Twister 2.0

Design Document

## Content

[Probleemstelling 3](#_Probleemstelling)

[Doelgroep 3](#_Doelgroep)

[Concurrentie Analyse 3](#_Concurrentie_Analyse)

[MVP 5](#_MVP)

[Flows 5](#_Flows)

[Wireframes 6](#_Wireframes)

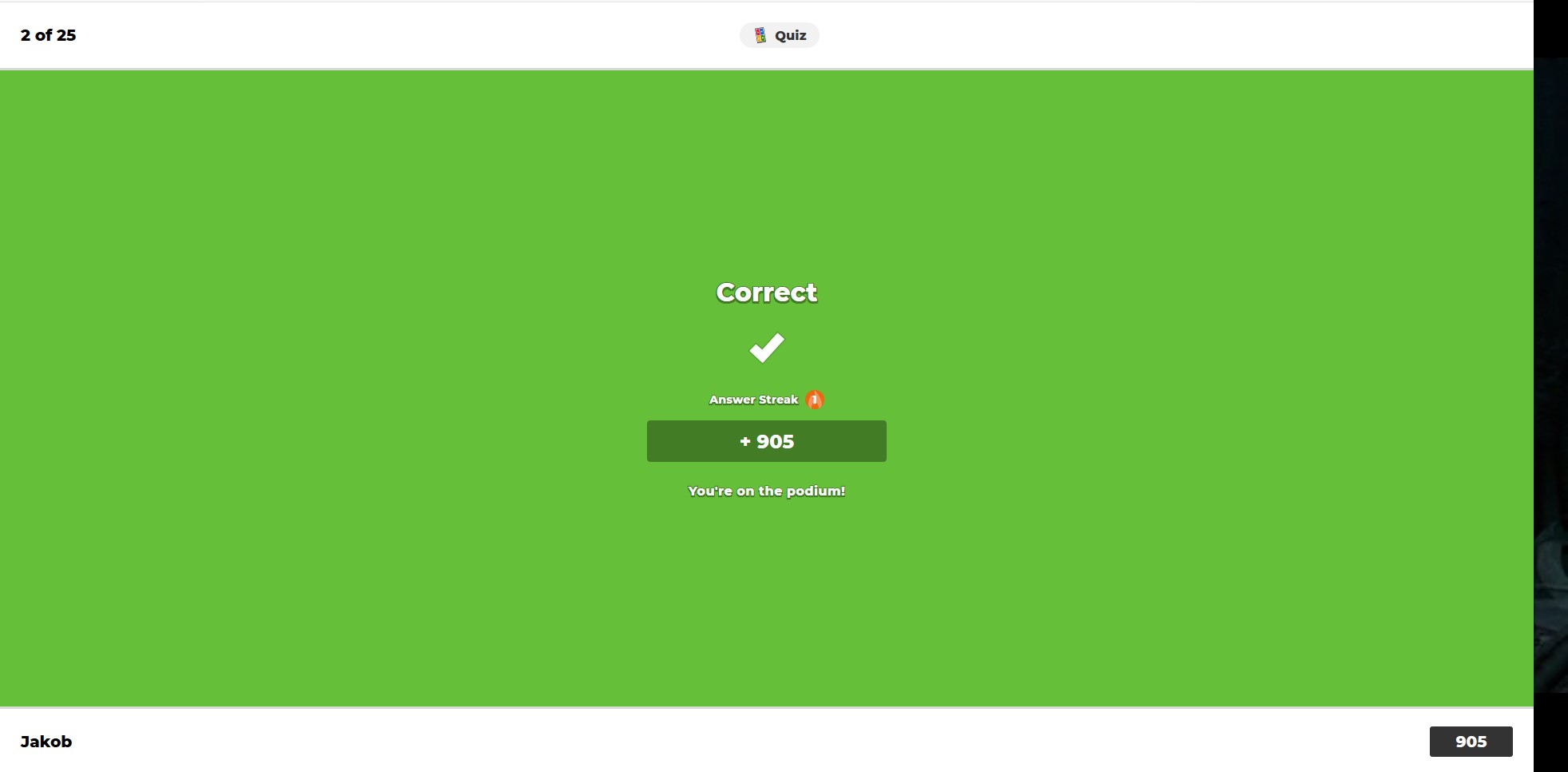
