**Project Name – Ball Control**

**I. Analysis**

**1. Research**

**a. Scope**

1. objectives

Let the user have the ability to personalise any visual asset displayed on screen to their preferred choice.

**b. Audit**

1. Business and marketing plans

To display the frame rate of the sketch, the software also allows the user to change the colour of the display, it records the data flow through the software, user can input data to achieve different outcomes through the textfield.

1. branding strategy

Personalizer- the ability to change the background colour when you play with the UI component

1. market/field research

Rainmeter – a desktop personalizer tool for the user to customise their own personal desktop, Desktop Theme Manager

1. product portfolio plans

To pick the background colour of the sketch, write on the sketch using the textfield UI component, calculate the frame rate displayed.

1. competitors

Steam Game Overlay, Overwolf

1. relevant technologies

Xbox, Playstation etc.

**c. Stakeholder Interviews**

1. product{project} vision

To be able to personalise any visual asset displayed on screen to their preferred choice.

1. Risk

Not knowing the full capabilities of the machine the user is using.

1. constraints

The user might not be satisfied with their desired UI.

1. opportunities
   1. In spite of the obstacles we have, this project has strength from

a) Lightweight software

b) Free to use

c) Completely customisable

1. users

We tend to mainly concentrate on gamers as they will need this to make their game more vibrant to have the desired experience they always wanted, (high res gamers on low power game engine).

**d. User Interviews & observations**

Understand user needs and behavior and describe it. Find various aspect of audience/customer

1. Users

Everyone

1. potential users

Gamers and multimedia students

1. behaviors

Wants perfection in fps and details.

1. attitudes

gets frustrated when the quality is not up to mark

1. aptitudes

users can use this application to set a benchmark for their device to perform and just let it run in the background

1. motivations

users don’t have to worry about having to lose out on the performance of their device they paid for

1. environments

iMacs for example are soft locked to access hard wares but it has it internally so this app lets you utilise the full capability of the hard ware

1. tools

Processing, Github

1. challenges

To make the program run smoothly with no delay in processing.

**2. Modeling**

**a. Personas**

Name - Adam

Age - 21

Gender - Male

Occupation – Student

Faculty – Faculty of Creative Multimedia

Status – Single

Favourite quote - “Have patience. All things are difficult before they become easy.” - Saadi

**Bio**

Adam is a student at Multimedia University. He uses his computer to study and to complete his various assignments. He is interested in knowing the capabilities of his computer so that he can use it to its fullest potential.

**1. Patterns in user and customer behaviours**

**Pattern user**

Lazy hardworking

Sleeps early Sleeps late

**Customer behaviour**

Positive person.

**2. Attitudes**

Easy going, friendly, adventurous, hardworking.

**3. Aptitudes**

Wants perfection in fps and details.

Wants PC to run smoothly without any glitch.

**4. Goals**

Let the user have the ability to personalise any visual asset displayed on screen to their preferred choice.

To let the user know the fullest potential of their computer.

**5. Environments**

At home in the user’s room

In the classroom.

**6. Tools**

Computer – Processing, github

**7. Challenges**

To make the program run smoothly with no delay in processing.

**b. Other Models**

Name - Jane

Age - 21

Gender - Female

Occupation – Student

Faculty – Faculty of Computing and Informatics

Status – Single

**1. Workflows among multiple people**

Must have a team to create a project and carry out the work with a specific part; Designer, Communication Designer and manager. The designer is the one who brainstorms and comes out with the strongest idea, the design communicator is the one who has to find an idea on how to create connection in the project and the manager has to manage the progress of the project and make sure it is up to date.

Week 10

- Project proposal

Week 11

- Floor plan

Week 12

- Coding

Week 13

- Test project

Week 14

- Presentation

**2. Environments**

Classroom, lab

**3. Artifacts**

Rainmeter, Desktop Theme Manager