

DESIGN BRIEF

Abbey McKee
DES 427

Timeline: September 23rd - September 30th

Project Goal: To create an interactive application that users includes both audio and visual elements that can be controlled. It's goal is to be used a way to relieve stress in a simple way.

Project User: The target user is anyone with an Internet browser who might have stressful work done on a computer. Because the game is meant as a stress reliever, the interactive elements could be a nice break from work.

Persona

User: John

Age: 25

About: John is a college student at SFSU majoring in Mechanical Engineering who does most of his work Online especially since school is all Online. Because he spends so much time in front of his computer, he likes to spend his away from the screen usually reading books or drawing. He spends almost all of his day doing school work so he tends to time longer and shorter breaks. On the shorter breaks (5 to 10 minutes) he likes to do easy and mindless games on his computer as a way to get away from his work.

Likes:

Reading books, usually Sci-Fi

Hiking

His dog

Painting and drawing

Dislikes:

Long school days

His major

Social Media

Goals:

Graduate this semester

Get at least a B or higher in all classes

Spend an hour a day reading

