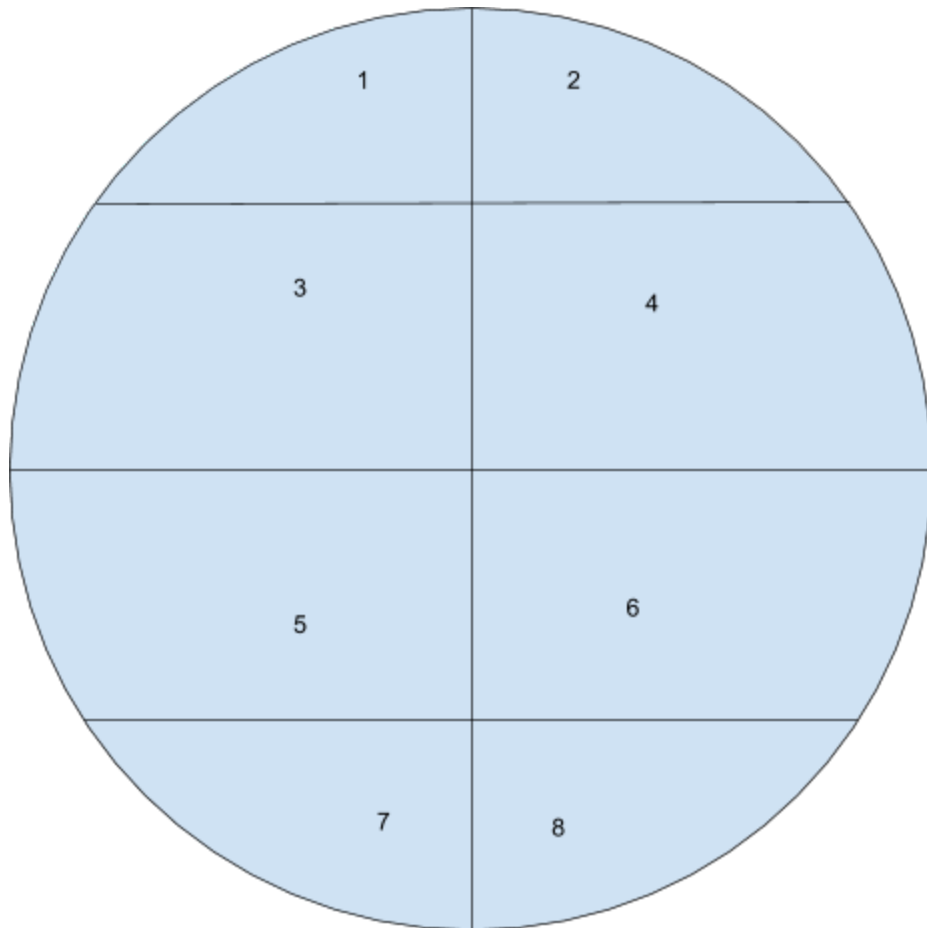
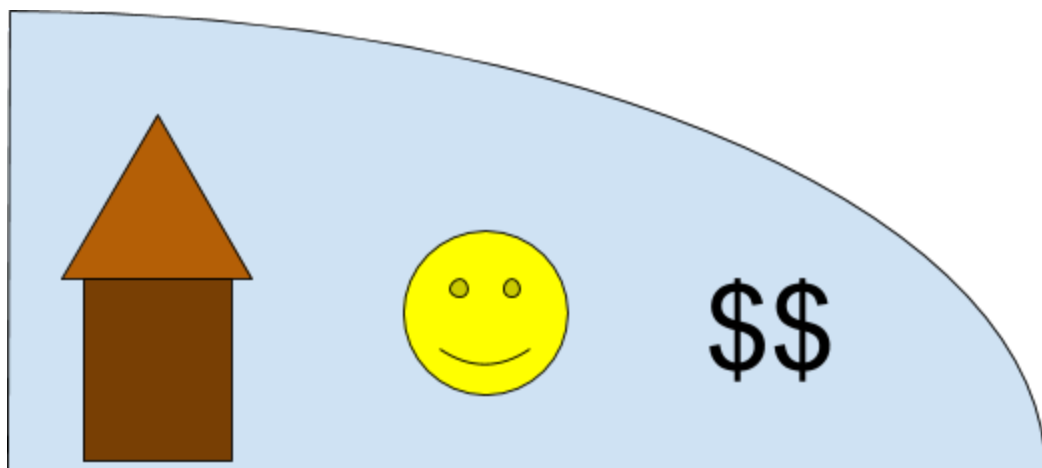


