**Explaining the purpose of the digital technologies outcome and the requirements of the end users**

**Project Management**

**Project Management Tools**

**Spreadsheets**

* Advantages
* Disadvantages

**Trello**

* Advantages
* Disadvantages

**Gantt Chart**

* Advantages
* Disadvantages

**Redmine**

* Advantages
* Disadvantages

**My Choice**

**Link to project management:**

*Place link here*

**Implications**

**End User Considerations:**

* Usability:
* Aesthetics:
* Intellectual Property
* Accessibility:
* Health & Safety:

**Research – Your Topic/User Experience Methodologies**

**Topic**

**Nature of the Issue:**

**Who does it affect:**

**Long term outcome if the problem is not addressed:**

**GreenHouse Gases/Global Warming:**

**Nature of the Issue:**

**Who does it affect:**

**Long term outcome if the problem is not addressed**

**Deforestation/Logging:**

**Nature of the Issue:**

**Who does it affect:**

**Long term outcome if the problem is not addressed:**

**User Experience Methodologies**

**What is UX?**

**How does it relate to my project?**

**What UX Methodologies do you believe are most important to your Project?**

**Why do you believe this?**

Findable:

Usable:

Desirable:

**What Usability Heuristics do you believe are most important to your**

**Project?**

**Aesthetic and minimalist design:**

**Error Detection:**

**Visibility of system status:**

**For each Heuristic what could you do to implement them into your game?**

**Aesthetic and minimalist design:**

**Error Detection:**

**Visibility of system status:**

**Generating a range of design ideas**

**Game or Website/Idea 1**

**A summary of the games storyline and how this relates to environmental**

**Awareness.**

**The games genre and the genre conventions you plan to use**

**and/or subvert.**

**Why do you believe it meets the task requirements?**

**Why do you believe it meets end user needs?**

**How have you used UX methodologies to develop this idea?**

**Game or Website/Idea 2**

**A summary of the games storyline and how this relates to environmental**

**awareness.**

**The games genre and the genre conventions you plan to use**

**and/or subvert.**

**Why do you believe it meets the task requirements?**

**Why do you believe it meets end user needs?**

**Text is the same to other game as both game options are similar in this regard**

**How have you used UX methodologies to develop this idea?**

**Text is the same to other game as both game options are similar in this regard**

**Chosen Idea:** Pong

**Relation to the brief**

**Relation to the implications:**

**Relation to end users:**

**Relation to UX Methodologies:**

**Testing & Development/Refining:**

**Gameplay Feedback Log - This is only limited to 3 entries, as my game does not have many gameplay systems to alter – insert a table:**

**Date > Person Testing Code > Code Tested > What I Plan To Do > Feedback > Next Step**

**Testing Log – insert table:**

**Date > Code Tested > Input Test > What Happened > What Was Done To Fix The Issue**

**General Periodic Feedback Log – Similar table as in testing**

**Evaluation:**

**How well you believe the game meets the Brief requirements (with reference to**

**supporting evidence), why you believe this is the case.**

**How well you believe it meets the End User requirements (with reference to supporting**

**evidence), why you believe this is the case.**

**How well the game addresses identify implications (with reference to supporting evidence),**

**Why do you believe this is the case?**

**Usability:**

**Aesthetics:**

**Intellectual Property:**

**Health & Safety:**

**How functional the game is (Is it Fit for Purpose):**

**Is it complete? Does the game meet your MVP goals? Is it an Advanced Prototype?(**

**with reference to supporting evidence), why you believe this is the case.**

**Given more time, what would implement any additional features?**