## <Put title of system here>

Interactive Design Document

Version: <Put number here>

Date: <Date goes here>

Presented by: <Team Name>

|  |  |
| --- | --- |
| Team Member 1’s Name |  |
| Team Member 2’s Name |  |
| Team Member 3’s Name |  |
| Team Member 4’s Name |  |
| Team Member 5’s Name |  |

# Revision History:

<Record all document updates by date and document revision number.>

Be sure to remove any instructional text.

# Conceptual and Intermediate Design

## Sample Persona

<A detailed description of the persona for one work role.>

## Sketches and Storyboards

<Paste images of the sketches and storyboards created during ideation. Annotate the sketches and storyboards to guide the reader. What mental models and metaphors were considered? What emotional impact do you want to achieve? >

## Wireframes

<Paste images of the wireframe designs created. Briefly describe how you arrived at this design>

# Detailed Design

<A description of the user interface design of the software is presented in the sections below.>

## Description of the User Interface

< Paste images of prototype screens. For each screen in your prototype, have a screen ID, title, and a short description as to what system features the user and computer interaction represents.>

## Interface Design Rationale

<Describe the affordances and design principles and guidelines used in the interface design.>