**DLD PROJECT PROPOSAL**

*[Group member 1, Group member 2, Group member 3,Group member 4]*

*Instructions: The proposal should be typewritten. Typically, it should be from three to ten pages in length, single-spaced, including the block diagram and any figures you may need. Download this as a word document [File> Download> Microsoft Word] or copy as google doc [File> Make a copy]. Google doc is recommended for team writing. In your proposal submission, make sure all headings identified as* **Bold** *are present and all Italics are updated with your project details including Group members. Use* normal font *to replace Italics (i.e. to write your proposal ).*

**Project Idea A: Main Idea**

**Project Title**

*Add project title here*

**Project Description**

*A description of the project in words, stating what your system is going to do. Describe the project and target user groups of project, show block diagram, identify system input peripheral (i.e. any sensor, keyboard, mouse)*

**Prototype(s)**

*Prototyping gets ideas out of your head and into the world. A prototype can be anything that takes a physical form—a wall of post-its, a role-playing activity, an object or wireframe (See Figure 1,2,3).*

*Imagine any snapshot of your project in action and try to bring that snapshot in real life using props[[1]](#footnote-0). Though you do not have to implement it on FPGA yet. For example if you are designing a vending machine you can act like a processor inside the vending machine. Or if you are designing a game you can sketch how the home screen of the game may look like, what inputs will be accepted at a particular screen and what outputs will be generated. How the transitions would happen based on inputs. With prototyping identify the inputs, outputs and constraints in your system. Prototype the entire interaction of your system with user(s) and include it here in an appropriate form, e.g. textual description, wireframes, sketches, photos, videos. Note that you'll have to completely describe interaction from start of use to end of use. Capture the inputs leading to a transition and outputs at all stages.*

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| Figure 1 | Figure 2 | Figure 3 |

**Tentative division of work**

*A statement of how the project work is to be divided among the partners. The block diagram should be referenced. Expand the block diagram to the module level and each team member should design, test and implement at least one module.*

**References**

*Design Thinking Bootleg, Institute of Design at Stanford*

*6.111 - Introductory Digital Systems Laboratory (Spring 2006), Massachusetts Institute of Technology*

*Prototyping Lecture Slides, EE-391 Engineering Design and Innovation*

1. Playground can provide you all sorts of props needed to prototype like card boards, sticky notes etc. [↑](#footnote-ref-0)