SENG 310 Assignment 5:
Software Prototype

Do this assignment with your project group.

Create a horizontal software prototype of your proposed system using your choice of software (e.g., Tcl/tk, VB, HTML, PowerPoint, Flash, LucidChart, Balsamiq, etc.):

- The horizontal prototype should support your three scenarios from Assignment 1. Make sure your scenarios have been updated to reflect any problems found by your team or the TA.
- Your prototype should show all major screens in the application (except minor help screens etc.) and should enable basic navigation between screens.
- Data can (and should be!) be hard-coded to match the scenarios to make development faster.
- If you are prototyping for a touch interface like a smart phone, your prototype may simulate the touch by mouse clicks on a PC.
- You should incorporate changes to address the problems identified in your paper prototype (both those identified by members of your group in Assignment 3 and those identified by the TA). Include a written summary of the changes made.

What to hand in?
Please have only ONE person per team submit to conneX. Create a zip file containing all of the files for your prototype, and upload the zip file to conneX. Please do not send an email attachment.

You must include:
- All files needed to run your prototype.
- A README.txt file containing
    o your group's scenarios. (These are not marked but are for the convenience of the marker grading your prototype).
    o directions on how to run the prototype (how to start it) in a We will not compile any code. If appropriate, include a description of any software or special platform requirements needed to run the prototype (e.g. "Flash required, only runs in Firefox on Windows").
- A text or PDF file summarizing changes made to your design based on feedback from the TA and the cognitive walkthroughs.

General comments about the assignment:
- You will be marked based on the completeness and usability of your prototype.
- Usability will be emphasized more than in earlier assignments, and you are expected to address usability problems that were identified in Assignments 3 and 4.
- Poorly written assignments will be penalized.
- Use at least 10 point font and reasonable margins.
- **Start early!** This assignment will take some time.