**Design Principles**

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

1. **Affordances:** The simulated buttons of iphone and the response are affordance for the child to know that happened and also the voice response that we simulate the 911 phone call.
2. **Signifiers:** In the phone-simulation, once you are inside the emergency call, the displaying of the number keys are signifiers as they provide signals on how to call 911.Only the right order number exactly 911, and press the call button, the user can get the right response which is calling 911.
3. **Constraints:** One possible constraint could be the phone system constraint , there are lots different interface of making a phone call in different phone or systems, we can only make our simulate as clear as possible so that can be general.
4. **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.
5. **Discoverability:** The displaying of various menus, number keys, feedback messages will help the kids/user to determine what actions are possible and what stage of step they are currently in.