



# Project Planning!

## Let's make something cool

### Get started

1 You need a project name: \_\_\_\_\_

2 Every project has a purpose! You need to know what your project does and who it is for:

User: \_\_\_\_\_

I want to help them:

Have fun



Organise something



Learn about something



Be more efficient



Create something



Find something



### How will your project help?

Think about how things are before and after using your project!



Describe the project in 5 words



## Idea generation

Here's some questions to think about:

- How will you make the project? - Scratch, Python, HTML, etc
- What does your project look like? - Maybe sketch out some screens or decide who the characters are
- How will people interact with the project?

## Goal setting time!

Goals are one of the most important parts of any project - they keep you focused and give purpose.

They should be:

**Specific**

**Measurable**

**Attainable**

**Realistic**

**Time limited**

I want to \_\_\_\_\_ by \_\_\_\_\_

I want to \_\_\_\_\_ by \_\_\_\_\_

I want to \_\_\_\_\_ by \_\_\_\_\_

I want to \_\_\_\_\_ by \_\_\_\_\_



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