1. **Emphatise** - Early adopters - young children that prefer computer games and wish to have a computer that helps run those games such as Fortnite.

This app is for young people (10-18) who are in to computers, but are not in the computer parts scene.

1. **Define** - The problem for these people is that they are not sure about what to buy in terms of computer parts or don’t pay attention to the ever-growing market.
2. **Ideate** - Our app makes picking parts easier because we offer them good parts that are relevant and aren’t a waste of money. Some people have knowledge but not time, so we would assemble the PC ourselves and send it to them.
3. **Prototype** - Small scale product with few budget options, with only one worker/researcher that is familiar with computer parts and keeps up to date with the market. Worker can also be a team member or the owner.
4. **Test** - Ask friends to help you give honest feedback about the product and fix or refine the product related to the feedback. Also ask about how easy the product is to use and understand.