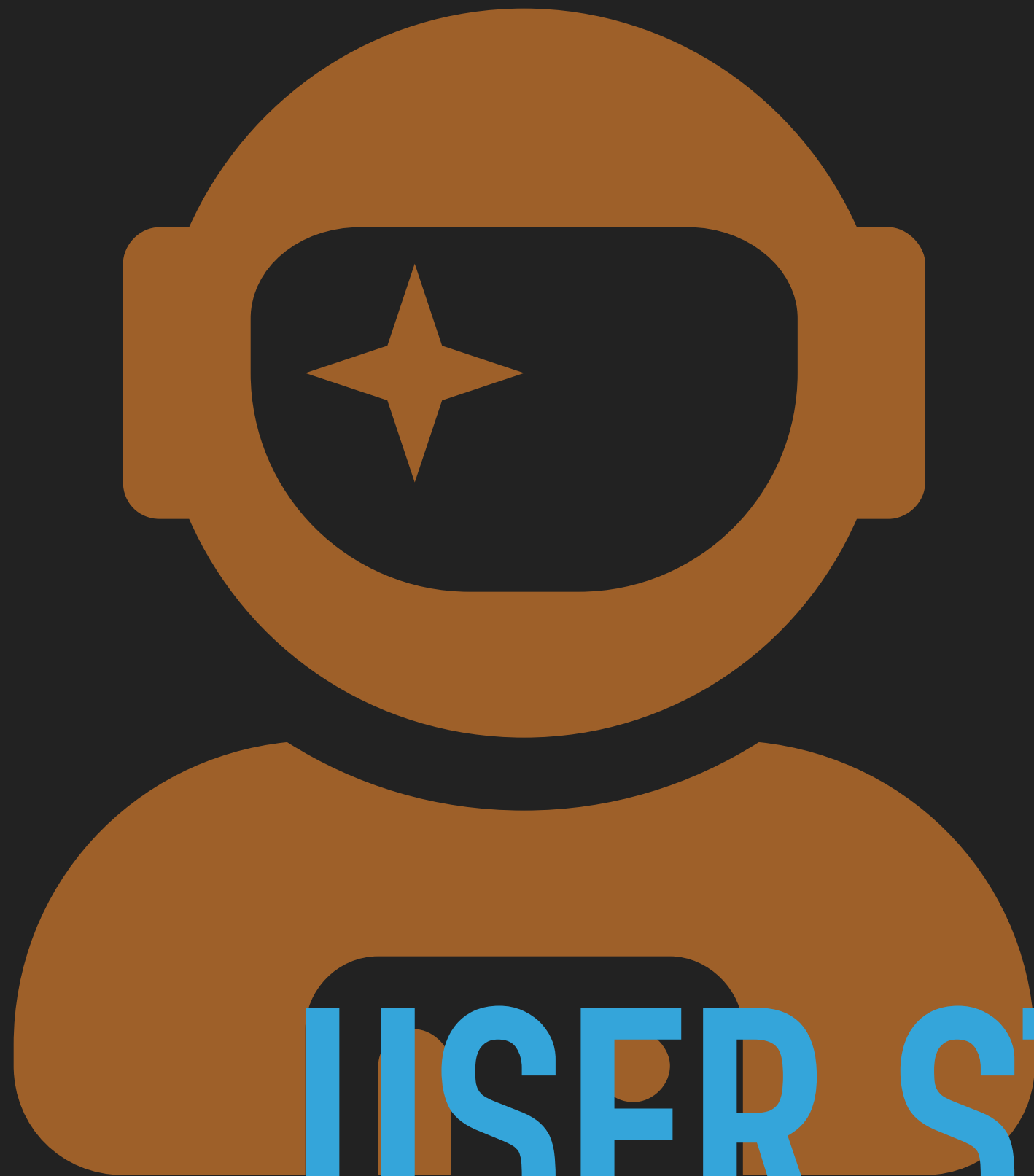


PROJECT ONE: FLASH CARD MEMORY

---

**OUT OF THIS WORLD**



**USER STORY**

## MEET THE USERS

---

### WHO

Ages: 6–12, Parents, Teachers, Geeks

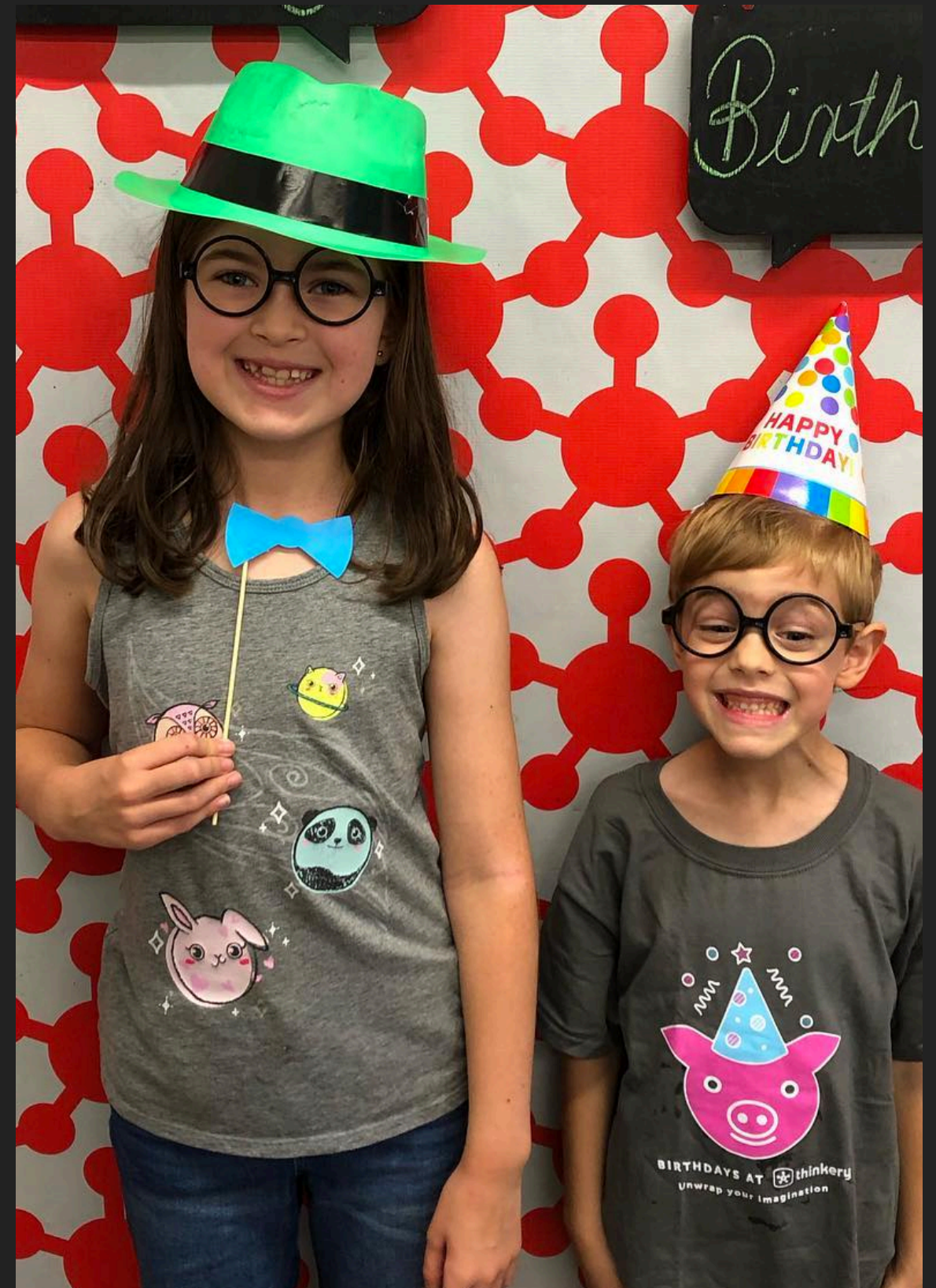
Gender: All

### WHY

Make STEM fun and accessible while learning basic astronomy

### WHAT

Fun & easy to play game of *concentration* based on basic astronomy including stars, planets, and fun facts about space







