

SENG 310: Assignments 3 (Software Prototype)

Due: **July 9, 2012**

Do this assignment with your project group.

Create a software prototype of your proposed system using your choice of software.

- The software prototype should support your three scenarios (from Assignment #1).
- 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.

You will be marked based on the completeness and usability of your prototype. Usability will be emphasized more than in earlier assignments.

Start early! This assignment will take some time.

Create a zip file containing all of the files for your prototype, and send it by e-mail to your lab TA and course instructor. You must include:

- All files needed to run your prototype.
- Directions on how to run the prototype (how to start it) in a README.txt file. 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 file containing your 3 scenarios. (These are not marked but are for the convenience of people looking at your prototype).

Note: This is the initial version of your software prototype you will keep working on your software prototype until the final project demo.