

User Goals

How will your users understand the content of the project?

- Users will understand the content of the project by having a tutorial screen and through the minimal design of the app.

How will your users understand the primary objectives?

- The user will understand the primary objectives of my project through an about page or having a quick blurb during the loading screen.

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

- My users need a way to quickly share their location, alert someone when they are not safe, and have someone be able to watch over them.

How do your users think your interactive projects should work and what are their experience levels with the type of media you are creating?

- My users think that my project will be able to allow people to see where they are and what they are doing. The experience level of my users should be everyday smartphone users, they should be able to quickly learn how to use the app, because the interface will be similar to other apps.