

User Goals

1.) How will your users understand the content of the project?

The users will see a brief tagline before they press start.

2.) How will your users understand the primary objectives?

There'll be a welcome pop-up window that introduces the user to the app. This will inform them on how to use the app and what the function of it is.

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

They need alerts and a database to store the workout activity. They need it in an app form with easy access tabs.

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

I think that my users will expect their music to play through the workout app and that it's aesthetically appealing. It should be something that they want to continually open and use.