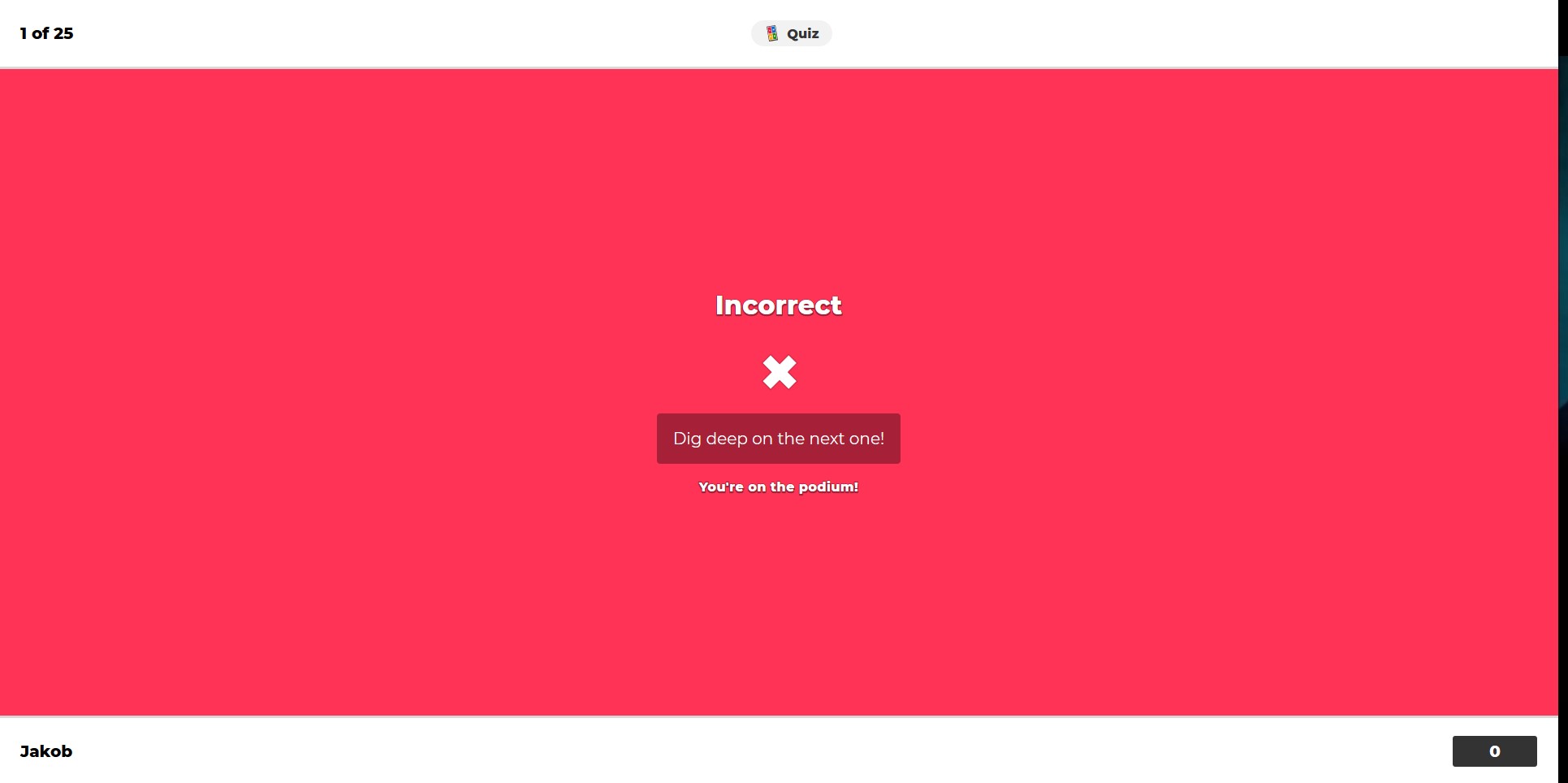
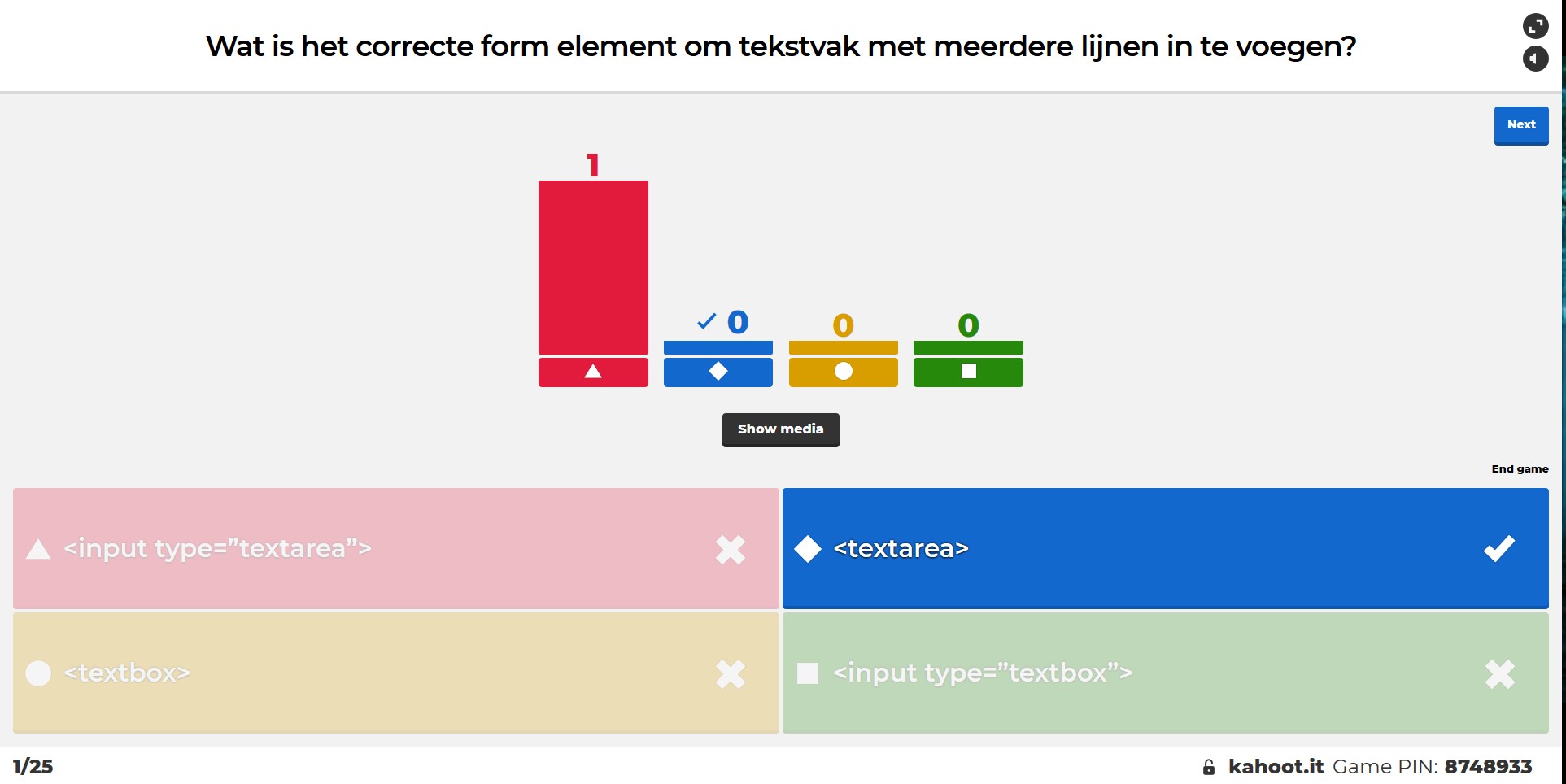
