# Ice-breaker: Let's grab a pen and paper (sticky notes)

# 3 Mins     Ice-breaker: Tell the group about your story

- Your Nickname

- Your Team · Your Role

- Your Cat

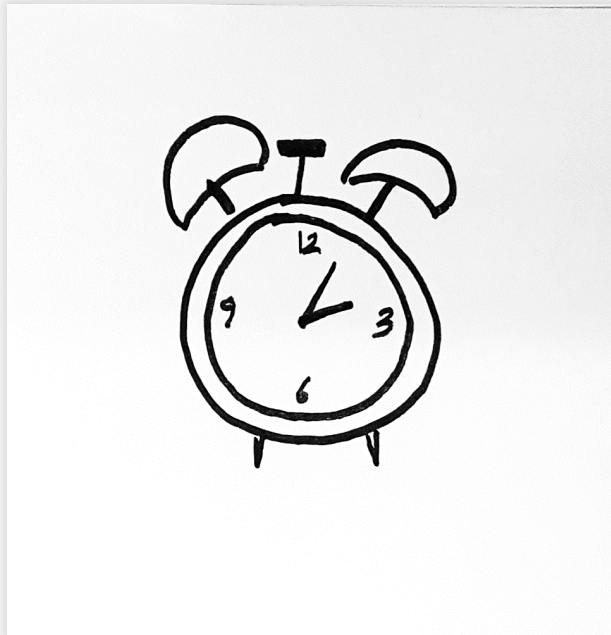Nickname

- How would you describe

  the users who use · play

  MapleStory Worlds?
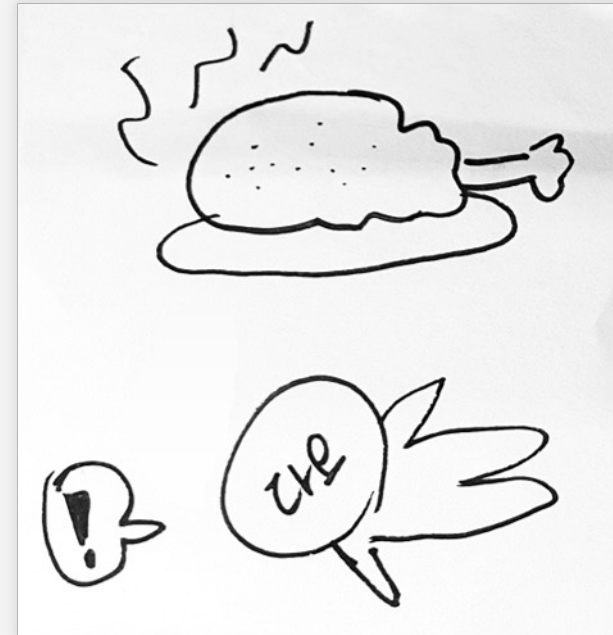
# 1 Min      Ice-breaker: Design an alarm clock!

Alarm Clock

# Ice-breaker: Noticed the difference?



**If functionality is your only focus**



**If your priority is the users' experience**