

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 tell-tale 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.