

User Goals (1 point)

- How will your users understand the content of the project?
 - They will understand it as they experience it. We don't want to have too much description about the project prior to them opening it. The only instructions should be at the title screen they have to speak to start.
- How will your users understand the primary objectives?
 - By figuring it out through exploration; experiencing the experience
- What content and features do your users need, and in what form do they need it?
 - Prompt to tell them how to start it
- How do your users think your interactive projects should work and what are their experience levels with the type of media you or your team is creating?
 - Just see it as another immersive experience. Long term: finding new applications to experience as they are already users of google cardboard.