# Activity sheet 1.23: Sowerby Biscuits – creating a storyboard

*Learning outcome B: Be able to use project planning techniques to plan, design and develop a user interface*

*B3: Creating an initial design*

You have already thought about your design specification and made notes on features such as:

* user requirements
* input requirements
* output requirements
* accessibility features.

These have taken into account the fact that Sowerby Biscuits does not currently have an   
online shop.

You are now ready to create a storyboard for the **homepage**. This should show what the screen will look like at different stages, including:

* what will be initially displayed to the user
* what the screen will look like while the user is browsing for products
* what the screen will look like after the user has entered their search criteria.

Use the spaces on the next page to create your storyboard.

You may wish to sketch it out on another sheet of paper first. This will enable you to try out different ideas before deciding on the final version.