

## PROJECT BRIEF

Client:	Bigfoot Donuts	Deadline:	March 30, 2023
Project Name:	Bigfoot Donuts Web App	Author:	Elena Rardon

### THE ASK

#### What is the objective of the project?

Here you need to **define the problem**. That is, you will include the need statement and target audience that you created as part of the previous module's assignment, based on Lionel.

In this section, you'll also describe your solution: what your web app will be and how it meets the need statement.

Lionel, an architect who designs custom homes, needs a way to quickly customize gifts for his clients so he doesn't have to spend a lot of time searching for the "perfect" gift.

The Bigfoot Donuts Web App will offer a way for customers, like Lionel, to design custom donuts and order them from the store with just the click of a few buttons.

#### What are the deliverables?

Here you need to define your **minimum viable product**—exactly what it will include. You should include the number of screens and what would be on each screen (this can be brief).

Then, describe your three additional features—exactly what they will be (and whether they will be embedded on existing screens or if they will add screens to the app). List the additional features in order of priority.

When opened, the Bigfoot Donuts Web App offers a blank donut template and a series of customization tools (text, colour, images). Customers can drag and drop from these tools onto the donut to create their custom snack. Once the donut is complete, customers are taken to a submission page where they can submit their order.

#### Additional features:

- A way for customers to save their custom donuts, in case they want to order them again.
- 3D spinning donut image, so customers can see exactly what their donut will look like from all angles.
- A "random" donut generator