**CP1806 - Assignment 1 - Project Plan - CossiePlay**

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**Goals**

The website introduces CossiePlay and cosplay party advertising.

**Success Evaluation**

The rapid growth in the number of people cosplaying as a hobby since 1990 has made the phenomenon a significant aspect of popular culture in Japan and some other parts of Asia and in the Western world.

**Target Audience**

CossiePlay is a family-run business. The target audience of CossiePlay is usually for adults, from 35 to 50.

**Site Flowchart (Structure Diagram)**

**GitHub Repository**