

SENG 310 Assignment 2: Paper Prototype

Due Date: **June 25, 2012 (in the lecture)**

Do this assignment with your project group

Create an initial conceptual design for your system and develop a series of paper sketches demonstrating the interface. You may either sketch the interface by hand or use a computer drawing program. Choose whichever method is faster. Do NOT use an interface design tool from a programming IDE as this may limit your design possibilities. You do not need to use a high fidelity prototyping tool.

The sketches do not need to be beautiful, but do need to be clear. You can add words around your sketches to explain how the system operates. Your system should support at least your three scenarios. Make sure that your paper prototype captures the look and feel and layout of screen

The things you need to hand-in are:

1. Conceptual design of your system including the use scenarios, essential use cases, concrete use cases and the content diagrams.
2. Sketches of your graphical user interface (GUI) to show the initial design of the system. All screens that are important for the three scenarios should be shown.

Please hand in your prototype on paper during the lecture (one per group). Make sure you **keep a copy for yourself** if you drew your prototype by hand.

Note: *No page limit. Take as much room as you need to demonstrate your ideas.*

General comments about the assignment:

- A strong emphasis will be put on your ability to present your ideas clearly.
- Poorly written reports will be penalized.
- Be creative in both your design and your prototyping methods.