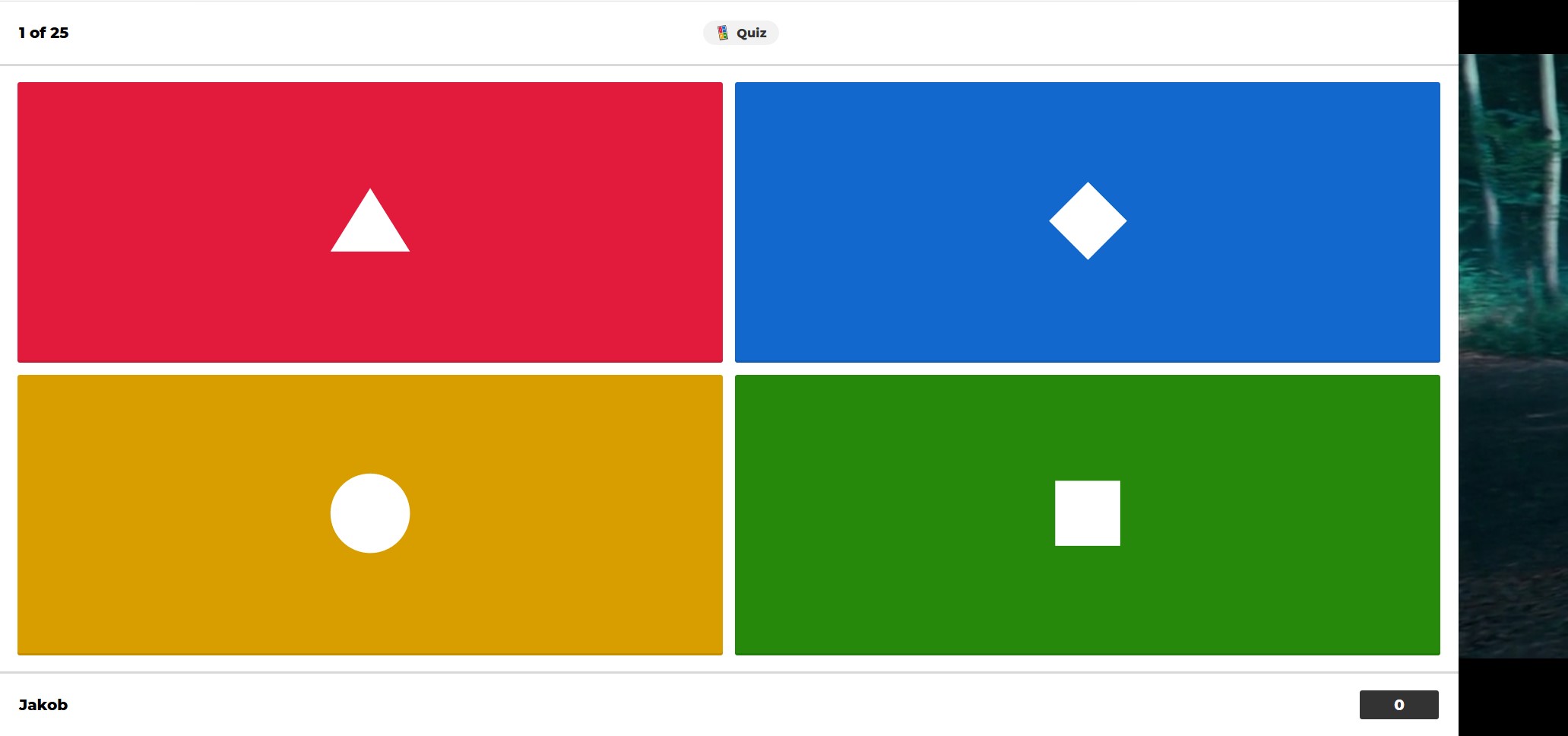
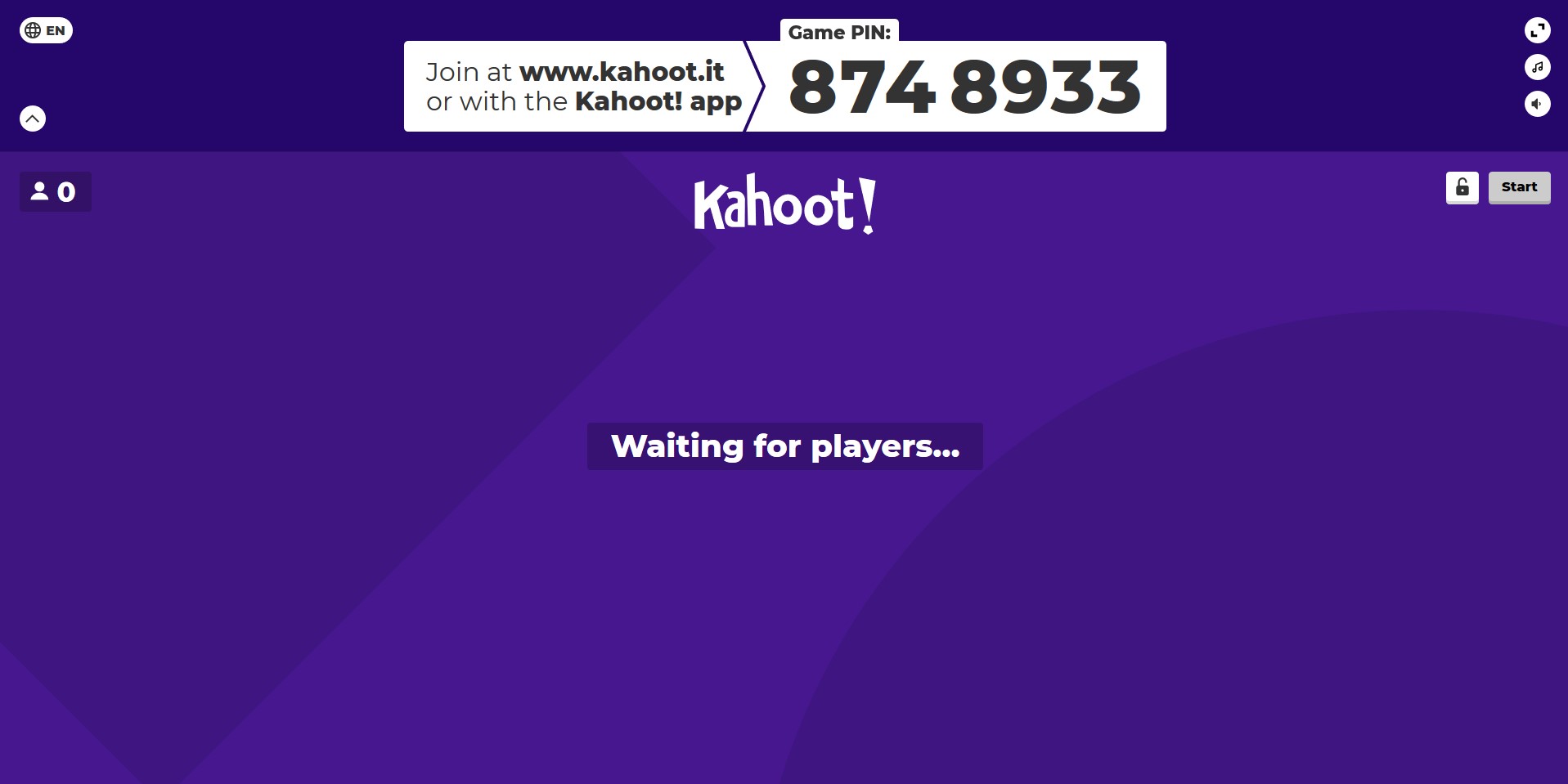
[Prototype 8](#_Prototype)

