（字号最小12pt）

# Team Members

|  |  |  |  |
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# Project Drivers（动机和限制加起来大约2页）

**The Purpose of the Project**

1.Background

（时代背景、项目发挥作用的场景、用户能用它完成什么工作）

2.Goals of the Project

（为什么我们会想要这款产品，开发产品的真正原因（虽然明明就是为了完成作业））

**Stakeholders**

1.The Client

2.The Customer

3.Other Stakeholders

**Users of the Product**

1.Hands-On Users

（描述潜在客户群，下面表格为举例，可增删，详见模板8、9页）

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| User Category | Role | Experience | Age Group | Gender | Job | …… |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |

2. Priorities Assigned to Users

①Key users

②Secondary users

③Unimportant users

3. User Participation

（我们期望哪些用户能提供什么，比如business knowledge, interface prototyping, or usability requirements，分析这些用户必须花费在产品的最少时间）

4. Maintenance Users and Service Technicians

（分析一下会维护这款产品的人员比如肖鸢的需求）

# Project Constraints（看晕了暂时懒得写要求）

**Mandated Constraints强制约束**

1. Solution Constraints解决方案约束

Description: The product shall use HTML and JS to communicate with the Photoshop. The customer operates with the mouse.

Rationale: The Photoshop interface needs to use HTML and CSS. Mouse event needs to use JS.

Fit criterion: All operations can be completed by the mouse. The customer only needs to operate on the interface.

1. Implementation Environment of the Current System当前系统的实施环境

The product needs to be installed on the Photoshop with version number from CC to CC 2018. Also can be installed on both Windows and Mac.

The product contains an HTML file, a CSS file and a JS file. Users need to put the files under the corresponding folder, then open the Photoshop can see our product. The HTML file determines product’s structure and content. The CSS file sets product’s presentation style. The JS file controls product’s behavior. They together make up our products.

1. Partner or Collaborative Applications合作伙伴或协作应用程序

（就是写photoshop本身对我们的产品的约束）

As we all know, there are many versions of Photoshop. Each version is different for the extension plug-in interface. Our product is only applicable to the version from Photoshop CC to CC 2018.

Because the users operations are performed on the mouse, mouse events limit the functional diversity of the product.

1. Off-the-Shelf Software现成的软件

We only use the Photoshop as the display interface of the product. The first time we download and install the Photoshop, there is a 30-day trial period. It is legal for us to use Photoshop.

1. Anticipated Workplace Environment预期的工作场所环境

In our expectation, the user who uses the product will be a painter. He or she may use the product in the company or at home, may use the product to draw or make posters. In these cases, our products are already competent enough. And the product is relatively small, it will not affect the user when using computer.

1. Schedule Constraints计划约束

For example, in the summer vacation, students started to read comics and animations etc. These require the painter to draw a part of the manuscript in advance. Therefore, this product is needed when they draw. In this case, we need to complete the product before July. Now we have completed most of the functions.

1. Budget Constraints预算限制

Because the product is based on Photoshop, the information we used is also open source. There is no budget in our product.

**Naming Conventions and Definitions命名约定和定义**

1. Definitions of All Terms, Including Acronyms, Used in the Project项目中使用的所有术语的定义，包括首字母缩略词

Color mixer: The palette in our product.

Palette: The palette in the Photoshop.

Layers: Like staked, transparent sheets of glass on which you can create images.

Canvas: Images outside the scope of the canvas are not displayed, and portions of the canvas beyond the size of the image are displayed ae transparent areas.

Foreground color: The color to paint, fill, and stroke selections. The default foreground color is black.

Background color: The color to generate gradient fills, and fill in areas where the image is erased. The default background color is white.

CEP: Common Extensibility Platform. A universal development standard for Photoshop extension.

1. Data Dictionary for Any Included Models任何包含模型的数据字典

In our product, we do not have a data dictionary. Each data is stored and read directly.

**Relevant Facts and Assumptions相关的事实和假设**

1. Facts

Because of the JS interface, brush may have problems if it has transparency.

Every time the user turns off the Photoshop and turns it on again, the colors stored in the product will be cleared.

1. Assumptions

If the user uses too many colors, the interface may not be able to fit these blobs.

# User Servey

**User Analysis**

1.General characteristics:

（半页，这里是写我们采访过的用户。如果有不同类别的用户群就要分类总结）

2.Personal characteristics: （我们采访的用户，一个个写，最多半页）

|  |  |  |  |
| --- | --- | --- | --- |
| User ID | Gender | Age | Description |
| 1 |  |  |  |
| 2 |  |  |  |
| 3 |  |  |  |
| 4 |  |  |  |
| 5 |  |  |  |
| …… |  |  |  |

**Questionnaire Design**

（列出问题样例，最多1页）

**Result**

（文档里没有要求但是感觉要写一下，把上面问题的调查结果用各种条形图啊饼图啊啥的做一下）

**Discuss**

1.Potential Tasks

（大概地解释一下我们的产品可能需要有那些功能，最多半页）

2.Selected Tasks

（我们打算实现哪些功能以及原因）

①Tasks

（大约半页）

②Reason

（大约半页）

# Prototype design

（最多6页）

**Overall Idea**

（整体界面图）

**Scenarios**

1.

①

②

2.

①

②

（使用者视角的两个案例叙述，各半页，再加图片演示）

**Cognitive Walkthrough**

（大意是，假设你现在已经制作好了产品，在上述的两个情景中，你觉得你的产品可能会出现哪些问题，对于这些可能出现的问题，你要怎么改进，写1页)

# Final Product

（虽然报告里面没有要求但还是写一下吧）

**Result**

（截图以及一些叙述）

[**Documentation**](https://docs.unity3d.com/Manual/index.html)

（这个写好以后附一份在程序文件夹里面吧，是个采分点，至少不能做三无产品，就是license、日期、保质期、最终解释权啥啊也都写上吧哈哈哈哈哈哈）

（评分标准大致翻译：

系统状态对用户可见：用户知道他使用产品的时候发生了什么。

考虑真实的用户：加入用户是傻白甜零基础也要能使用。

用户操作自由：允许用户出错，支持undo、redo。

具有一致标准：用词不要有歧义。

防止错误：用户乱点的话也不会用坏这个东西。

交互是可见的：按钮清晰显示，不要通过用户去回忆各种按键。

使用方便灵活：不卡顿。

美丽而且轻量：不要有不必要的设计。

帮助用户查错：报错信息要通俗易懂

有文档：有文档有文档让用户参考。

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