I. **Interactive resume project overview**
  A. **Information design**
    1. Inventory of topics
    2. Ranking
    3. Linking
    4. Delivery medium
  B. **Media assets**
    1. List content items
    2. Acquisition
    3. Editing/Conversion
    4. Hardware issues:
    5. Cross-platform issues
    6. Naming Conventions for final files
  C. **Decide on user-interaction metaphor(s) for interactive segments**
    1. ex.: tabbed notebook, 3-D museum environment, file cabinet, etc.
    2. Create a "Tour Guide" character that viewers interact with
  D. **Decide on graphic and audio "look" maintained consistently throughout**
    1. Choose a basic appearance: formal, playful, trendy, zany...
    2. Color scheme that will translate well into an 8-bit palette
    3. Audio needs to be broken up in brief segments so it will not interfere with user-interface responsiveness.
  E. **Decide on specific user-interface devices**
    1. Quantity/complexity of options
    2. Iconic vs. Text labeling of user interface controls
    3. Sliders/Dials for continuously-variable quantities
  F. **Implement user interface**
    1. Create User Interface graphic elements
    2. Create User Interface audio elements
    3. HTML authoring
    4. Director authoring
    5. Lingo programming
    6. Acrobat
    7. Cross-platform issues
  G. **Load in actual media**
    1. Finalize folder structure for CD-ROM
  H. **Initial testing running off hard drive**
  I. **CD-ROM premastering & one-off burning**
  J. **Final testing running off CD drive**
    1. Is a relevant test population available?
  K. **CD replication**