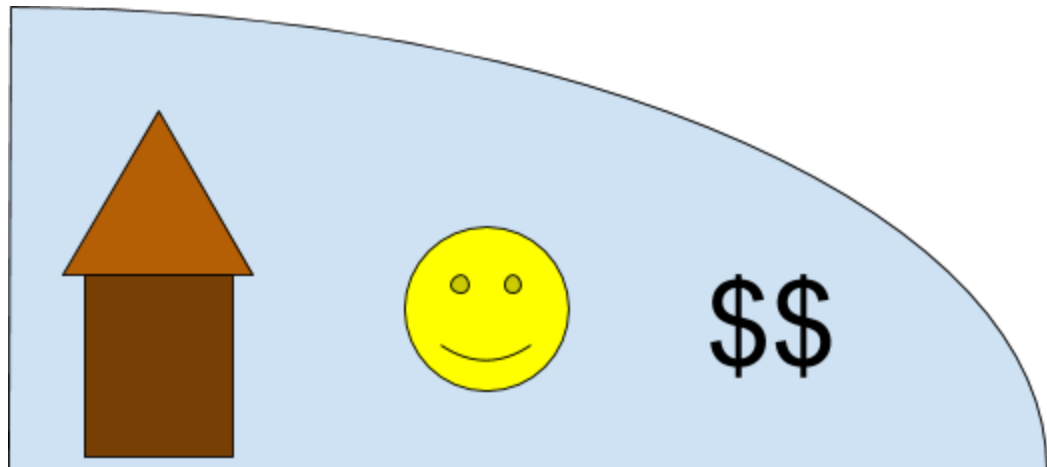
Michael Larnick
James Sepanak
John Spiridigliozzi

Wire Frame

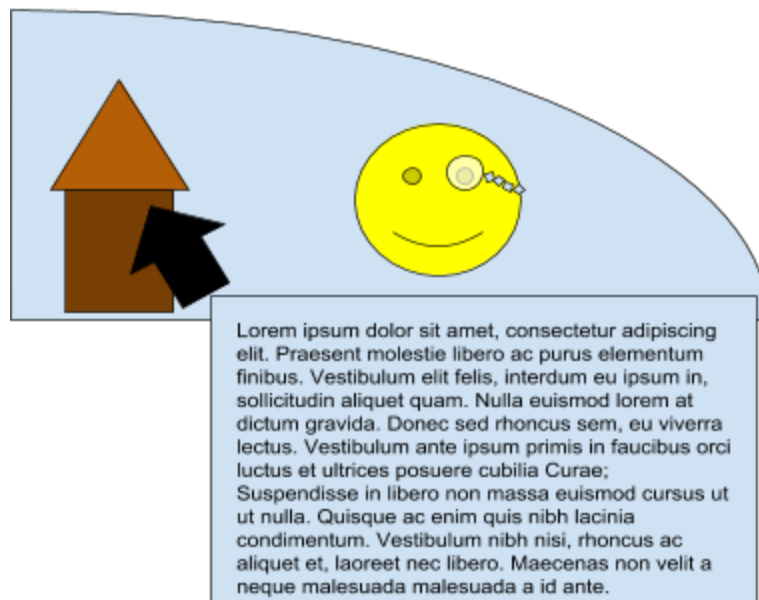


When clicking a section will pop up like this





Then when hovering over an item it will bring up more information



GENERAL INFO:

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Praesent molestie libero ac purus elementum finibus. Vestibulum elit felis, interdum eu ipsum in, sollicitudin aliquet quam. Nulla euismod lorem at dictum gravida. Donec sed rhoncus sem, eu viverra lectus. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae; Suspendisse in libero non massa euismod cursus ut ut nulla. Quisque ac enim quis nibh lacinia condimentum.

Design Bible

Font type: Arial

Why: It is a nice simple font style that is easy to read.

Font Color: Black.

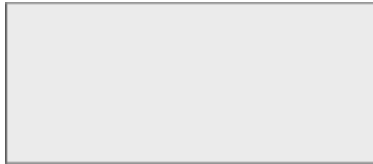
Why: Black would be a great font color because it would contrast with the white color of the moon. This would make it not only easy to read but stand out.

Font Size: 30pts

Why: This size will let the text be seen from a distance but also keep is small enough that it can fit on the moon.

COLORS

Very Light Gray RGB: (225,225,225) Hex: #ebebcb - The background of the moon



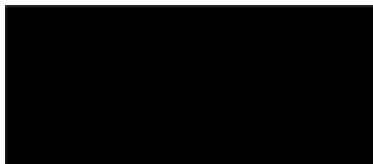
Light gray RGB: (176,176,176) Hex: #b0b0b0 - This would be the outline for the craters



Gray RGB: (122,122,122) Hex: #7a7a7a - This would be the inside of the craters



Black RGB: (0,0,0) Hex: 000000 - This will be the background of everything. The color for space.



