, an online battle arena video game, with friends twice a week at night, but he doesn't have the time recently. His current course load is twenty credit hours — three of which are core chemistry major classes.

Sam is often seen sitting around campus taking notes and reading textbooks. Recently, his work has been taking him longer than usual, leaving him to feel burnt out. Sam has recently been rejecting his friends' offers to hang out and play video games.

"There are too many things vying for my attention right now, maybe we can play next weekend"

Provide a user story for your project, describing a user interaction with your project.

Sam was leaving Organic chemistry at 10:55 on his way to Biochemistry. During this walk, which took him from Babbio to EAS, he usually flips through his notes from the previous lecture. Today, though, Sam has just downloaded an app that some of his friends made and promised that it wouldn't take much time.

He opens the app and sees a grid appear with four corners each containing the number 11 in different colors. The rules pop up saying "reach the center with all four corners while making sure not to place higher numbered tiles adjacent to existing tiles of the same color." He hits the X on the prompt and begins to play. Sam manages to get one of the colors to the center as he walks down the stairs in front of Babbio.

Enjoying himself, he plays another round remembering similar walks between classes in middle school playing Angry Birds. He manages to play two more times before getting to class. When he gets there, Sam puts his phone away, takes his usual seat next to his friend Rachel and gets ready for class.

Sam thinks that his friends' game wasn't bad and was a good brief break from his day. He especially liked the fact that it was challenging, but he was figuring it out. Games where he got instant feedback were his favorite kind to fill time. Feeling more attentive than usual, he is ready for a lecture.