**A report of what concepts and principles that have been considered and applied to produce user-centred design solutions (such as contextual modelling, rapid application development) (a maximum of two pages with references)**

**Buttons-** We included buttons in our project, these buttons have a very important part in our project, and without these buttons our project would not run or work the same. We use the button features to select the different types of treasures.

**Loads of vibrant colours-** This makes our project standout because we didn’t use dull colours, if we used dull colours it would not stand out to the user because of the boring colours. If a project uses boring colours it will not be visually pleasing to look at.

**List-** This list contains a randomly selected list of what treasures that the game would want you to get for example it might say ‘Copper Scroll’ that means the game would want you to get them treasures.

**PACT analysis**

**People-** the people who will be using this are the users and also the programmers, designers and other types of creators of the program.

**Activities-** the activity that has been set out is that there will be a boat and it will sail to different landmarks and collect treasure from there. Our goals were to create a project on python which will meet the requirements which are set by the lecturers.

**Context** – the context of our project it set out at sea and also the boat travels to different collecting very expensive treasure. The contexts of our project were produced in our project tutorial classes and we also worked on project outside of the class, which was beneficial as it enabled us to get more work done.

**Technologies**- one of the tools that we used to create our project was python, this is a programming language. We also used other different types of Microsoft tools to create word documents and PowerPoints.

**Timer**

In my game I have included a timer this is so that the user can see how long it takes for them to complete the game, this is a nice feature to include in the game.

**Start Point**

It has a start this is where our robot will start and then it will make its way to the different types of treasures; it will always start from that start point.

We had many different ideas of how we wanted our project to look we considered many different factors of which design would be the one we use and create, we drew a few different types of storyboard and then narrowed in down to three different types,

But after some serious thought and consideration we choose the design we will now show you down below.