Yellow/Gold RGB: (255,221,0) Hex: #ffdd00 - This will be the color of the stars



Delivery Medium:

Project is designed to be projected onto a screen but also be viewed from a computer monitor.

Button size:

Buttons are going to be placed on the moon in order to navigate to the different screens. The sizes will vary based on the overall size of the moon as well as the section that the button covers.

Interface Elements:

The users will be able to interact with the image of the moon. The moon will be divided into different segments which open up smaller screens that overlap the image of the moon. Each segment will represent a different “community” and contain a look at one of the neighborhoods.

Each neighborhood would have buildings (such as schools or malls) that the user can put their cursor over to learn more information about. Additional information will also be provided on the side of the pop up in it’s own separate box.

At the bottom of the general information box will be a return button to go back to the moon and choose another segment.

Design Notes

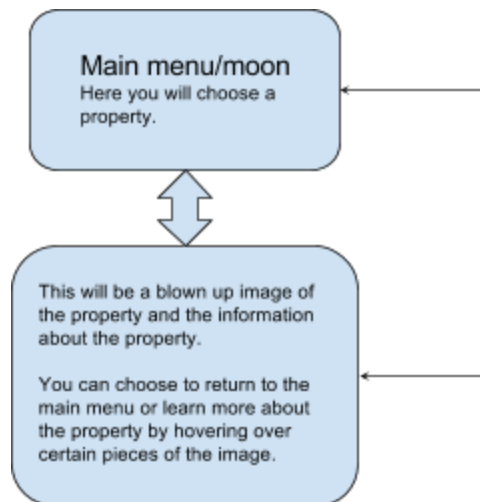
Notes regarding the information that each segment of the moon will hold. I wasn't sure if these would go into the design bible so I put them here.

Number of segments on the moon: TBD (Eight seems like a good number, should discuss how we plan on arranging the different segments)

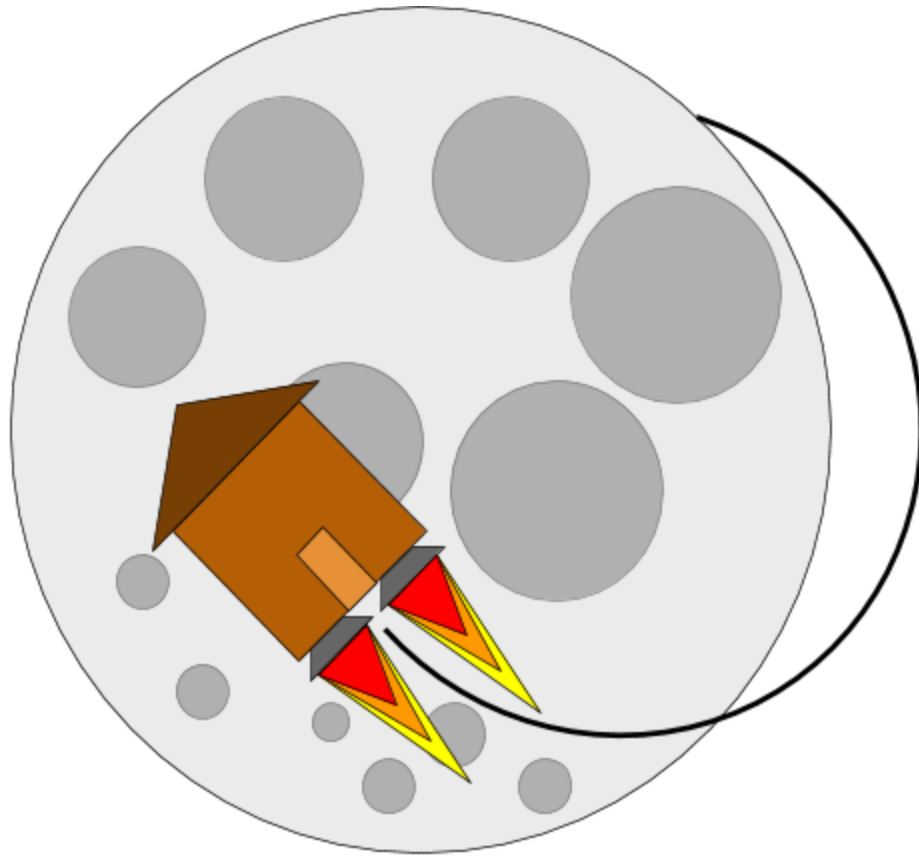
Area information:

- Crime Rate
- Population
- Community buildings (Gyms, Schools, Stores/Malls, etc.)
- Historic Landmarks

Each segment is meant to represent a separate “community” and would have different social classes, population numbers, infrastructures.



LOGO



LOCAL LUNAR HOMES