Goal	Requirement	Features and Design
Make the consequences of fire known	Educate in a way children are familiar with	Unformative Interaction  What is the priority order Colorful and
Teach kids their address	Final product will convey information using cues known to kids	when fire engaging starts
Teach kids how to escape	Application should be able to used prictacally	General safety tips  Expand beyond fire  Make it into a game  Make the
Children aren't familiar with the telephone	Access to application anywhere	activity the kids do into a virtual story
Be informative with information on		Importance of leaving valuables  Children don't like to read as much as they like to interact
fire safety		Reinforce the process of the fire drill