T7 - MSc Pool

T-POO-700

Design Thinking

Bootstrap

{EPITECH.}

A lot of software is never used because their functionality does not match the needs of users. This deficiency is due in particular to the methods used to define inadequate functional specifications.

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To avoid this pitfall, developers have adopted user-oriented design principles found in other areas, such as design or architecture.The design cycle is as follows :

1. study of the need of the user
2. definition of specifications
3. prototyping
4. confrontation of the prototype with the user
5. adjustments

In keeping with this principle, you must **model Batman's kitchen in his manor**, which is mainly used by Batman's butler, Alfred, but not only.
To simulate the study of the needs of the users, each member of your group must put themselves in his/her favourite Batman character's shoes, and express his/her needs. This would be the first step of the design thinking process.

> Your kitchen must be functional and practical, and match Alfred's needs, but also Batman's lifestyle, Robin's whims, and possibly purposes for Catwoman or the bats.

Once your kitchen is finished, you will **present** it to your partners by justifying your decisions, and **adjust** your design in relation to their feedback.

> You can use free online applications like 3dplanner for example.

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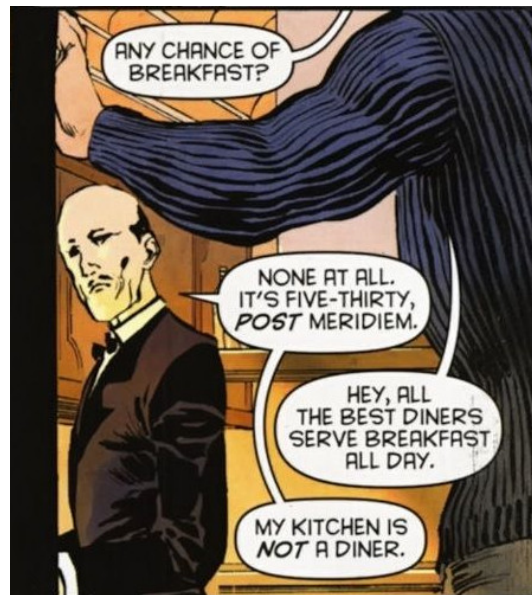
Do not hesitate to learn more via the appropriate JARVISS.

Once you went through the 5 steps, **put** the rendering of your scene on Moodle.

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