

The target audience will be anyone that new to baking or interesting in baking, even the age for the target audience was not specify, but it will more targeting on the range for children, teens, and adults. Also, someone who might want or need visualize baking recipe is also as the target group. The interaction site can be implying on the situation where people are quarantine in house and trying to do some baking in home. Also, can use as a baking game for people who will to play or let their child play within home or anywhere.

My idea for this project going to create a stimulator baking kitchen – how to make chiffon cake for people new to baking. What I did here is based on the state machine we did for last assignment that the recipe going though step by step. Each state for the step has vary interactive ways and illustrate PNG for user to understand what should be done for the cake.

The major aesthetic approach for the whole interfaces was coming from the flash-game and the cooking mama from NDS platform. But instated of game style for the cooking mama I turned into more actual way and step process in real life when you are making a cake and going through the recipe from web or phone. Since the interface includes many clipart photos, I have chosen the clipart which has less harsh line and the outline since I also going to do some basic drawing for the clipart of the ingredients.