

Homework 13- Tasks and Prototypes

CS 412

For this assignment, your team's job is to create a concrete list of tasks (with timeline) as well as develop "paper" prototypes of your final project's GUI.

You have **three** deliverables:

- 1) **Tasks** – identify what needs to get done (the more specific, the better)
 - a. **What** – what needs to get done? What does success look like?
 - b. **When** – how long will it take? When is the task's deadline?
 - c. **Why** – which requirement(s) does the task fulfill?
- 2) **Timeline** – figure out the timing of your sprints
 - a. What functionality will be delivered at the end of each sprint?
 - b. When, specifically, will the work get done?
 - c. Are there any dependencies?
- 3) **Prototypes** – visual design of your GUI
 - a. GUI layout
 - b. Buttons, graphics, text inputs, etc.
 - c. Can be drawn using a graphics rendering program (e.g., PowerPoint, MS Paint)
 - i. Aka "paper prototype"