

#### PROBLEM STATEMENT

America is becoming more active, yet is still becoming more obese. We lack nutritional education and disciplined diets. The average American consumes almost four times more sugar than the daily recommended amount. This is from dishonesty in the Sugar Association and food labels, as well as a lack of knowledge in the health risks of sugar.

### PROJECT BRIEF

Sweet Deceit is an interactive platform that strives to educate users about the effects of sugar and the harm it can have on their body. Through acquired knowledge of sugar, users can apply what they learned to achieve healthier diets and avoidance of sugar.

### THE USER

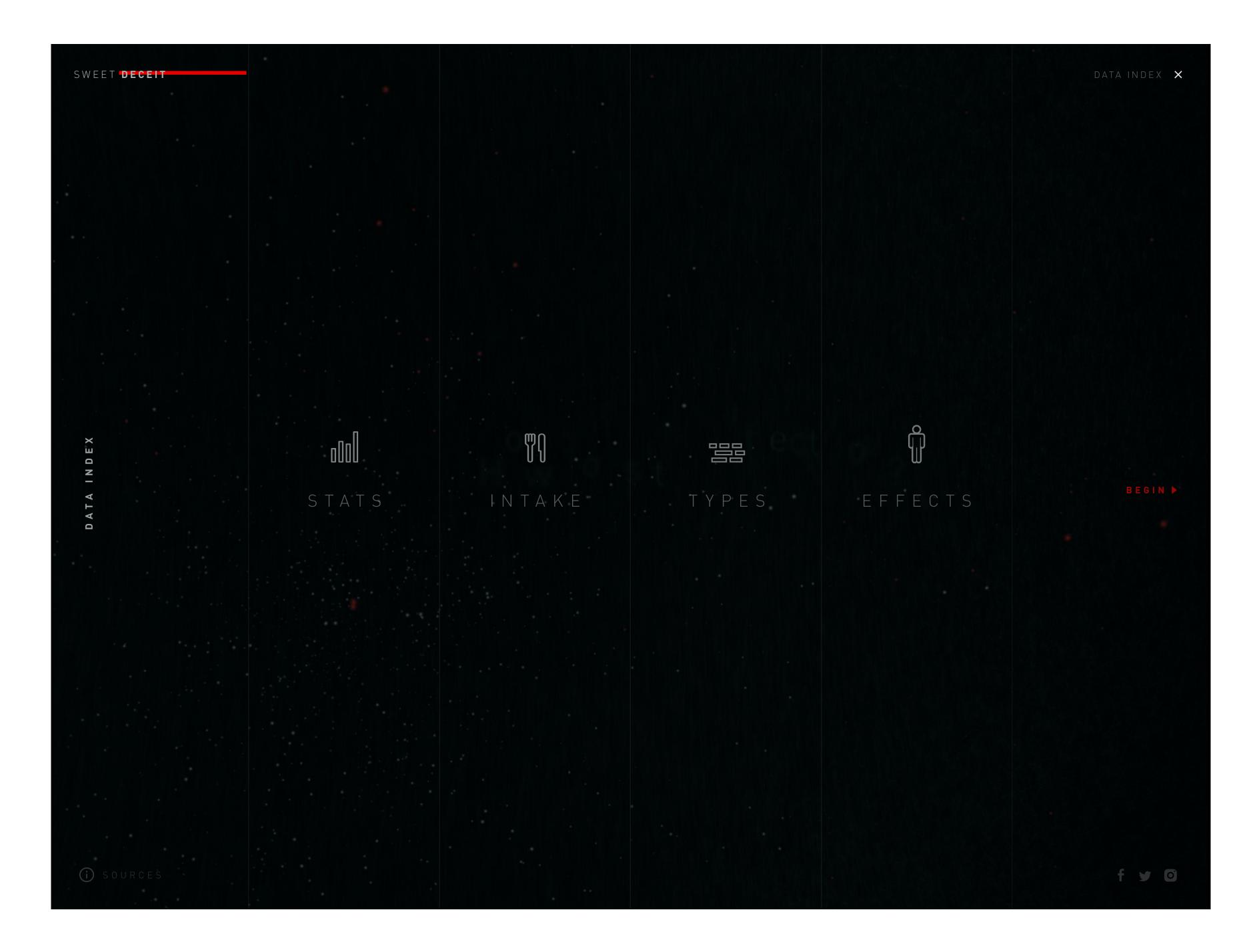
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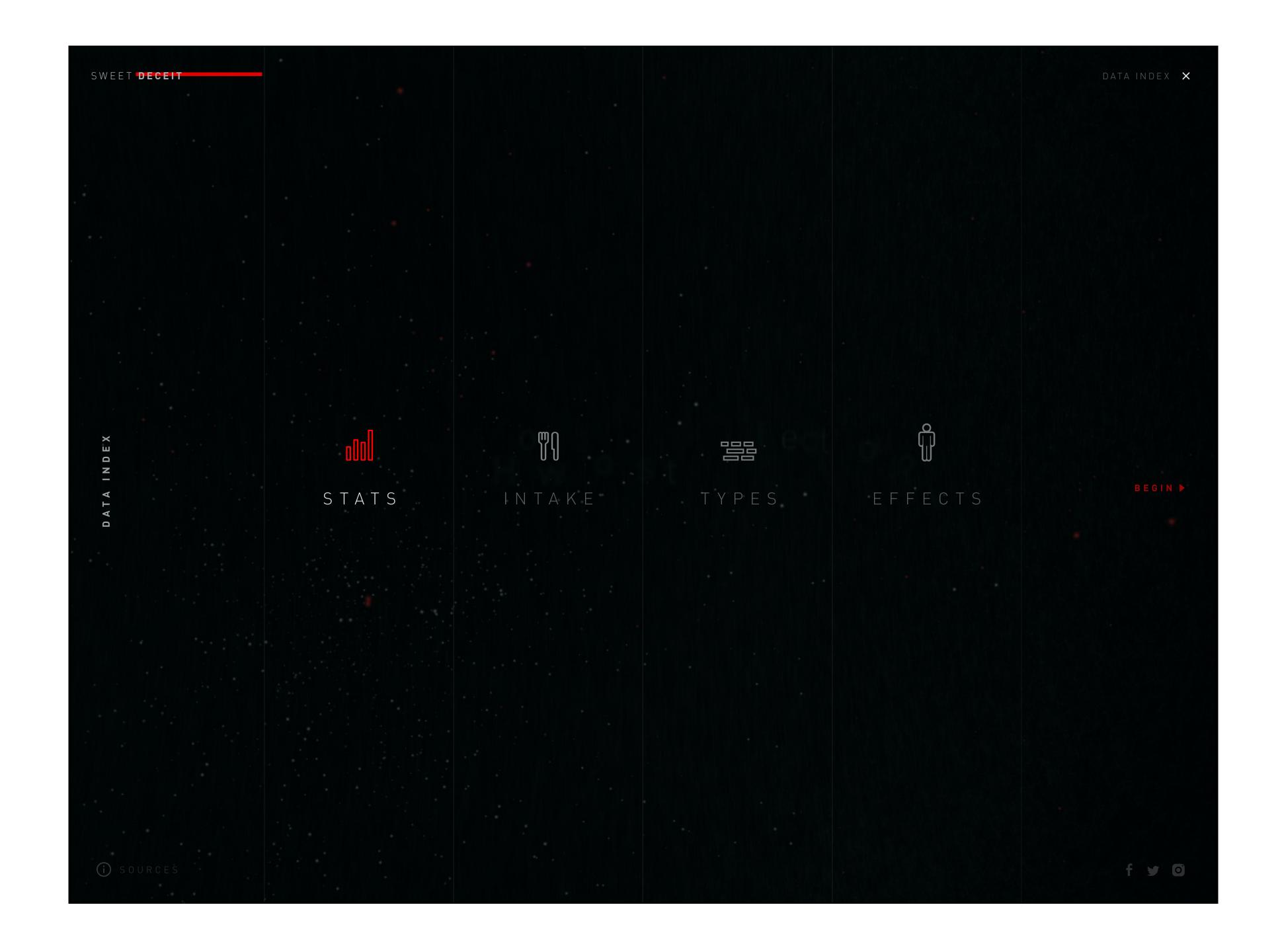
The target audience is the lower to middle class on a budget, working to make ends meet to feed and care for a family or pay for their own education between the ages of 20-38. They could be college students, young parents, single parents or independent hard workers.

