

User Goals

How will your users understand the content of the project?

- There will be instructions explaining what the game is about and how to play
- The icons/graphics will be simple and clear to understand

How will your users understand the primary objectives?

- The interface will be intuitive, clear, and easy to understand what the goals of the game are

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

- They need to be able to control objects. This can be done through dragging and dropping
- They need visual cues to show user interactions. For example, hover effects to show when an object can be moved.
- They need written instructions to guide them on how to play the game

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

- They should have a knowledge of icons and objects from the MU/Silo
- They should be familiar with clickable features that are generally used in other apps/games
- Users should think my interactive game is intuitive to play and easy to control