Team   **B_____**   **Total Grade:**   **/ 100**

FUNCTIONALITY   CORE(BOLDED):   /40   OTHER: / 10 MAX

General	• **Access to all functionality including future functionality (use washroom, vacuum, schedule activities)**	3
Sleep/Wake up (2)	• Declare intention (2) (process for requesting assistance graded below) • Bed positions (4) • Turn apartment on/off (1) • Get out of bed (2)	7
Wheelchair (3)	• start/stop(1), forward/back(1), left/right (1)	3
Navigation (4)	• **Building front door (1) and elevator (4)** • Enter(1)/leave(2) own apartment • **Visit friend's apartment (6)**	14
Environment Controls (5)	• **Temperature(2),** humidity(2), **and fan (2)** • **Windows(3), blinds(3), lights(3) choice of room(3)**	18
Entertainment (7)	• Music(2), program (2), show/movie (2) • Volume control (2) • Layout of future entertainment functionality (greyed out in 8.7) (3)	11
Communications (8,9)	• **Call for assistance (5)** • Phone call: favourite (2), greetings/messages(2), hang up(1) • Text: recipient(2), message(2) • **Detect incoming** text msg(1), or phone(1)/intercom(1)/**doorbell(1) calls & associated actions (4)**	22

USABILITY **/ 50**

Design of screen layouts and quality of graphics (U.I. is mostly pictorial)	10
Intuitiveness & memorability of interaction & navigation & general ease of use.	15
Simplicity and efficiency of user task execution	15
Implementation of direct manipulation (object-action) paradigm	10

COMMENTS

Features
Problems