■ Project: Responsive Web System to Train Multiplication Tables

Client: [Client's Name]
Design Lead: Luanna Falcão (UX Designer)
Date: July 18, 2025

1. Project Objective
Create a responsive web application that helps users (especially children or adults
in educational reinforcement) to memorize multiplication tables in an interactive,
playful, and mobile-friendly format.

2. Target Audience
- Children aged 7 to 12
- Parents and educators looking to support learning
- Adults seeking to review basic operations

3. Key Features
- Training Mode: Select tables (e.g., 2 to 10) to practice with instant feedback.
- Challenge Mode (Quiz): Answer questions against the clock.
- Symbolic Rewards: Stars, badges, or medals to motivate users.
- Progress Tracker: Shows success rate per table.
- Accessibility: High contrast, legible fonts, audio playback of problems
  (helpful for dyslexia or low vision).

4. Technical Requirements
- Web-based platform (HTML, CSS, JavaScript)
- Mobile-first responsive design
- Local storage (localStorage) to save progress
- Potential for future expansion (user login, rankings)

5. Visual Style Proposal
- Vibrant colors (friendly and motivating)
- Simple and illustrative icons
- Friendly typography (e.g., Baloo, Comic Neue)
- Clear and playful interface

6. Deliverables
- Wireframes (low fidelity)
- Clickable high-fidelity prototypes
- Design System (buttons, colors, typography, etc.)
- User flow and interaction documentation
- Front-end development assets

7. Initial Timeline (Estimated)

Stage	Estimated Duration
Research and Benchmarking	2 days
Wireframes and Flows	3 days
Clickable Prototype	4 days
User Testing and Validation	2 days
Final Design & Deliverables	3 days

8. Notes
- The project can scale to include performance charts and user rankings.
- Ideal for schools, tutoring centers, or as a module in larger educational platforms.

■ Approval
If this proposal aligns with your goals, we can move forward with research and sketching.