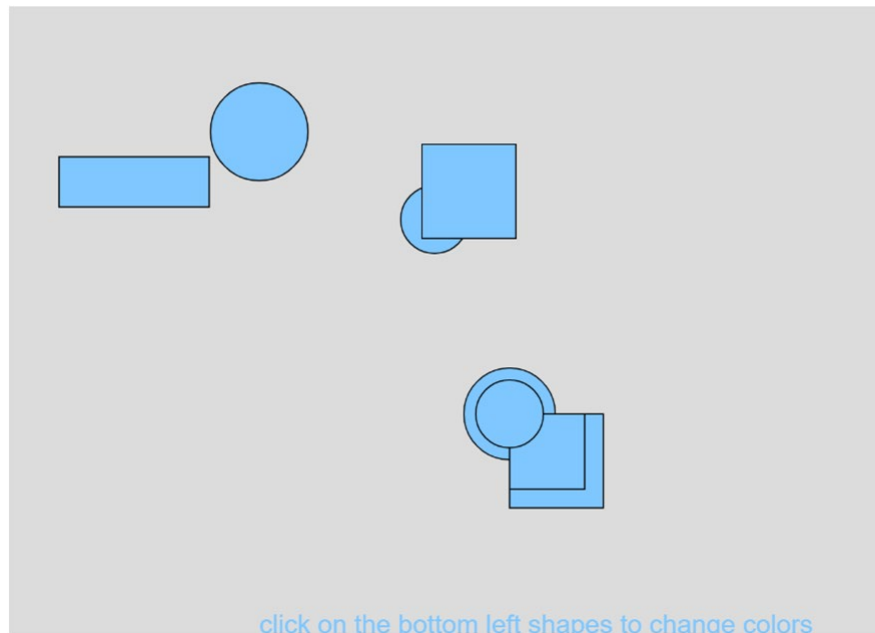


Randomly colored painting

By Nickoles Srioudom

Cover page



Design Brief

Randomly colored painting design brief

Timeline:

September 23rd-30th



Project Goal:

The goal of this project is to provide a sense of interactivity with the user and make consistent changes to the painting as they utilize the mouse to change the colors.

Target

User:

Any age that is mostly engaged in art or anything involved with user interactivity.

Persona

Marcus Williams Age, 21



Bio:
He is currently a third year at San Francisco state university.

Name Marcus Williams

Gender: Male

Role Designer

Motivations

- Generating a wide audience
- Selling a product
- Giving People enough options

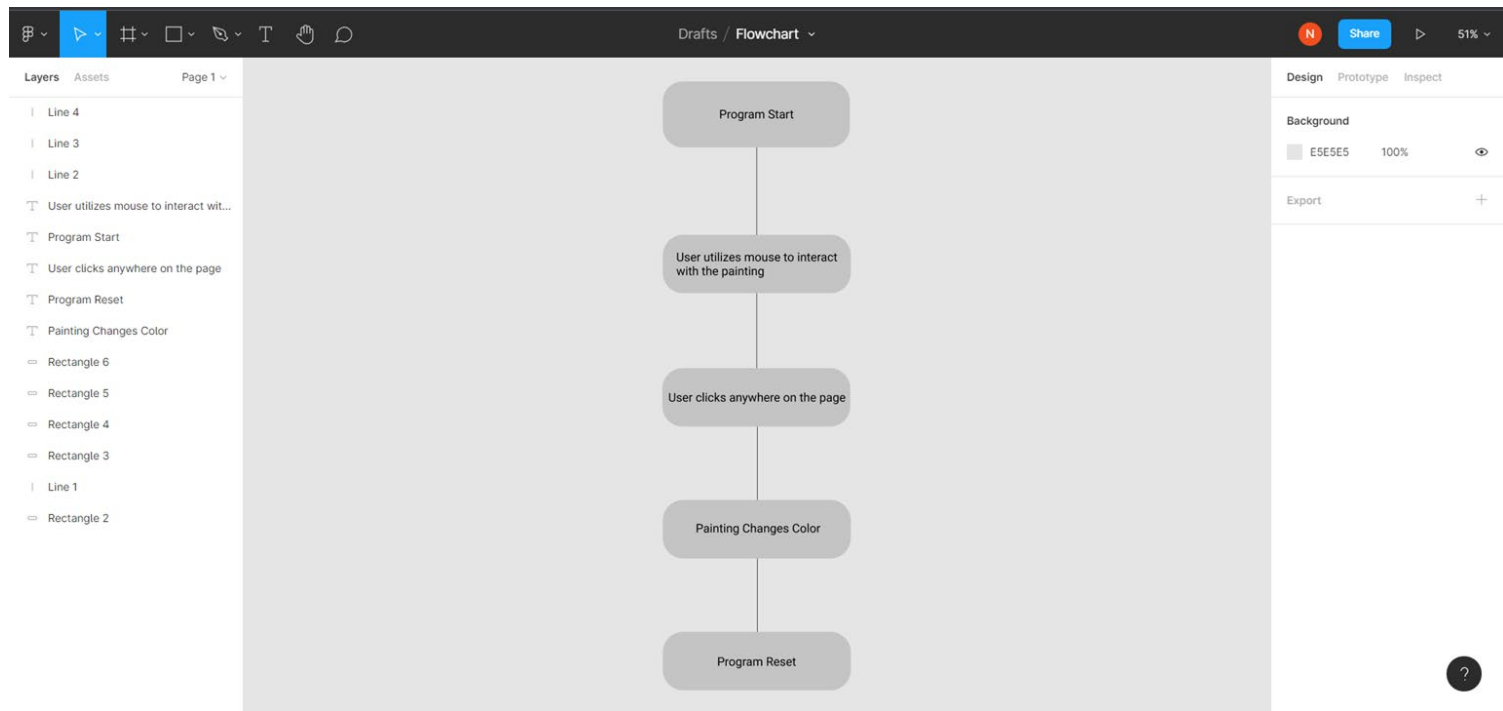
Daily Routine:

Marcus wakes up after sleeping early to prepare for his classes and finishes any extra work before he leaves. Once he arrives on campus, he sits in the library and reads course work or lectures that will help prepare him.

Pain points

Getting his design work to be just about right can be a challenge as he has to deal with multiple obstacles in the way such as getting ready and having to deal with multiple classes.

Flowchart



Link

file:///C:/Users/sriou/Desktop/Fall%20semester%202021/DES%20427/SrioudomN_Project%201/Project%20%231-ftp/Project%201.html