Outline for capstone presentation

(in sequential order)

1. Stand
2. “In order to demonstrate the usability and quality of our program, we would like to invite two volunteers to use it. Particularly, two volunteers who are unfamiliar with our program.”
   1. devote 5 minutes to letting the volunteers use the program
      1. Don’t talk during this part? Not talking would help to truly demonstrate our program since it would prevent us from influencing the experience of the volunteers.
3. “Thanks for playing.”
4. Display slides
   1. user interaction diagram
      1. talk about what just happened in the context of the diagram
      2. talk about user requirements
      3. talk about the journey to meeting those user requirements
         1. difficulties
            1. time

research

coding

* + - 1. not difficult parts
  1. UML diagram, data flow diagram, and (maybe?) E-R diagram
     1. Readdress the journey of this project in the context of the aforementioned diagrams.