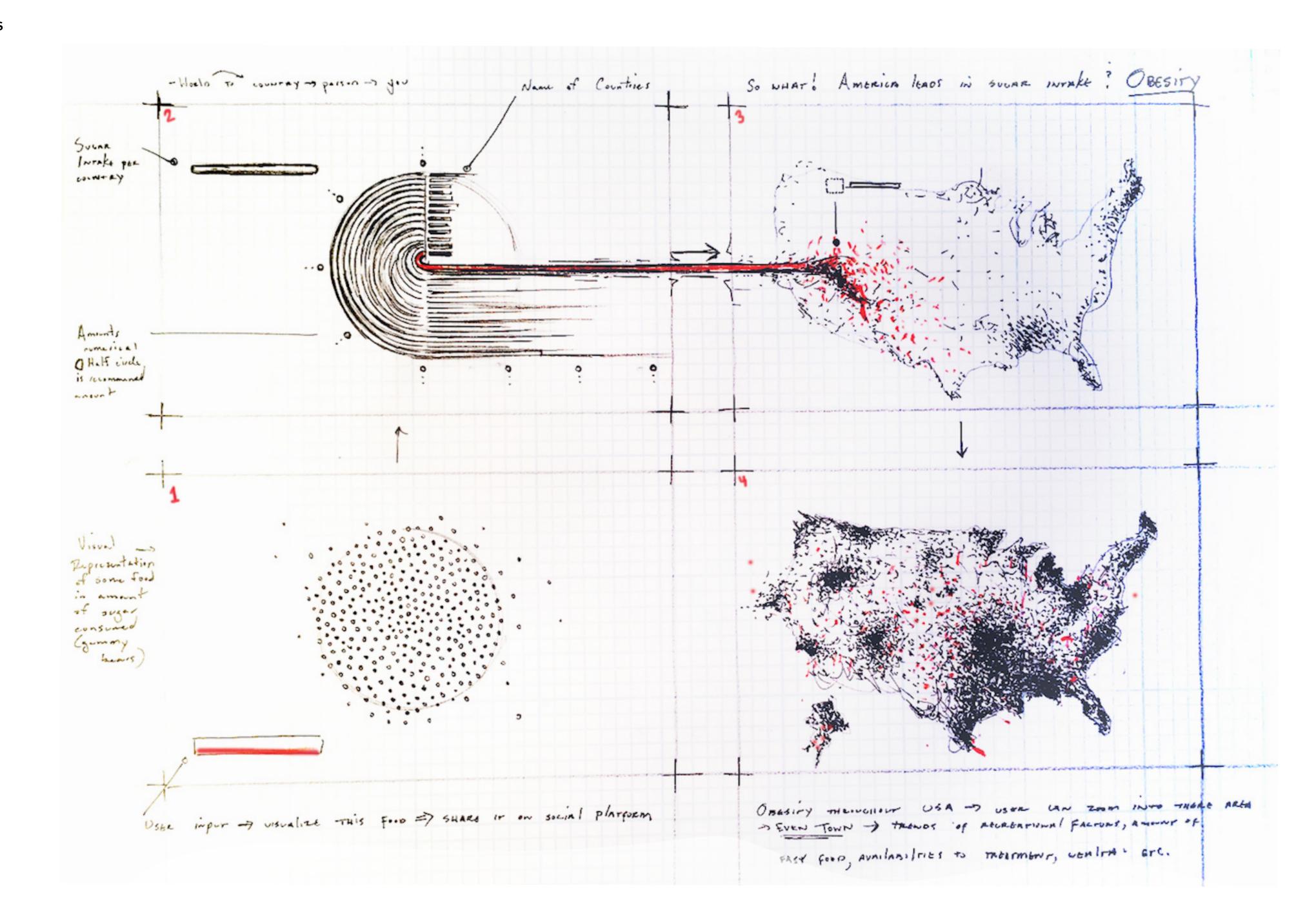
### **USERFLOW**

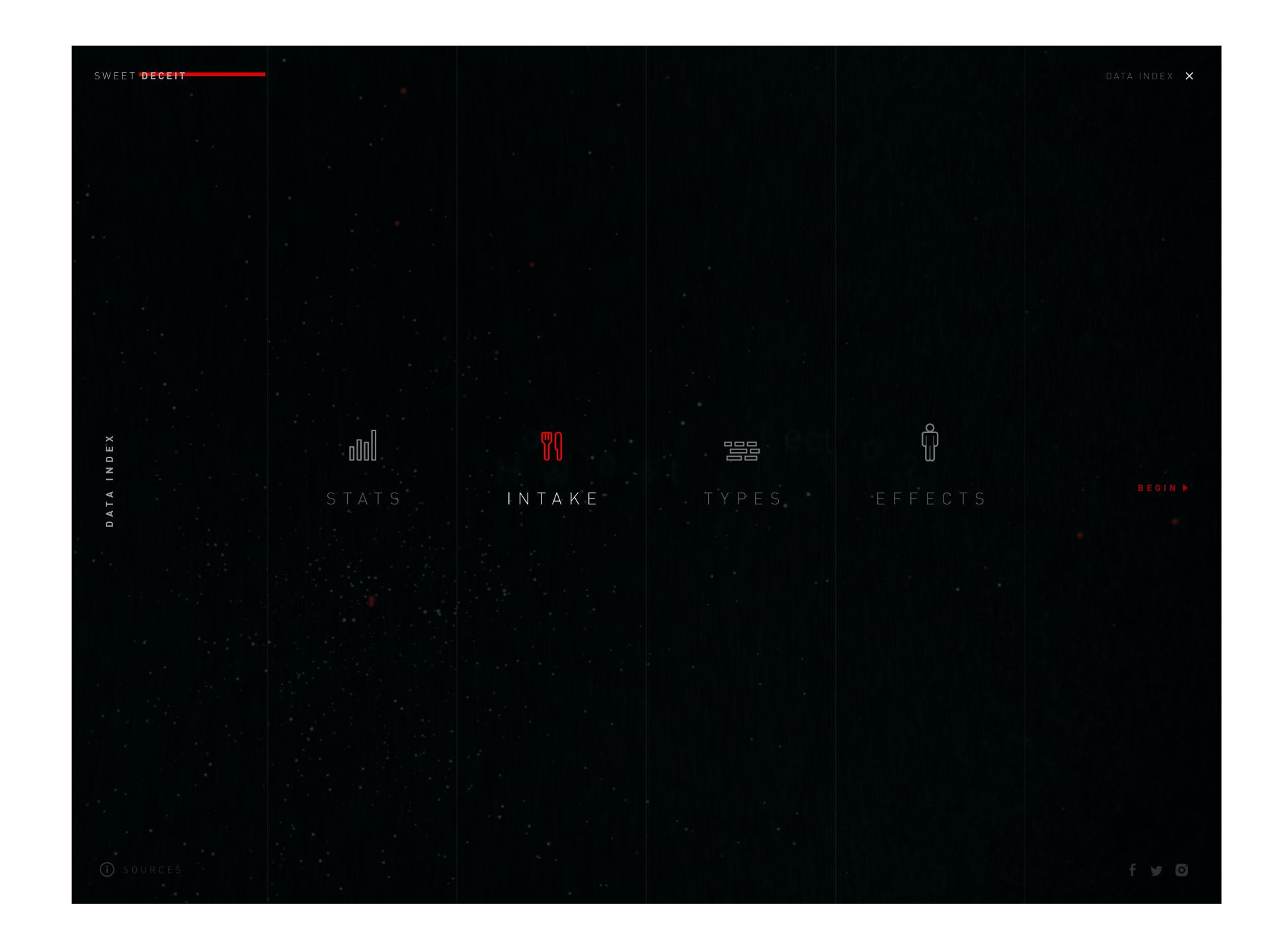
Jake doesn't pay much attention to how much sugar is in the foods he eats. His friend just told him about this app that calculates sugar intake so he decided to check it out.

