Task Description #1

Task name:
keep track of the date and amount of time worked

Persona:
Name: Lucy
Demographics and Background: Lucy is 25 years old; she works many jobs. She lives in an apartment, drives Honda civic, like to watch soccer and loves to play golf on vacation. She is ok with computers and phones.

Importance and frequency:
Lucy is a very busy person with different job. So, she does not want a system to make her wait, have her do extra work or make her cause error.

Description:
Lucy has several jobs. At one of her works place her manager told her to keep track of when she works and how long she works for. So, she needs to record the things her manager wants fast so she can go to her other jobs.

Constraints and goals:
Lucy must hand in her date and amount of time she worked to her manager. Her goal is to make as much money can sha can from her jobs so she can move out of her apartment and buy a house soon.

Task Description #2

Task name:
get a reminder when an assignment is due

Persona:
Name: Okabe
Demographics and Background: Okabe is an 18 year old science student that goes to university. He lives in an apartment with some of his friends, he goes to university by public transport, likes to spend time with his friends and enjoys playing tennis. He has very good experience on how to use computer but not so much on phone.

Importance and frequency:
Okabe is a person that procrastinate a lot. So, he does not want a system that's will not make him make him mass the assignment due date or hand in assignment late.

Description:
Okabe likes to do everything few days before its due. When he gets the assignment, he will need to give the date and time of when the assignment is due. So, he will get a reminder 2 days before his assignment is due so he can work on it and hand it in on time.

Constraints and goals:

Okabe must hand in his assignment on time, so he does not get mark deduction or not get any mark is he forget to hand in his assignment.

Task Description #3

Task name:
restrict a child to a certain amount of time to play games

Persona:
Name: Tom
Demographics and Background: Tom is a 35 year old father of a 10 year old child. He lives in a house with his son Timmy and his wife Tina, loves to play soccer and hang out with his friends whenever he can. He is not good with computer or phones.

Importance and frequency:
Tom really cares about his son Timmy. Timmy is a child who likes to play a lot of games instead of focusing on his schoolwork. So, Tom does not want a system that is difficult to use for him or make him do extra work.

Description:
Tommy is worried that his son Tom spends too much time gaming and might be falling behind on his education. To stop his son to send too such time playing game, he wants to restrict him to play certain amount of time. So, he needs a system that will go to a certain time to let his son Timmy know when to stop playing games.

Constraints and goals:
Tom wants his son Timmy to play certain amount of time so he does not spend too such time playing game and can also focus on his schoolwork. Tom is making sure that his son is having fun and getting education so he can have a successful future.