



D4: PROTOTYPING REPORT

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1 Introduction

1.1 Identification

Final report for the internship project, containing the project plan, requirements specification and a report and demonstration of the prototype.

1.2 Related Documentation

PSD3 Group Exercise Description <http://fims.moodle.gla.ac.uk/file.php/128/coursework/psd3-ge-1-rev3278.pdf>

Deliverables Template <http://fims.moodle.gla.ac.uk/file.php/128/coursework/templates.zip>

PSD3 Course Notes <http://fims.moodle.gla.ac.uk/file.php/128/lecture-notes/notes-r3275.pdf>

1.3 Purpose and Description of Document

The purpose of this document is to give a detailed description of our prototype system. This report includes a description of the scope and design of the system and an evaluation of our finished prototype.

1.4 Document Status and Schedule

Date	Change	Version	Author
23/11/2012	Began Draft	0.1	All
27/11/2012	Finished Main Body	0.2	Ross Adam
28/11/2012	Prepared document for final release	0.3	Ross Adam
29/11/2012	Final Submission Deadline	1.0	

2 Objectives

The objective of building the prototype is to manage risks created by uncertainty that may still be outstanding after the requirements gathering stages. If we do not prototype we may progress to development of the final program without clarifying the final requirements with the clients which would increase development time unnecessarily.

The prototype is to be used as a demonstration tool to confirm with clients that all main requirements have been included. Additionally it allows us as developers to visualise the work flow within our program.

3 Prototype Scope and Design

3.1 Scope

The scope of the prototype includes several essential elements:

General:

1. Allow separate logins for different types of Users specifically the subclasses Student, Course Co-ordinator and Company.
2. Allow each user to log out from the system.
3. A "back" option to navigate away from pages.

Student:

1. Display a list of adverts.
2. Functionality to select an advert to apply for from the displayed list.
3. A function to notify course co-ordinator of successful application.

Course Co-ordinator:

1. Display a list of Adverts that have been approved.
2. Display a list of adverts that still have to be approved.
3. Functionality to approve an advert from list.

Company:

1. Ability to submit an advert for approval.
2. Ability to edit advert.

3.2 Design

Working with Bash Scripting significantly confines how a user can interact with the prototype system. Our interface uses textual commands to take input from the user.

The first thing a user sees is a login screen that prompts them for a Username and then a password. Depending on the details provided the user will be taking to either the Student, Course Co-ordinator or Company screen. Each screen has unique options for the user to select. To allow ease of use for the users option selections are made with numbers that correspond to a command adjacent to them.

4 Evaluation

Our evaluation was conducted with one of the clients: Rose English. We demonstrated the system by walking through the lifecycle of an advert from submission to eventual deletion.

Firstly our demonstrator Andrew Gardner logged in as IBM to act as a company. He submitted a new advert using text inputs that restricted input to our pre-specified input. After the advert was submitted Andrew logged out of the company account and logged in as the Course Co-ordinator. From here he selected the option to look at adverts for approval and approved the IBM advert. Then he logged into a student account and accessed the list of approved adverts and applied for the IBM job, the course co-ordinator then deleted this advert after successful application. After demonstrating our prototype we asked our client if she felt that our implementation was suitable for her requirements. Rose said

she felt that all key aspects that she would want from the program were included.