

## **User Goals**

### **How will your users understand the content of the project?**

- The content of the project will be delivered through an interactive game. Throughout the game, users will be asked to make decisions within a time limit. Visual and audio feedback will simulate the content of the project.

### **How will your users understand the primary objectives?**

- Clear description of the project and instructions of game will be presented when the project is loaded. At the end of the game, user will be presented with a summary of their experience and a call-to-action.

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

- The user will need interaction instructions, such as a diagram displaying the different keyboard or mouse functions to navigate and move throughout the interface.
- Another necessity is providing a strong appeal to the user's sense of curiosity so that they feel inclined to explore the interface without the pressure of making mistakes.

### **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 who have played Telltale games or interactive graphic novel games will have a good understanding of how the project works. If they have no knowledge or experience, users will be able to navigate through the project because it's a point and click interaction.