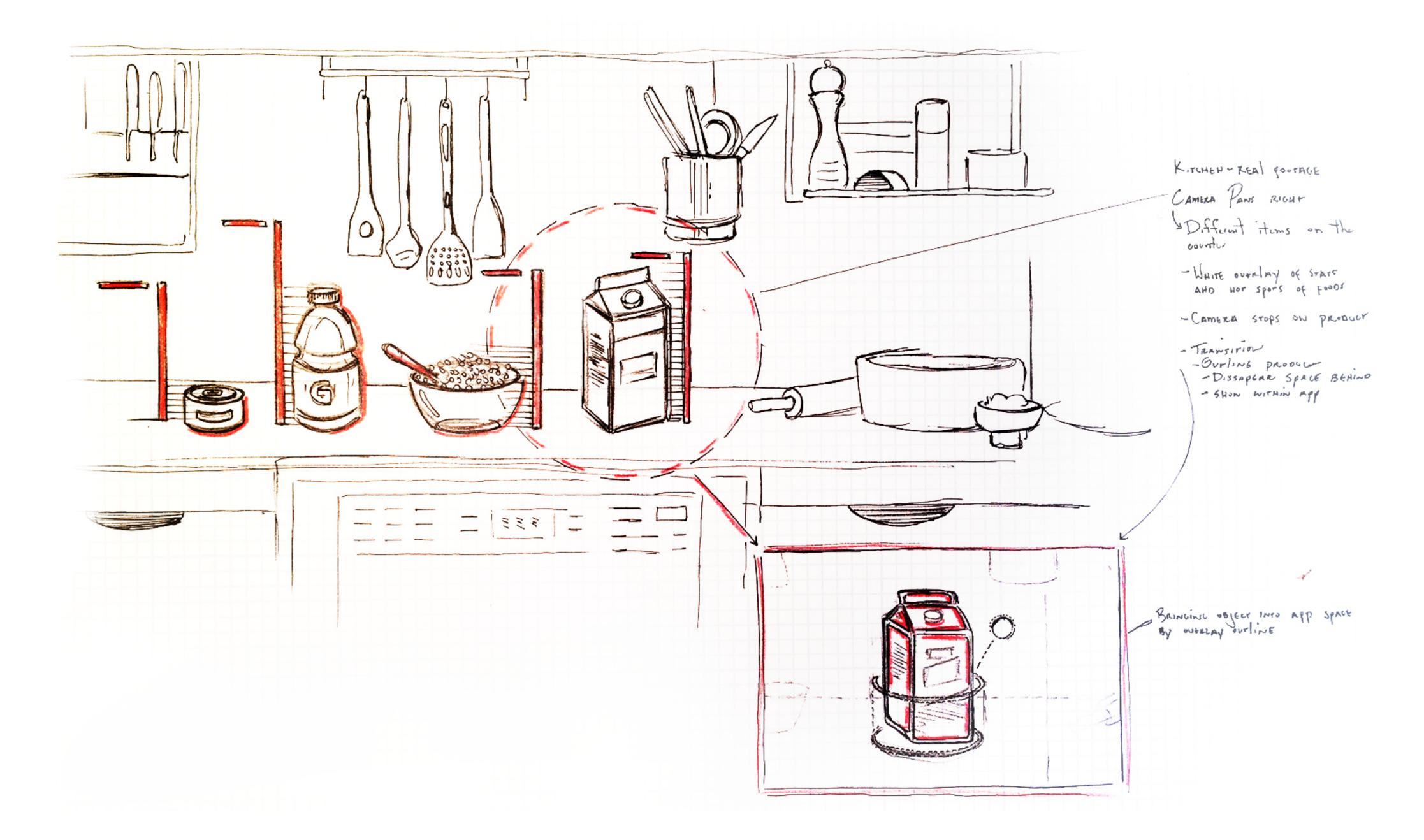


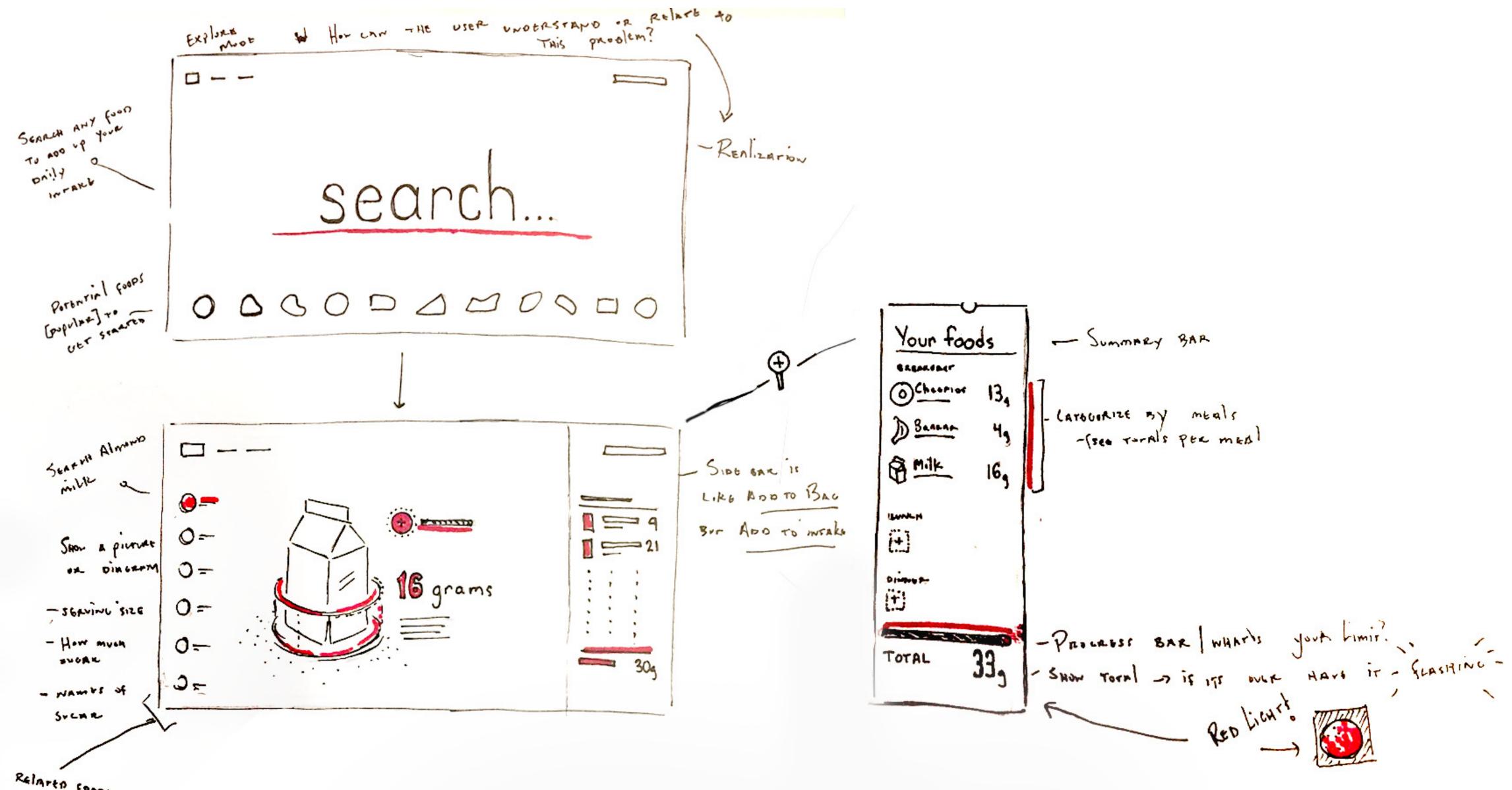




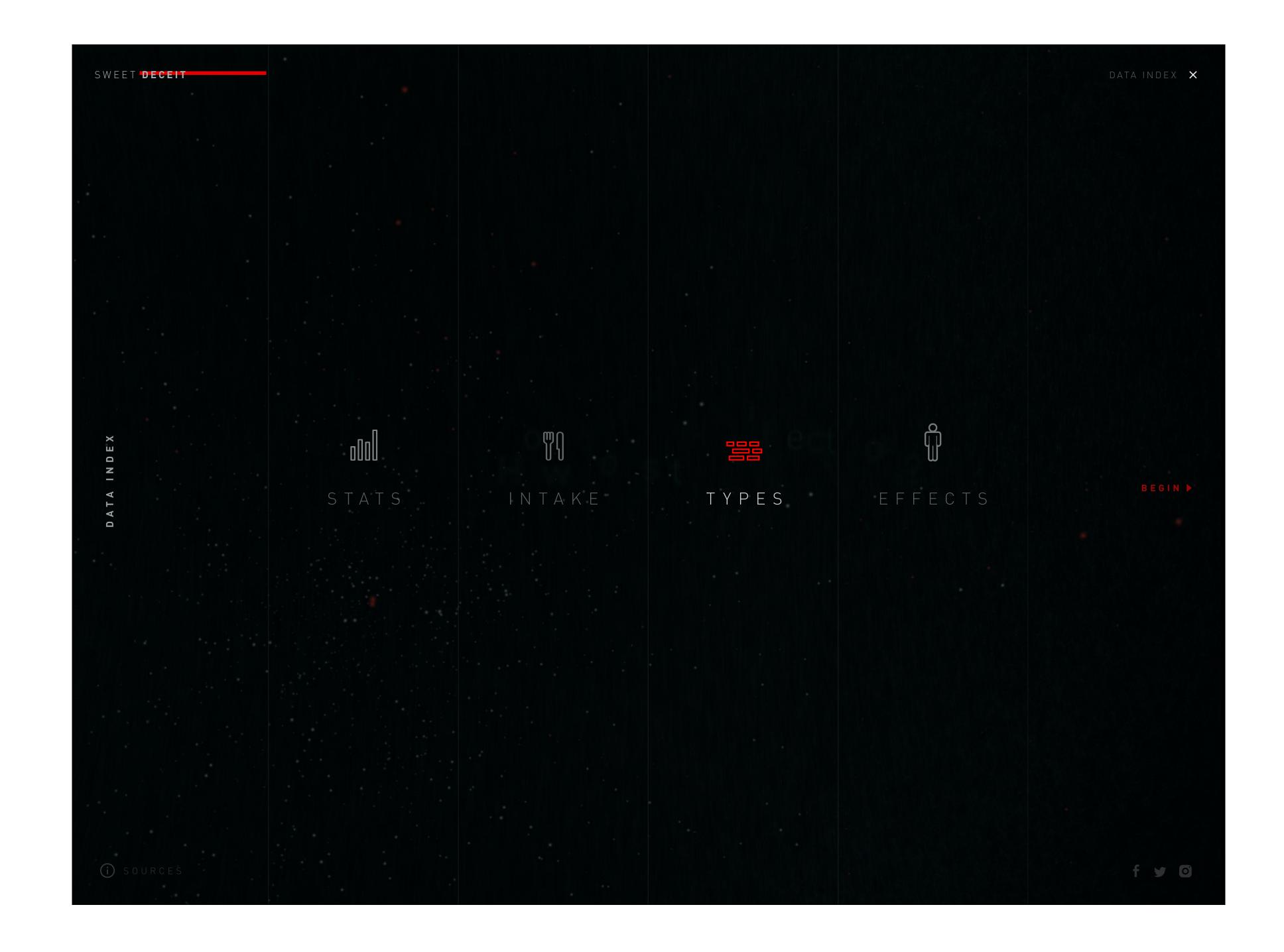


