CPSC 499.01 (Fall 2017) Software Entrepreneurship

Software Prototype (Group 15%)

The purpose of this assignment is to develop the MVP with the core features defined in the previous assignment. Implementation of optional features can earn 10% bonus only if all core features are fully functional. The prototype should demonstrate that key technology for your business is working. Along with the software prototype, a report with following parts should be provided. The page limit is provided along with the description for each part.

- Successes: highlight the successes in the prototype and explain why the team succeed (1 page)
- Challenges: review key challenges and how you overcome them or failed to overcome them. (1-2 pages)
- Failures: discuss failures (e.g., unable to realize certain features) and the associated causes. What would be done to improve the situation. (1-2 pages)
- Evaluation: gather feedback from your target users (or a close equivalent) about your prototypes. Document the demographics of your participants and the feedback that you got. Document the insights that you got from the feedback and how it impacts your path forward. (1-2 pages)

The feedback part is the most important. If time permits, it would be great if you can feedback on multiple iterations of your prototype.

This assignment is to be a maximum of 7 pages single spaced in 12pt Times New Roman, with no more than 1" margins.

Please submit this via the D2L dropbox (Software Prototype) before class on Nov. 21, 2017.

Grading Rubric
Software demonstration (10 marks): TAs will contact each team to setup a time for the demonstration. The prototype will be evaluated against the list of core features defined in the previous assignments. The mark will be based on the percentage of core features realizes in the prototype.

The report (5 marks) will be marked using the following rubric:

Criteria	1 point	0.5 point	0 point
Successes	Successes of the prototype are highlighted. The team reflects on why they succeed.	Successes are not highlighted, or team reflection is missing.	No highlights and no reflection.
Challenges	Key challenges are explained along with analysis and possible workarounds.	Key challenges are not explained or no analysis or possible workarounds are provided.	No discussion on challenges.
Failures	Failures are discussed. The team reflects on why they fail.	Failures are not discussed, or the team reflection is missing.	No discussion on failures.
User feedback	Clear document of user feedback process	The feedback process is not clearly documented.	No user feedback.
Feedback analysis	In-depth analysis of the feedback.	Superficial analysis of the feedback.	No feedback analysis.