# WIREFRAMES

GALACTIC MEMORY




 MARS			
	 MARS		


SCORES    **PLAYER 1**: 00    PLAYER 2: 00

GALACTIC MEMORY






MARS



VENUS




JUPITER




SATURN




SATURN



MARS



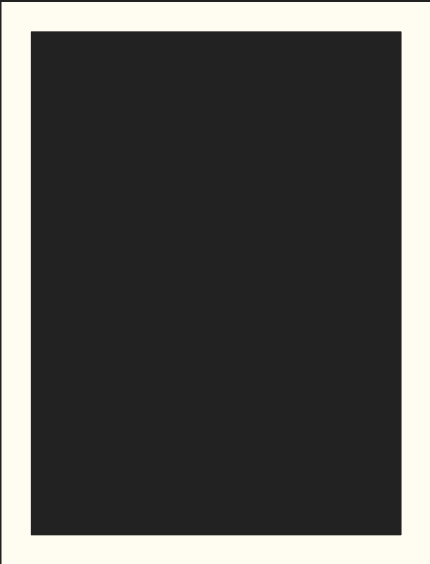
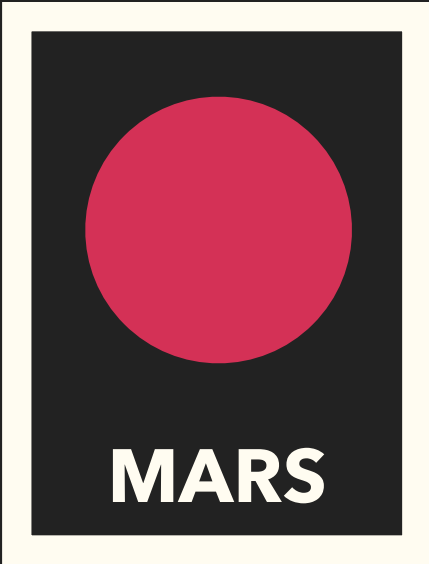
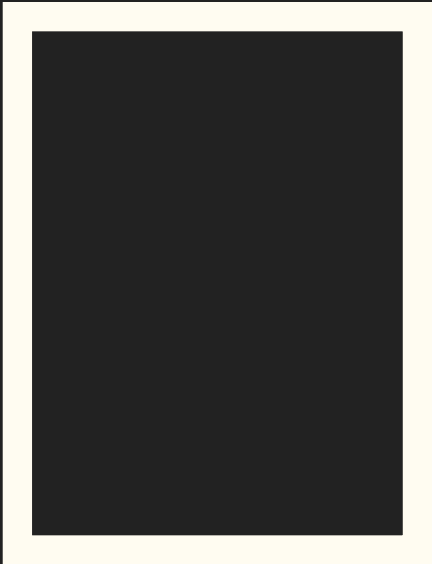
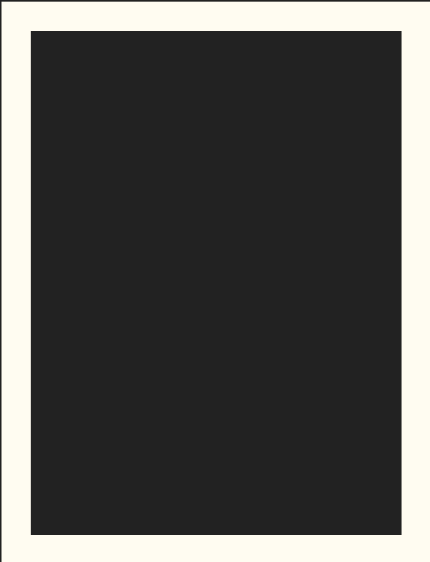
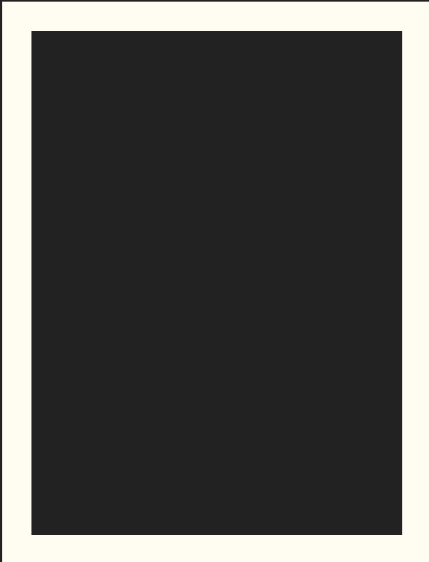
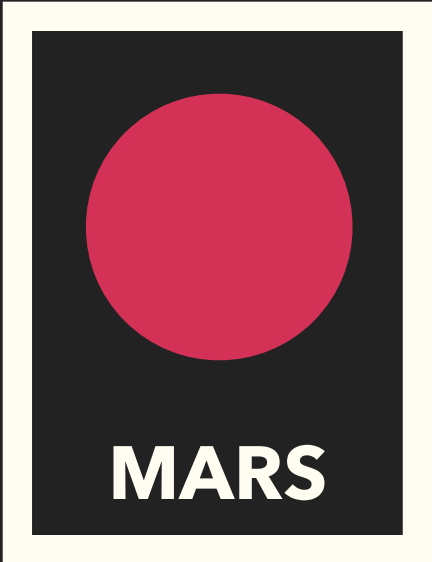
JUPITER



VENUS

PLAYER 1 WON!

GALACTIC MEMORY



SCORES    player 1: 00    player 2



PLANETS

STARS

UNIVERSE

GREAT MINDS

OUT OF THIS WORLD

ABOUT

LEARN MORE



# PROJECT PLAN



# OVERVIEW

- ▶ Data: Arrays / Objects of Potential Game Sets
- ▶ Presentation: Simple sets of 4-8 cards
- ▶ Views
  - ★ Single page with changeable game board components depending on the data set
  - ★ Slide out drawer menu
- ▶ Style
  - ★ Simple vector based artwork
  - ★ Minimalistic design patterns
- ▶ DOM manipulation
  - ★ Slide out drawer menu
  - ★ Card flips