

DES 427 ASSIGNMENT 1

MADI FISHTROM

"WELCOME TO THE PUMPKIN PATCH" P5.JS PROJECT

[HTTPS://DES427ASSIGNMENT1.000WEBHOSTAPP.COM/](https://DES427ASSIGNMENT1.000WEBHOSTAPP.COM/)

Design Brief

PROJECT GOALS

- EXPAND UNDERSTANDING OF P5
- CREATE A FUN USER EXPERIENCE

TIMELINE

- SEPTEMBER 18: FINALIZE IDEA
- SEPTEMBER 20: COMPLETE FLOWCHART, BRIEF, AND PERSONA
- SEPTEMBER 27: DRAFT 1 COMPLETE
- OCTOBER 2: FINAL PROJECT COMPLETE

TARGET

AUDIENCE

CHILDREN WHO ARE LEARNING HOW TO USE A COMPUTER.



BRANDON, 7, MALE

DAILY ROUTINE: BRANDON GOES TO SCHOOL AND IS LEARNING HOW TO TYPE. HIS MOM IS TRYING TO TEACH HIM HOW TO BETTER UNDERSTAND THE KEYBOARD.

PAIN POINTS: BRANDON BECOMES EASILY DISTRACTED IF THE LESSON ON THE KEYBOARD IS NOT EXCITING OR DOES NOT INTEREST HIM. HE LOVES HALLOWEEN, SO CARVING A PUMPKIN WITH LETTERS ON THE KEYBOARD IS THE PERFECT WAY TO TEACH HIM TO USE THE KEYS IN A WAY HE ENJOYS.

LEARN TO TYPE | STAY ON TASK | HAVE FUN

Flowchart

