COEN 4610 / 5610
Design Thinking Project Proposal, Part 2
Ideate and Prototype
Due: April 19, 2016

Objective: Write part 2 of your App Design Proposal by following design thinking phases for Ideation and Prototype. This will be closely related to your needfinding performed in the Empathy and Define phase.

Directions:
1. Include everything from your Empathy and Define phase report in this report.
2. Ideate using a Brainstorming activity for your functional definition (see #3). Record the brainstorm session output and include in your report.
3. Create a Functional Definition of your app by using your user journey and needfinding. This will contain a description of all of your features that will be required for your app to have. Rank and group the features for which are the most important for function and which are desired to "surprise and delight" the user.
4. Create an information architecture diagram. In addition, use UML to describe your software using use case diagrams, class diagrams, interaction diagrams, state machine diagrams, and activity diagrams as needed (minimum of three).
5. Create a wireframe for your software system using Interface Builder.
6. Develop a quick prototototype any technology that will be required (e.g. 2D animation software or social networking communication software).
7. Create a 3 minute PowerPoint presentation describing this information and process.

Remember that possible "A" technology projects are the only ones that can receive a grade of "A".
• 2D or 3D humane game
• Apple Watch app
• Apple TV app
• Social network
• Augmented reality

Note: Other app technology topics will have the highest potential grade will be a "B".

Deliverables uploaded to D2L;
• Detailed documentation of requested information in steps 1-6 above in a Design Report Proposal format.
• A PowerPoint presentation that describes steps 1-6 in summary form and includes all of the requested information in the Ideate and Prototype phases.