**CP1406 - Assignment 1 - Project Plan - CossiePlay**

**Name:** Cheng Nuo  
**Login:** 13120005

**Goals**

The website introduces CossiePlay and cosplay party advertising.

**Success Evaluation**

The rapid growth in the number of people cosplaying as a hobby since 1990 has made the phenomenon a significant aspect of popular culture in Japan and some other parts of Asia and in the Western world.

**Target Audience**

CossiePlay is a family-run business. The target audience of CossiePlay is usually for adults, from 35 to 50.

**GitHub Repository**

https://github.com/darrenchengnuo/webdesignAssessment1/tree/master/Assessment%201