

Mockup

User-persona considerations

- Students seeking a challenging, competitive Sudoku game
- Students seeking a relaxed, calming, customizable website to play Sudoku on
- Students looking for a passive and easy game

Overview and functionality

Our project's primary goal is to design a unique Sudoku application for students with more visuals, features, and game modes than ones currently online. Current versions online have minimal features, such as a stopwatch and pause and start buttons. Additionally, current applications usually only contain functionality to change the difficulty of the Sudoku puzzle and check incorrect answers. Our application will have additional features such as different game modes to cater to users seeking different experiences, music, themes, and a way to save user information. We save user data in order to save for leaderboards and to cater to the specific user. Our application will also ensure that users' private information is handled properly and securely.

Personas

Persona 1: Jordan

Jordan is a college student who enjoys logic puzzles, competition, and improving his accuracy and speed. He enjoys seeing how fast he can do different Sudoku difficulties and comparing with his friends. They frequently do competitions together where they see who can complete a certain Sudoku puzzle the fastest. Jordan usually prefers the hardest mode he can play on a Sudoku app. He also refuses to play on Sudoku apps without a way to track how fast he completes a puzzle. Our application supports Jordan by having different difficulties, a way for Jordan to track his speed on Sudoku levels over time, and a competitive mode where Jordan and his friends can compete against each other in real time. Jordan can also see where he places on our applications leaderboard, giving him excellent motivation for his competitive nature.

Persona 2: Maya

Maya is a college student who treats logic games like Sudoku as a way to wind down between classes and studying. She prefers a slow-paced experience with calming visuals and music where she can relax and enjoy playing without stress. Maya usually chooses easier or medium difficulty puzzles, depending on her stress, and likes checking her answers periodically throughout the puzzle. Our application supports Maya by offering a casual mode, optional calming music, and soft color themes. Maya can take her time and enjoy Sudoku as a mindful, low-pressure activity that helps her recharge between academic tasks.

Persona 3: Alex

Alex is a college student who plays Sudoku casually and mostly sees it as a simple and fun way to pass time between classes or while relaxing in their dorm. Instead of focusing on

competition or speed, Alex enjoys puzzles that feel playful and visually interesting. They like experimenting with different themes, colors, and sound effects to make the game more enjoyable and refreshing each time they play. Alex usually chooses medium-difficulty puzzles and prefers a quick start option so they can get into a game without adjusting many settings. Our application supports Alex by offering a fun mode with colorful themes, light-hearted music and sound effects, and unique board visuals. Alex can start puzzles instantly, personalize the appearance of the game, and enjoy a creative and entertaining Sudoku experience that fits their casual play style.