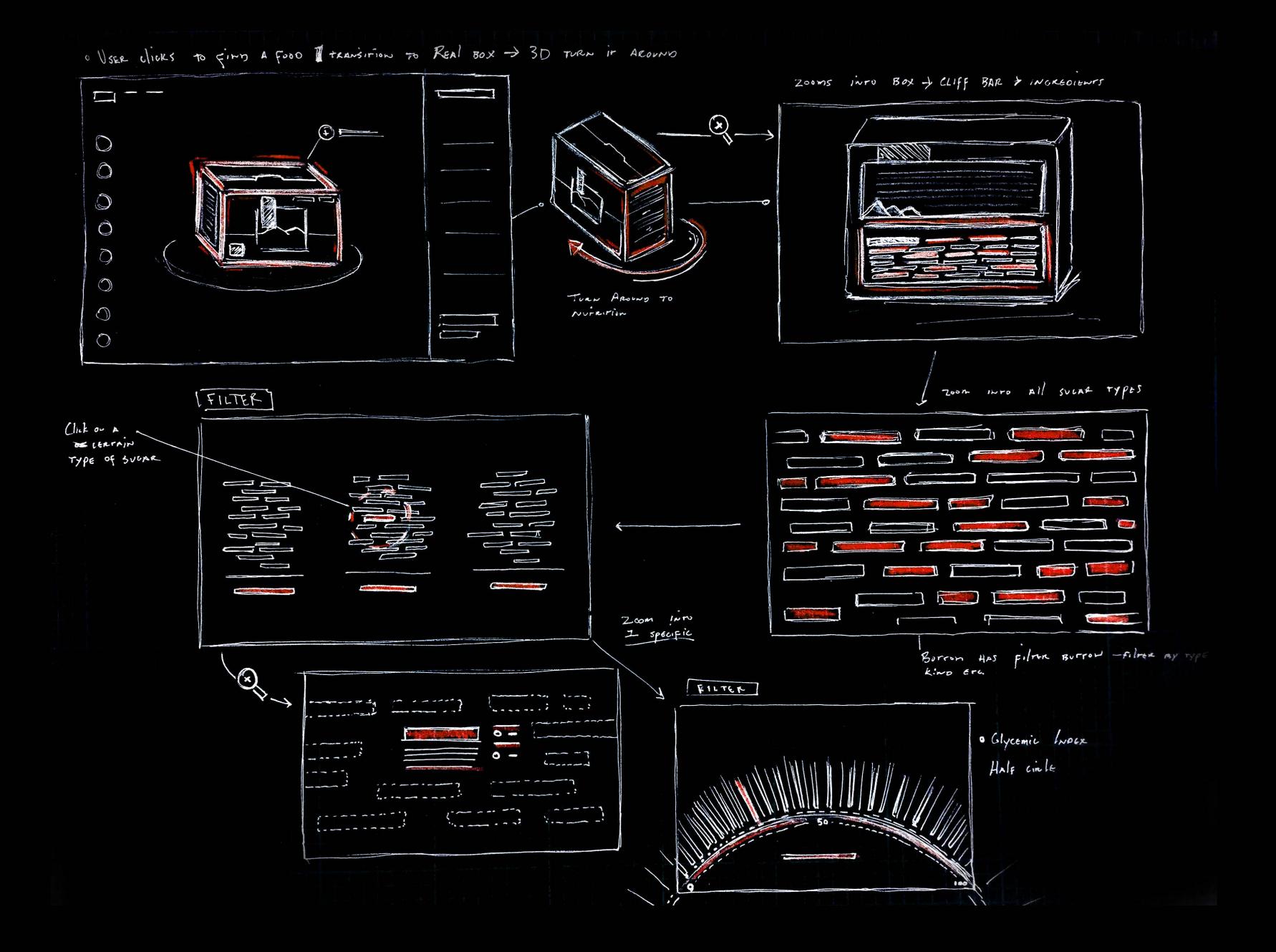


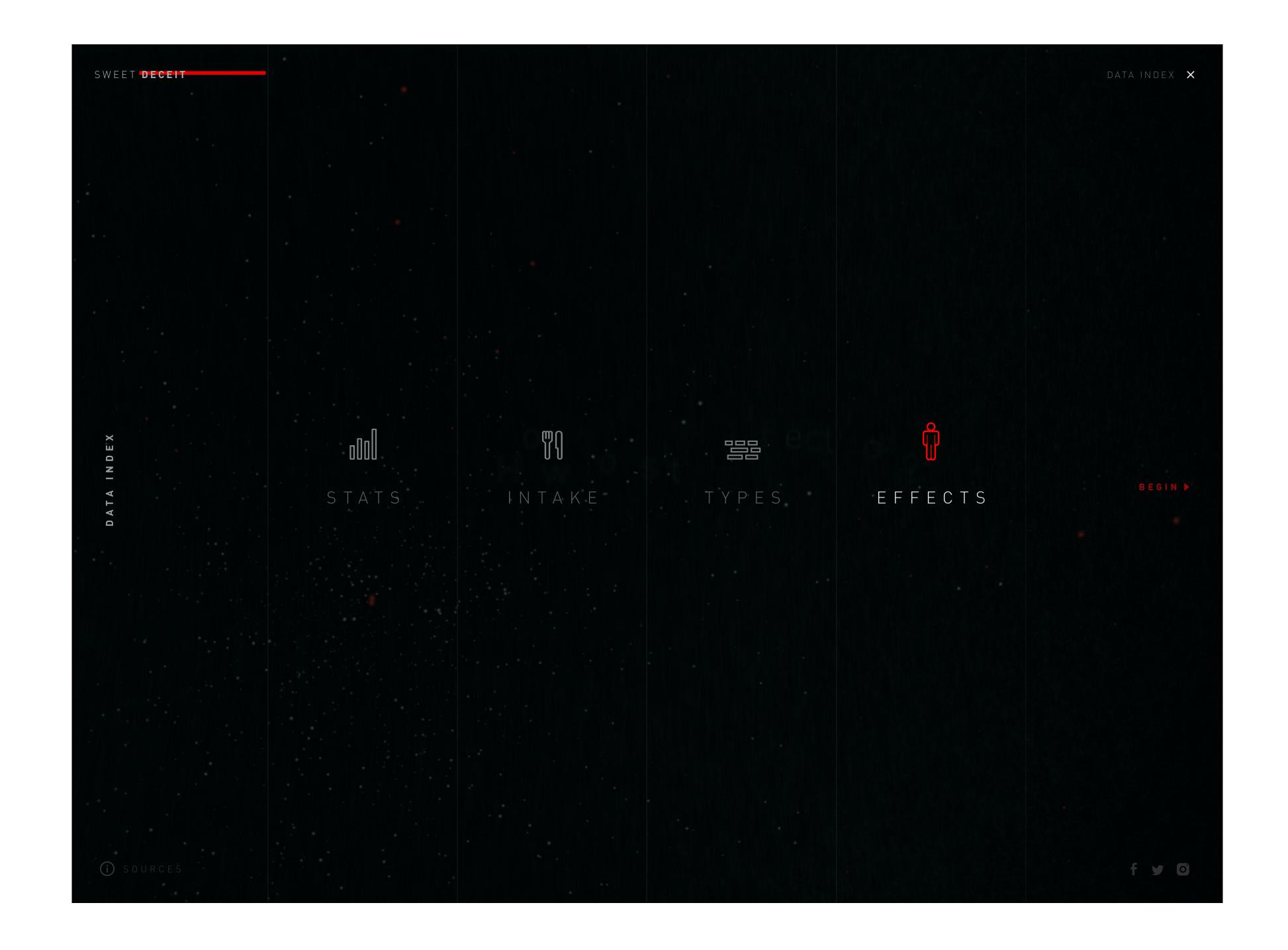




