# Week 7

# Persona

Persona Exercise

To know the audience for my app I completed an exercise that had me create a persona of a person that would be a potential user of my application. The course “Creating Effective User Stories” was completed on Plural Sight and helped me look at my audience closely by looking at their goals, challenges and personalities. I used Adobe XD to assemble the Persona and build my profile of Desrè.

# Sprint Goal

I set out a Sprint goal for myself this week. My Sprint goal is to make a functioning prototype of the User Interface (UI) for my AR application. Achieving this goal, I will be using Gimp to make textures. I will also use the Unreal Engine’s Widget and blueprint systems to do layout and development. Having this goal achieved and the UI setup will not only get me to start thinking about design around UX, it will also provide me with a tool to use during debugging while developing features by letting me reset and debug during runtime. This will save me time on development by helping to find bugs in my application.

The functionality of the UI will be minimal and will consist of 5 buttons. A menu button will be included on the General User Interface (GUI). The UI will consist of menu, back, start and quit buttons that provide the basic functionality to the user. I will know that my sprint goal is achieved when I can start, exit and reset my application using a UI at runtime on my mobile device. I will use my AR application Trello board to track my progress and time. I have setup a Sprint task that contains my current sprint goal as a Card and tasks that need to be completed and time spent that will help me keep track of the time limit using checklists.

My backlog list of items to achieve the sprint goal is arranged from high priority to low priority. Creating button textures and doing the layout will be high priority as I will need to have these items completed before I can prototype the UI. This shouldn’t take more than 2 hours as I will use gimp to create a single button to use across the UI and add text and do my layout inside Unreal Engine using widgets.

Next on the list is developing the functionality to the UI and should take no longer than 3 hours. During the development of the UI functionality continuous testing will occur inside the editor. The final task of my sprint goal is physical device testing. This process should not take longer than 1 hour as continuous testing during development should help produce no errors or bugs.

I have set the sprint time limit to 2 weeks and limited the hours spent to 4 hours per week. This would be enough time to complete the tasks that need to be done and complete the sprint goal as I have done UI prototyping before using the Unreal Engine. The total of 6 hours it should take to complete my tasks set out will leave me with 2 hours for new tasks and problems that arise making the sprint goal achievable within the 8-hour limit. All tasks of the sprint could change during development. As new tasks arise, I will add them and include priority while considering the time limit and the final goal I want to achieve.

<https://trello.com/b/Q9PP4m9l/ar-project>

# Blog entry

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