

CSC3003S Capstone Project

Team Members:

Kyle Du Plessis (dplkyl002) , Suzan Mabusi (mbssuz001) , Diya Seeburrun (sbrdiy001)

Statement and justification of choice of prototype

Our prototype is purely horizontal (focusing on user interface design only) - providing a wide range of website navigation functionality, but with little detail and used to test basics of user interface early. Our prototype is also throw-away (aka revolutionary). The tasks that were essential to test was website navigation by the user and to explore user interface design. The user is able to navigate the website using various tabs (Home, Members, Research etc.) and view information associated under each tab. The throw-away prototype model was chosen as the client can provide feedback which can quickly be incorporated into the development of the main web application. In addition, it was also chosen to aid understanding and reduce the risk of poorly defined requirements. This is also to ensure that the client requirements are validated and that they are clearly understood. The final software product is being developed alongside this throw-away prototype and will incorporate the client changes as required. The throw-away prototype assures that the final product is something that will certainly meet client requirements. Knowing that it's a throw-away prototype model helps focusing on the actual user interface design features, while leaving aside aspects such as source code classes or testing. This has enabled us to finish the prototype as fast as possible, without affecting negatively the final software product, as it is being developed in parallel allowing for changing client requirements or modifications.