TEAM PROJECT: WORKING PROTOTYPE

Due: Week of April 5-8 at time to be scheduled with GTA

Format: demonstration to TA
         1-2 page report of implementation

We are asking that you have a prototype interface running that will permit you to test it with users. As a reminder, this is an interface design class, so the underlying system can be simulated but the user interface must work. It can be developed using any tools. We are expecting to see the core interface functionality that you described in your concept presentation / Team Report 2.

We are asking Kibum and Jacob to verify that you have created something that runs. Therefore, they will post a sign-up schedule for you to show them the working prototype. We are aiming for Wednesday and Thursday, but it might be before or even as late as Friday morning. At that time, you should also turn in a brief report:
- what has been implemented.
- how it was implemented (tools, etc)
- include screenshot(s)

Expect to spend only 5 to 10 minutes showing that your prototype works. However, expect to spend 10 minutes BEFORE your scheduled appointment plugging in, loading files, verifying it works. If you have your prototype on a laptop ready to go, that is great; we will also have a couple of PC's available to download to.

A Very Minimal Definition of "Working Prototype":
- the displays should be realistic (especially in terms of scalability in number of items displayed.)
- the interaction should exist (mousing, clicking, dragging, etc.), and result in appropriate feedback.
- Type-in boxes can be typed in to
- Buttons change display state appropriately when pushed
- Pop-ups come up when and where you think they should
- Representations are more or less consistent. (e.g., a pie chart of file utilization matches the list display.)

Value: the report is worth 10% of the Team Project grade.

Next steps: You will evaluate the prototype with some usability testing. Your prototype will be improving as you fix bugs that testing uncovers and you refine the design based on feedback from the user testing. It is that revised design that will be polished into the final project for which you will create a final report and give a final presentation including a demo.

And then we're done.