

# Waste Sorting Game

ASSIGNMENT 1

Interactive Visual Item

Anna Yadao  
DES 427-04



# DESIGN BRIEF

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DES 427

# WASTE SORTING GAME

## Project Goal

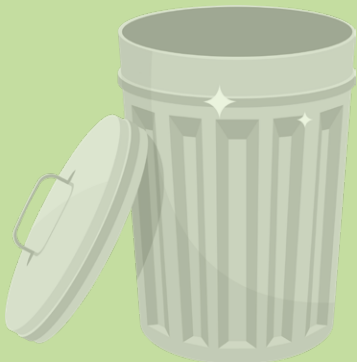
The goal of this project is to inform the users on how to dispose of their trash. In doing so, this will hopefully make users mindful of the amount of waste they produce. Interactions will include player input by mouse wherein they will be able to drag and drop the trash into the appropriate bin.

## Timeline

Sept. 14, 2023	.....	Present Ideas
Sept. 21, 2023	.....	Finalize Idea
		Design Brief
		User Persona
Sept. 22, 2023	.....	Begin work
Sept. 28, 2023	.....	Project Due

## Target User

By creating a fast and simple game to play, it provides users a way to quickly learn which bin their trash should go, in order to reduce the amount of waste that goes to landfills. While this interactive game can be played by all, the target users are students between the ages of 15-25, due to the game's minimal aesthetic.





**Naomi King**

21, College Student

Los Angeles, California

CREATIVITY

AMBITIOUS

EFFICIENT



## Bio

Naomi is a 21-year old college student working on multiple projects this semester. On top of school, she balances her time with a part-time job as a barista and volunteering at a local environmental non-profit. She likes to take small breaks in between working on her projects to unwind before diving back in. Whenever she has spare time, she usually spends it playing games on her own or with friends, surfing the internet, and on sites such as Instagram, YouTube, and TikTok.

## Goals & Interests

- Finish out the semester strong
- Build a large network of people from different fields
- Find simple and brief ways to de-stress during breaks from working on her projects.
- Actively tries to be aware of her carbon footprint and reduce waste.

## Pain Points & Concerns

- Avoid becoming too distracted and to easily go back to being productive after a break.
- Difficult to allocate more time to rest due to a worry of not being able to continue work.
- Dislikes being confused with which bin she should throw her trash in.

## Software



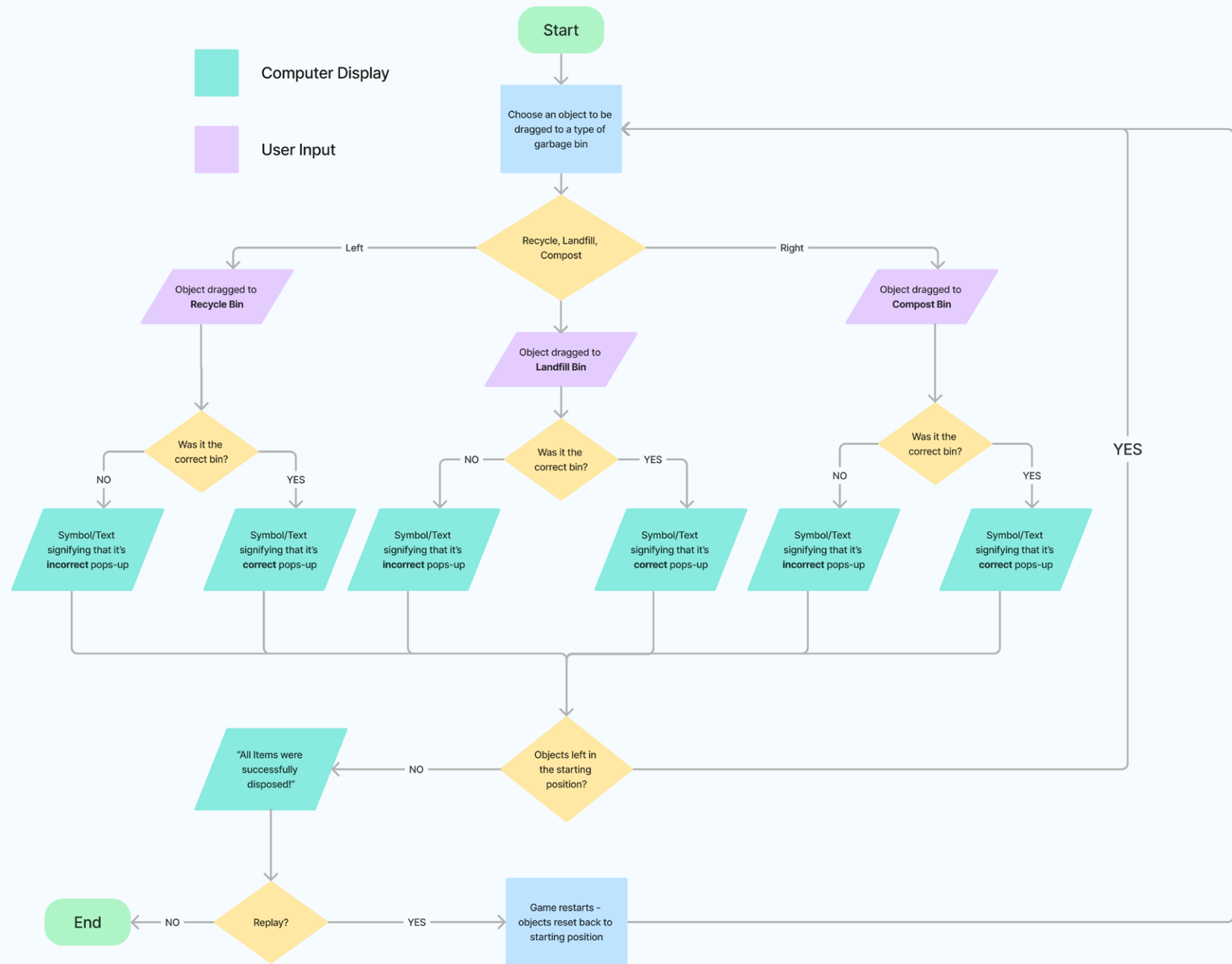
## Personality

Introvert	● ● ● ● ●
Creative	● ● ● ● ●
Organized	● ● ● ● ●
Independent	● ● ● ● ●
Open-minded	● ● ● ● ●
Flexible	● ● ● ● ●

## Brands



I care a lot about where and how I should dispose of my waste in order to reduce my carbon footprint.



[Waste Sorting Game | annasofia-y.github.io](https://annasofia-y.github.io)

