

Althea Marin Santos

DES 427 Interactive Design II

Design Brief

Prof. David Hurwich

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*Howdy!*

## The Interactive Objects

### Project Goals:

- For the user to mouse click multiple times and enjoy the mini graphics popping up to their screen
- For the user to enjoy the color, theme, and sense of vibe that is being portrayed once they mouse click
- Having the correct code when user tries the semi-final product, before final product
- Confirming color palette and theme - (old western with background)

### Timeline:

- Brainstorming/Moodboard/Theme - September 7-18, 2020
- Preproductions (Design Brief, Persona, Flow Chart) - September 24, 2020
- Code process/Initiating Project - September 24-28, 2020
- Project Deadline - September 29, 2020

### Target Audience:

- Age range - 7+ and older (all ages)
- More targeted towards ages 7-25 year olds since it's an interactive board