

## User Goals

- How will your users understand the content of the project?  
The user will understand through various panels or modules designated for the functions of the tool.
- How will your users understand the primary objectives?  
The primary objectives will be understood through the headings of the sections that specify the functionality of each module.
- What content and features do your users need, and in what form do they need it?  
The users will need a to-do list panel with a clickable “add function” to add an element and remove it. In addition, to allow prioritization of tasks, they will need a drag/drop feature. They will need an interactive, editable syllabus page with permissions given to the instructor and alerts for the students.
- 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?  
The users would want the project to work with instantaneous updates. The labels for the buttons and features should stand out and be visible and with clarity on how to use it, as some of the professors from the older generation may have limited experience with interfaces on desktop or mobile. At the same time, the UI should be appealing as well as straightforward to convey a sense of clean organization to every user.