HW2: Requirements, GUI, Pipe Design (167.5pts)

Replace all the highlighted placeholder text, below. You may change the style of this template, but please provide all the responses requested and keep the same sections / order.

**Usability note**: If you double-tap/click the placeholder text, that text should become selected so that you can easily type over it.

# Your Team Name (0.5pt)

**Which team** are you on?

|  |
| --- |
| *TeamName* |

# Project Description (5pts)

Who is the **target audience** of your software?

|  |
| --- |
| *Target* |

What is the **purpose** of your software? (e.g., what problem does it solve?)

|  |
| --- |
| *Purpose* |

What **service** will your software **provide**?

|  |
| --- |
| *Service* |

What **service** will your software **use**?

|  |
| --- |
| *Service* |

# High-Level Architecture (5pts)

**Instructions**

* Sketch/diagram the high-level architecture of your project
* Label each component
* Label each connector
* Include the services you’ll be using

|  |
| --- |
| *BasicHighLevelArchitectureSketch* |

# Microservices Pipe (5pts)

What ONE approach will your team use for microservices communication? Remember you cannot call each other’s code directly.

|  |
| --- |
| *PipeDescription* |

# Functional Requirements (30pts)

**Instructions**

* Write at least three functional requirements for your project
* Use EARS (don’t need to use Planguage)
* Say which EARS pattern you’re using

|  |  |
| --- | --- |
| **Requirement** | **EARS Pattern** |
| *FunctionalRequirement* | *Pattern* |
| *FunctionalRequirement* | *Pattern* |
| *FunctionalRequirement* | *Pattern* |

# Non-Functional Requirements (30pts)

**Instructions**

* Write at least one non-functional requirement for YOUR project
* Write at least two non-functional requirements from the quality attributes your TEAM agreed were important for integrating projects
* Include quality attributes

|  |  |
| --- | --- |
| **Quality Attribute** | **Requirement** |
| *QualityAttribute* | *YourNonFunctionalRequirement* |
| *QualityAttribute* | *TeamNonFunctionalRequirement* |
| *QualityAttribute* | *TeamNonFunctionalRequirement* |

# Paper Prototypes Second Draft (36pts)

**Instructions**

* Create a second draft of your entire project.
* Medium fidelity or higher
* Show how the software will look in all states. You may need to create multiple drawings.
* Indicate how the software moves between states and how users interact with it.
* Provide screenshots/images or scans of your prototype.

**Second draft** of paper prototypes:

|  |
| --- |
| *ImagesOfPaperPrototypes* |

# Paper Prototypes Usability Evaluation (36pts)

**Instructions**

* Evaluate your paper prototypes against all eight Cognitive Style Heuristics. Two or more sentences for each heuristic. Be specific.

|  |  |
| --- | --- |
| **Heuristic** | **How your user interface design does or does not reflect the heuristic** |
| CSH#1 | *Evaluation* |
| CSH#2 | *Evaluation* |
| CSH#3 | *Evaluation* |
| CSH#4 | *Evaluation* |
| CSH#5 | *Evaluation* |
| CSH#6 | *Evaluation* |
| CSH#7 | *Evaluation* |
| CSH#8 | *Evaluation* |

# Paper Prototypes Third Draft (20pts)

**Instructions**

* Revise your paper prototypes so they reflect all eight CSH
* Medium fidelity or higher
* Explain what you did. One or more sentences each. Be specific.
* Provide screenshots or scans of your revised paper prototypes. Point out what changed on the prototype itself (using arrows, circles, highlighting, etc.).

|  |  |
| --- | --- |
| **Heuristic** | **Change you made based on evaluation** |
| CSH#1 | *DescriptionOfChange* |
| CSH#2 | *DescriptionOfChange* |
| CSH#3 | *DescriptionOfChange* |
| CSH#4 | *DescriptionOfChange* |
| CSH#5 | *DescriptionOfChange* |
| CSH#6 | *DescriptionOfChange* |
| CSH#7 | *DescriptionOfChange* |
| CSH#8 | *DescriptionOfChange* |

**Revised** paper prototypes:

|  |
| --- |
| *ImagesOfPaperPrototypes* |

# 