# SPOOKS



# Let's get started

- **00** Product Summary
- **01** Audience
- 02 Sketches
- **03** Aesthetic Approach
- 04 Interation Diagram
- 05 Interface Design
- 06 Schematic Diagram
- 07 Photos

### **Product Summary: Spooks**

Spooks are the new high tech ghost detection specks. These state of the art specks are able to detect and differentiate the darger levels of ghosts. There will be built in lazers that will send your choice of ghosts away. With a simple press of a button, you will only be surrounded by the cool ghosts.

#### **Audience**

Spooks' target audience range in ages 16-40. This age range would consist of teenagers, young adults, and adults – the Millennials and Generation Z. This would be a luxury item for those who are able to afford them. Due to costly production, audience members in the "upper-class" would consider buying this product. The rest will have to deal with ghosts.

#### **Sketches**



# **Aesthetic Approach**

Why glasses? Because they are portable, fashionable, and easy to use!

# **Interaction Diagram**



Ldr Value



pot Value



switchValue



shows different sets of ghosts

uncovers the danger level of each ghost

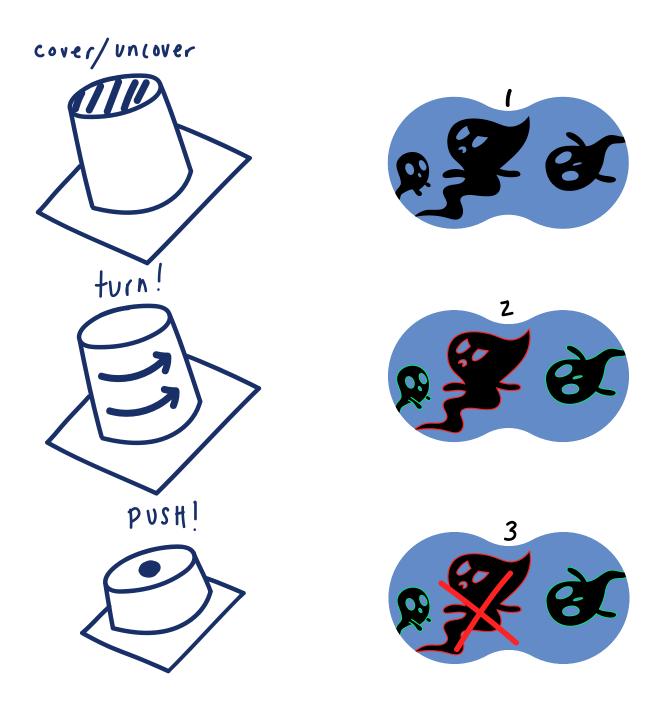
controls tint opacity

activates ghost spray

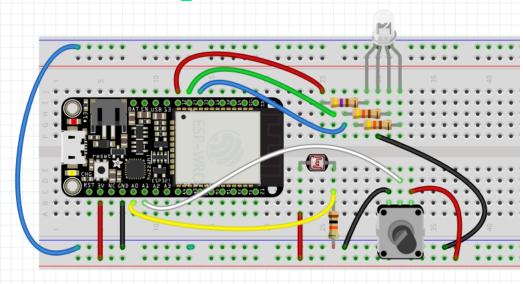
draws image of ghost spray

# **Interface Design**

By using the LDR, users can look around to identify ghosts by revealing the hidden ghosts in alternate dimentions. By turning the **potentiometer**, users are able to identify which ghosts are friendly or not. Red will appear on the dangerous ghosts, while green will appear on the friendly ghosts. Lastely, the **button** is used to transport the ghost(s) out of sight.



**Schematic Diagram** 



# **Photos**

