




# Persona

|                             |   |  |   |
|-----------------------------|---|--|---|
|                             |  |                                        |  |
| Name                        | Brand   | David  | Lucy  |
| Age                         | 9   | 16   | 20  |
| Location                    | USA   | Italy  | London  |
| Work life                   | A pupil dreaming to be software engineer  | A teenager, still study in the junior high school. He like solving the math problem such as finding the regular pattern. | A university student, her major is Business   |
| Computer experience         | Be interested in the computer games.  | Not much experience  | Be skilled in operating computer's tool   |
| Program language skill      | Learned the children's programming.   | Heard about the programming language, but not practice   | Not experience  |
| Purpose to use the software | Desires to learn more about the sorting algorithm                                 | Once he knows it is a kind of game can find the regular pattern then he wants to figure out.                             | Has not tension, just happen to be invited to attempt to use the software.          |
| Language preference         | English   | Italian  | English   |

The reason to choose the stakeholder:

Functional:

- Three different stakeholders: we will more focus on the group which do not have much experience on the programming language or only have a little knowledge. **In order to make them understand, understandable and appropriate tips should be given during the gaming process. For example, because the blank in the blocks should be filled, we should advise them to fill integer, characters, or other elements.**
- According the computer experience, considering some users may have not much computer experience, we need to provide some when they play the game. For instance, “keep pressing the block to drag it”, “go to choose module to pick up the algorithm you want to sort” and “you can click here to change the language preference”.
- Animation of how the disorder elements would re-order their position should be easy to understand. User can operate the video by pausing, going back, and playing. Additionally, bar char may be easier to understand.

Non-functional:

- The appearance of interface is also important. A beautiful interface should catch users' attention because some people just pass by like Lucy.
- Users can choose langue preference because they can come from different countries.
- Fluent animation tips: [https://blog.csdn.net/weixin\\_30765577/article/details/95675983](https://blog.csdn.net/weixin_30765577/article/details/95675983)