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# MOOD BOARD



Truth

Connectivity

Hope

Innocence

Eye-opening

Transparent

Progress



## STYLE BOARD : DARK



Bold

Intense

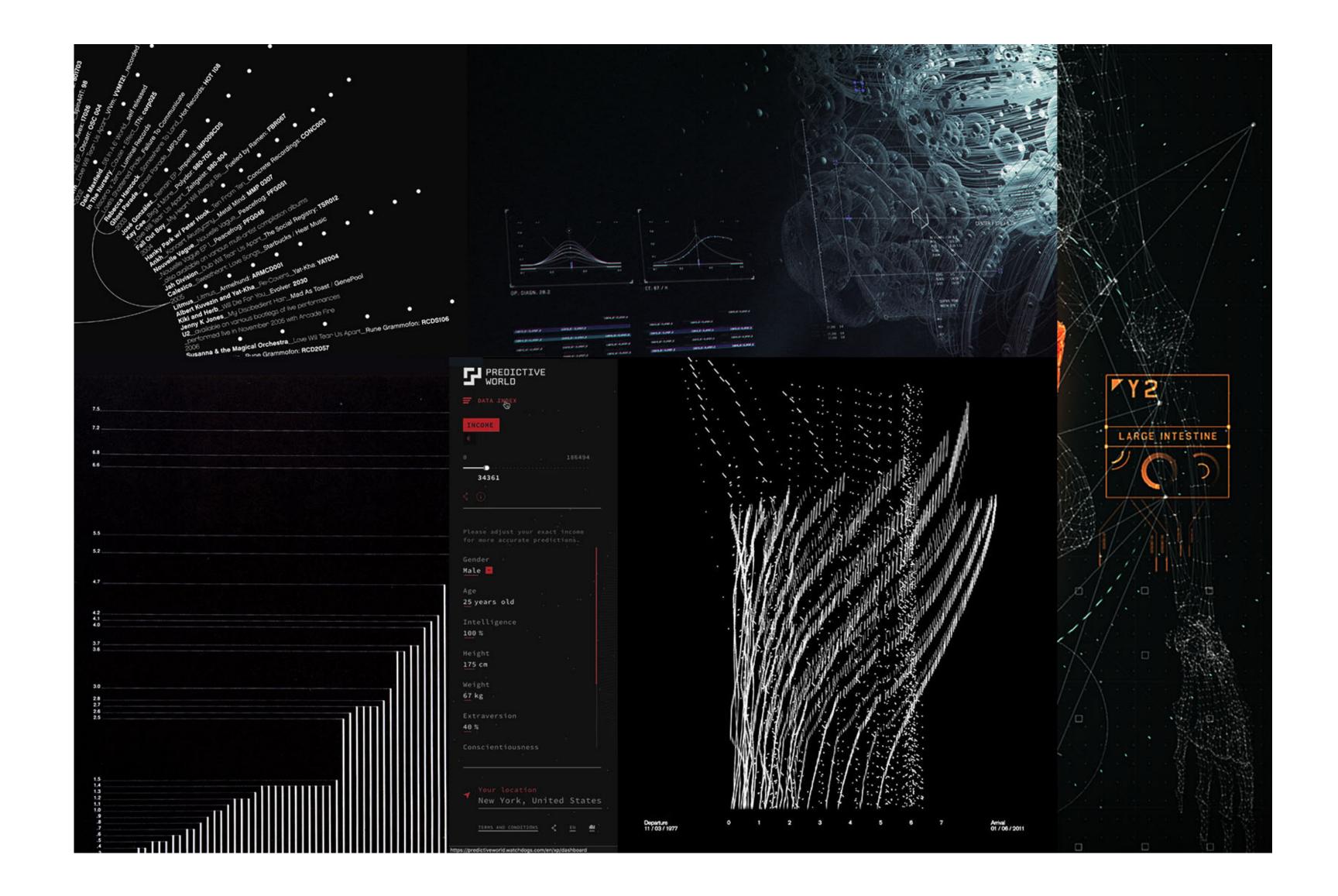
Confident

Reliable

Systematic

Visionary

Clear



# STYLE BOARD : LIGHT

Honest

Textured

Reality

Simple

Inviting

Gritty

Process

Impression

