**Project Summary**

I came up with this game idea after having a particularly bad round in DotA 2, and decided to make it as a fun way for players to readjust their mindset in between rounds. This is designed to be very simple, as DotA 2 players would likely just want to relax while waiting in queue, and so other gamers and even normal people could simply pick up the game and have fun.

**User Personas**

* DotA 2 Players
  + The main user this game is designed for is DotA 2 players. The demographic for these players is wide in age, race, and culture but regardless of who they are they will all eventually get incredibly salty about the game. With DotA players, I wanted to keep the total time needed to play the game less than 3 minutes, which is the average wait time at the average MMR bracket. Additionally, I want the game to fun yet relatively simple because DotA is complex enough by itself that the players won’t want something thought heavy after a round. I also want this to be something quick that players could play after a bad round to chill out so they don’t go into a new game with a bad mindset.
* General Gamers
  + The secondary user this game is designed for is gamers in general. Again, the demographic for gamers is exceptionally wide, but everyone will eventually get salty gaming. With gamers, I kept in mind the typical ‘wasd’ configuration so it would be intuitive for them to play. I also kept in mind that they would probably want some type of difficulty, so I made each wave increase in difficulty.
* Salty People
  + The tertiary user this game is designed for is anyone who is salty. While this demographic is also relatively wide, regular people get salty all the time and therefore could be users of this game. Since these people could be non-gamers, I want this to have simplistic, understandable controls. I also want this to have an intuitive user interface, so even those unaccustomed to games could play without issue.