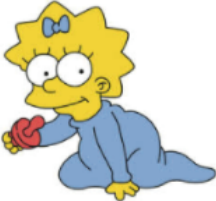# Design a Chair Challenge

Directions: In this activity, you will design a chair for one of the Users. Keep in mind what their needs are, and how they will use the chair.

Step 1: Review the Users and their Backgrounds

Users	Background
	Grandpa is an old man who is achy and sometimes a bit grouchy. He has trouble getting around, so he walks with a cane. He also has difficulty getting into and out of his chair, though he sits in his chair most of the day.
	Ralph is a high schooler who spends 8 hours a day in class. Most of the time, Ralph has to sit in uncomfortable chairs, sitting up and facing the front of the room. When Ralph moves between classes, he carries a large backpack. When he gets to class he needs a place to put his stuff.
	Neil is an astronaut who travels to space. When he is in his space ship, he is in a weightless environment. This is cool most of the time, but it is a challenge when he needs to sit down and drink his Tang. Neil also has a bulky space suit that often gets in the way.
	Maggie is a 1 year old who loves to play and crawl around everywhere. Maggie likes to explore on her own and be independent while she sucks on her binky. When it's time for her to sit still she gets whiny and squirmy.
	Lisa is a marathon runner who runs every single day. She hates being stationary, and because she exercises so much she has really sore muscles. When she finally does sit down it's really important that her chair be very comfortable to help her relax and recover for her run the next day.

Step 2: Decide which User you will Design a Chair for. What are their needs?

Step 3: Design a Chair and Label the features that are unique for your user