[UX Testing 10](#_UX_Testing)

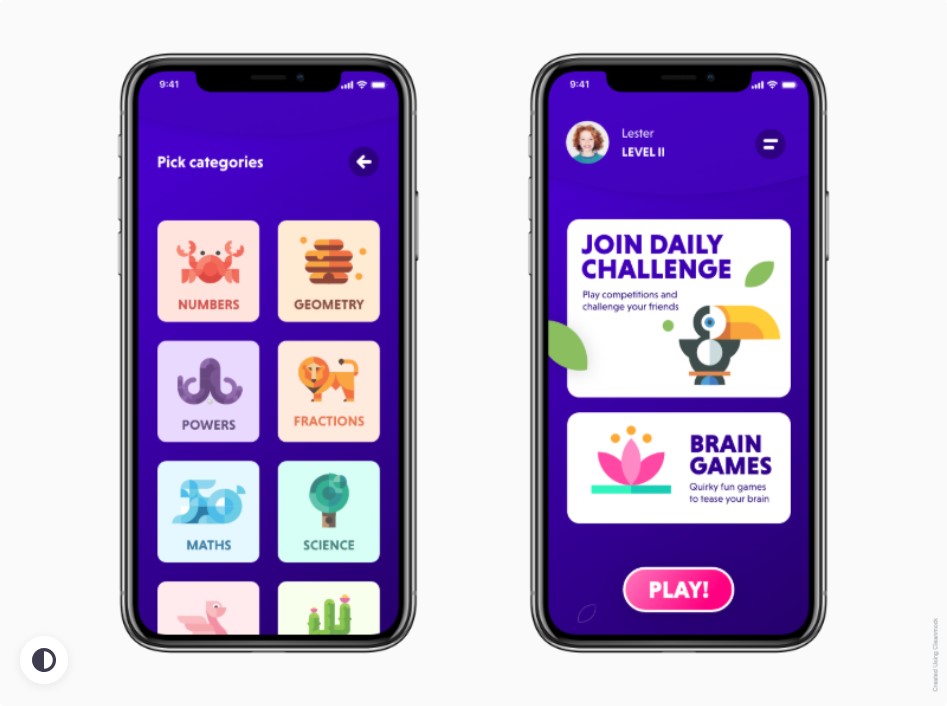
[Feedback Milestone I 11](#_Feedback_Milestone_I)

