**Design Principles**

The MVP design links to the following topics of people centered design-:

1. **Affordances:** The key pad of the phone-simulation are affordances as they afford clicking on it and then provides the range of options and information by the 911 call-operator like, “what kind of emergency, what to do/what not to do” etc.
2. **Signifiers:** In the phone-simulation, for dialing 911, as you press the key 9, voice of screaming children can be heard and the key pressed will appear on the screen signaling that you have press the right key. Pressing any other key like a key 4 would make a weird sound,(“something throwing forcefully” kind of sound ) and the key will not be displayed on the screen indicating that the wrong key has been pressed.
3. **Feedback:** For every correct key, the kid presses, a voice of screaming children would be sounded and will be displayed on the screen which will indicate that the correct key has been pressed. For a wrong key, a weird sound would be played and the key would not be displayed on the screen indicating that the wrong key has been pressed
4. **Constraints:** One possible constraint could be the phone system constraint , there are lots of different interfaces of making a phone call in different phone or systems, we can only make our simulation as clear as possible so that can be general.
5. **Gestalt Principles:** The design of the phone keys utilizes proximity to show that they are related to each other.
6. **Conceptual Model:** The design projects all the information needed to create a good conceptual model of the system for example: how to dial 911 and if successfully dialed, the call can be placed. All of these will lead to a feeling of understanding and control that you understand the fire-safety app and knows how to use it.
7. **Discoverability:** The kids/user will press the variety of keys to determine what actions are possible and what stage of step they are currently in.