COM CM523 Group Project Proposal - Healthy Desserts

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1. Purpose

This project aims to create a website for audiences to learn more about how to make healthy desserts in an interactive game. There are three specific purposes of this project to meet the needs of different groups of audiences:

1) Introduce the tricks of making healthy desserts for people who want to keep fit while eating sweet food and distribute an idea of healthy eating habits with healthier recipes;

2) Make a light-hearted game for audiences to consume their time and have fun;

3) Help people relieve stress like many other small games.

2. More details about this website

- **The starting point (home landing page)**: There will be two options - "Learn more about healthy desserts" and "Test your knowledge" with the background of a bakery store.

- **Middle processes**: there will be two pages linked with the two options in the front page.

    - **Learn more about healthy desserts** page: this page will be simply designed as some general educational information about healthy desserts with a gallery of the images of different kinds of desserts.

    - **Test your knowledge** page: this page is more complicated and will also be the main page of this interactive game. The game will be a match and mix

- **The ending page**: show each user a game report with the result of how many calories are in their dessert, evaluation of their performance and advice on how to cultivate a healthy eating habit through making healthy desserts according to their calories grade critias. Provide advices and recommendations of using healthy ingredients and how healthier recipes can help to maintain a healthy eating habit.

3. Audience

- This interactive game is designed for everyone who likes to make and eat desserts, especially who wants to know more about making and eating desserts in a healthier way, and would like to control the calorie intakes from daily dessert consumption to keep in fit. People who want to know how many calories should be taken from daily dessert eating are the target audience, including those who want to have a guide for a healthy dessert eating habit.

- It is also considered a casual game, which targets a mass market audience. Hobbyist gamers including both male and females from all ages are the targeted audience of this interactive game, because it is not complicated to play with simple rules and less game skill requirements. Those who have plenty of free time are targeted, so they can spend time on playing this casual game. This is a simple interactive game that is easy to play, so there is a big market for it.

4. Technology

- HTML, CSS, and JavaScript, basically what we have learnt in the class, reading and website resources.
- There will be no CSS/HTML frameworks and JavaScript libraries in this project.

5. Challenges and Plan

- **Challenges**
  - Technology: JavaScript code for the main game page will be a little tricky and we need to put more effort into it. We need to design how the game will run and how things will be calculated.
  - Interaction: The interaction effect will be especially important for the project and we need to make sure it interacts with potential users well.

- User Experience Research: It's our first time to create a website so that we need to do much user research to dive deeper into the user needs and create the function accordingly.

- Time: There will be not much time to finish this project since there is only two weeks ahead

● **Plan**

- November 28th (Monday): submit the new project proposal and wireframe;

- November 30th (Wednesday): submit the new prototype and design documentation;

- December 3rd (Saturday): submit the user experience report;

- December 6th (Tuesday): submit the final project and make the presentation of this project.