

### User Goals

1. How will your users understand the content of the project?
  - a. **They will understand the content of the project by viewing its 'Help' link. The instructions will be coherent enough from them to experience the app and learn its rules along the way.**
2. How will your users understand the primary objectives?
  - a. **Through my 'Help' and 'About' links. These will inform the user about the purpose of the project and what to expect when using it.**
3. What content and features do your users need, and in what form do they need it?
  - a. **With regards to content, my users need a variety of options regarding world culture. They need to know that they have the flexibility to explore and know where and how they should start to familiarize themselves with another countries' culture. With features, they need to be able to filter information to search for countries manually and also to be alerted if they possess invalid form input(s). They need the content in the form of some type of makeshift database. They need the features in the shape of an online form and a search field.**
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?
  - a. **Users think that my interactive projects should be responsive and possess animations and effects. Their experience levels will be average because the media that I may or may not use will not be difficult to understand. It will either be a video, Google Maps, or a looped gallery of images.**