## Inspiratie

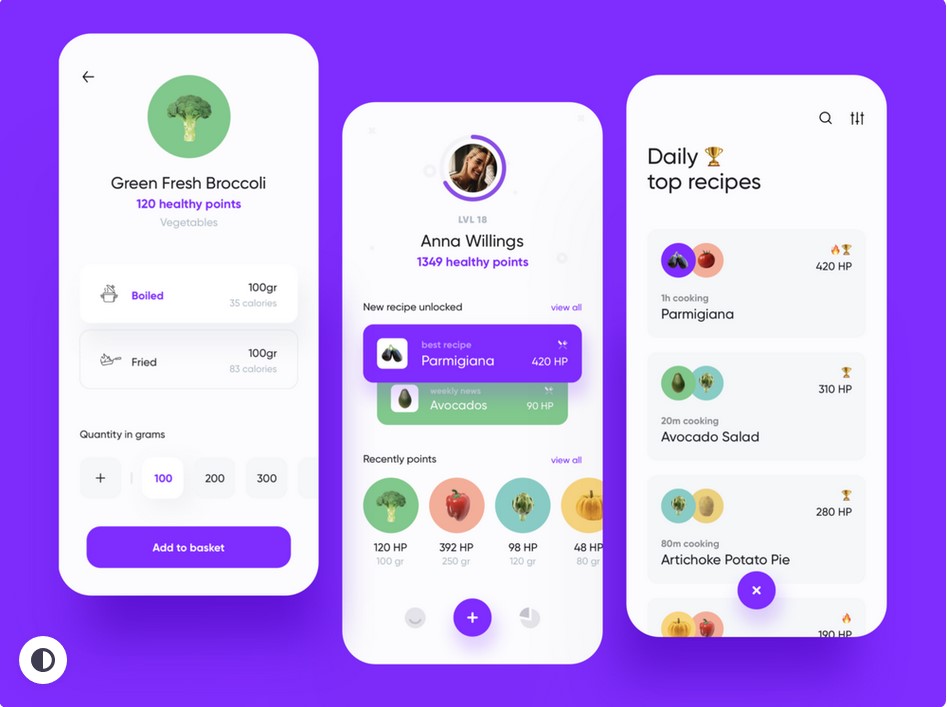
<https://kahoot.com/>



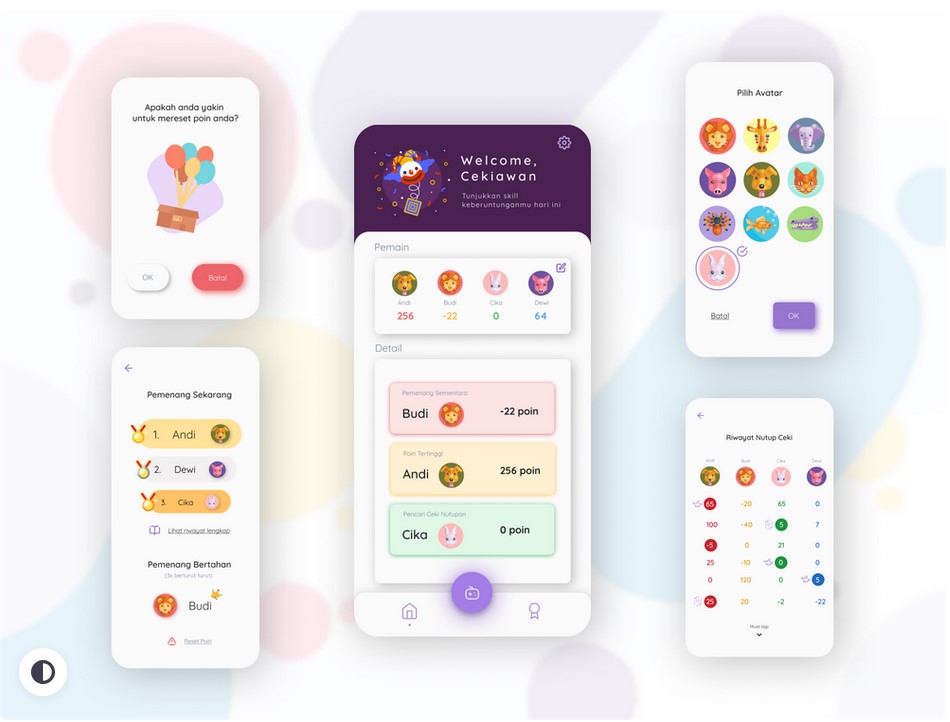
<https://dribbble.com/shots/9181725-Mobile-App-UI-Game-for-Kids>



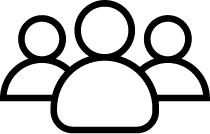
<https://dribbble.com/shots/10961139-Vegetables-Game-App>



<https://dribbble.com/shots/14223544-Ceki-App-Redesign>

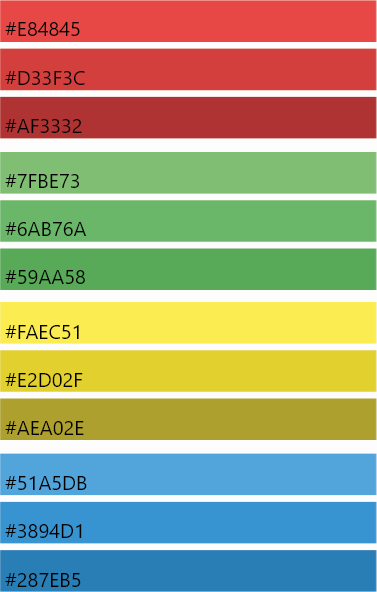


## Icons





## Kleurenpalet



## Lettertype

Arial Rounded MT Bold

