Vyry Quest 4.2 - Issue Prioritization Table

Biggest pain point identified: Activation clarity. Both participants struggled to understand what an Xfiti is, how to find or join the right quest, what to do first, and why the experience matters before the collaborative payoff appears.

Prioritization method: DHM model from the PRD template - Delight to Customers, Hard to Copy, and Margin Moving. Priority reflects both user pain severity and leverage on quest completion.

Issue / Opportunity	Evidence from participants	Proposed product change	D	H	M	Priority	Why this ranking
Unclear onboarding and terminology	Both participants said the experience was confusing at the start and that terms like Xfiti and quest flow were not explained.	Add a 3-step first-run walkthrough with plain-language definitions for Quest, Signal, Xfiti, and Beaming.	**High**	**Medium**	**High**	**P1 - High**	This is the root cause behind delayed activation. Fixing it should reduce early drop-off and get users to the social payoff faster.
Weak quest discovery and routing	Users were unsure how to find the right quest and when to choose campus-specific versus World quests.	Redesign quest entry with clear routing logic, eligibility copy, and default recommendations based on party composition.	**High**	**Medium**	**High**	**P1 - High**	Even motivated users can fail before the core loop begins. Better routing directly improves start rate and completion.
No clear next-step guidance during the quest	Participants only found the experience intuitive after they had already figured out	Add persistent next-step prompts, progress states, and completion cues that answer:	**High**	**Medium**	**High**	**P1 - High**	This improves momentum inside the loop, lowers cognitive load, and makes

	where to go and what to do.	what now, with whom, and how close am I?					collaboration feel structured rather than self-taught.
Signals visibility is ambiguous	One participant did not realize that signals were public and viewable within the same world.	Add lightweight education on signal visibility at creation and discovery, with a short privacy/publicness explainer.	**Medium**	**Low**	**Medium**	**P2 - Medium**	Important for trust and comprehension, but it matters after users have already entered the loop. Less leverage than onboarding and routing.
Distracting surfaces in the main journey	Feature requests and other non-core screens appeared during a task flow where users were still learning the product.	Remove or hide non-essential surfaces from the primary quest journey and reserve them for secondary menus.	**Medium**	**Low**	**Low**	**P3 - Medium/Low**	This reduces noise, but on its own it will not solve activation. It should follow the higher-leverage clarity fixes.

Recommended sequencing: Ship the three P1 items together as the activation package for the next release. Then address signal visibility and distraction cleanup as secondary clarity improvements

Key metrics: Reduce time-to-understanding in the first 2 minutes; improve first-time party quest start-to-completion rate; reduce drop-off before the first collaborative action