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User Goals

How will your users understand the content of the project?

The user will understand the concept of the project by including a proper introductory/tutorial screen when first opening the program, as well as a detailed description / visual description of what the program does.

How will your users understand the primary objectives?

The primary objective of this program is to create a program that allows users to practice calligraphy and hand-lettering while learning how to write different languages at the same time.

What content and features do your users need, and in what form do they need it?

Users will need content on how to write the different characters or symbols for the associated languages, as well as a tool bar full of different brush sizes and types as well as colors and styles the users can use.

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 will know that they can either use their hand or stylus on the touch screen to draw out the characters, as well as change how they want it to look. There are several calligraphy/hand-lettering applications already available on the market, especially for tablets, so the program is already available.