

Zandbox

User Goals
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How will your users understand the content of the project?

Users of Zandbox will understand the content of the project because there will be simple, brief instructions included, at the top level as well as contextually within the app.

How will your users understand the primary objectives?

The primary objective -- to help users find a few moments of inner peace through interaction with a calming virtual zen garden -- will be expressed explicitly.

What content and features do your users need, and in what form do they need it?

Users will need visually pleasing graphics with non-jarring (subdued) colors, as well as an intuitive interface and smooth experience. Other features to enhance the experience may include subtle background music or ambient sounds.

How do your users think your interactive projects should work and what are their experience levels with the type of media you are creating?

Users will think that my interactive projects will work with standard input devices (mouse; touch screen/finger input when mobile-ready). The targeted audience should be fairly savvy with the type of media I am creating, assuming they have any experience playing a casual video game (and ideally, even if they don't.)