

# **PROTOTYPE**

# CS577a Fall 2014 WE ARE TROJANS (WAT) NETWORK Team #1

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## **AGENDA**

Evolutionary Prototyping via UI Designing

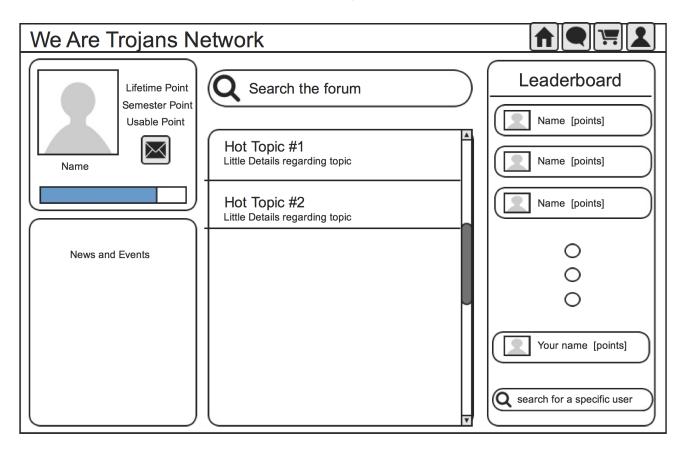
 An algorithmic approach to solve an issue relating to the core capability

## 1st Risk Identification - User Interface

## **Evolutionary Prototyping via UI Designing:**

- Why?
  - No concrete requirements of the UI
  - Need feedback from the clients
  - Need to enhance the team's understanding of the UI
- How to mitigate the risk?
  - Using Buying information methodology
  - Demonstrate the UI visually
  - Get feedback from the client

#### **Home-Page**



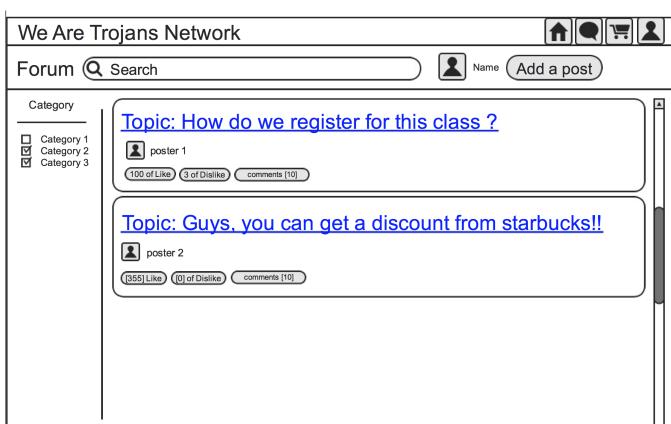


#### Client Requirements:

(UI should have)

- Event System/News Feed
- Leaderboard
- Notification System
- Profile
- Redemption
- Search Option

#### **Forum**





## Client Requirements:

(UI should have)

- Categorization
- Q&A Forum
- Like Functionality
- Dislike Functionality
- Search Option



#### We Are Trojans Network

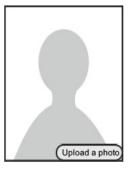








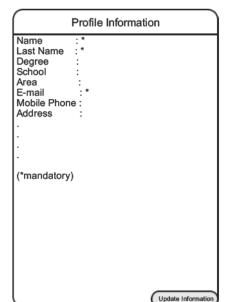


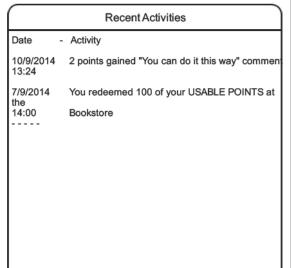


Lifetime Point:#

Semester Point:#

Usable Point:#





## Client Requirements: (UI should have)

- Editing Profile Information
- Editing Profile Photo
- Changing Password
- Recent Activities
- Current Points



## 2nd Risk Identification - WAT Points System

An algorithmic approach to solve an issue relating to core capability:

#### Why?

- Crucial feature of the system
- Determine feasibility of the proposed points system
- Create mutual understanding among team members

#### **How to Mitigate this Risk?**

- Formalize rules of the points system
- Using a Flow Chart Diagram
- Get feedback from the client



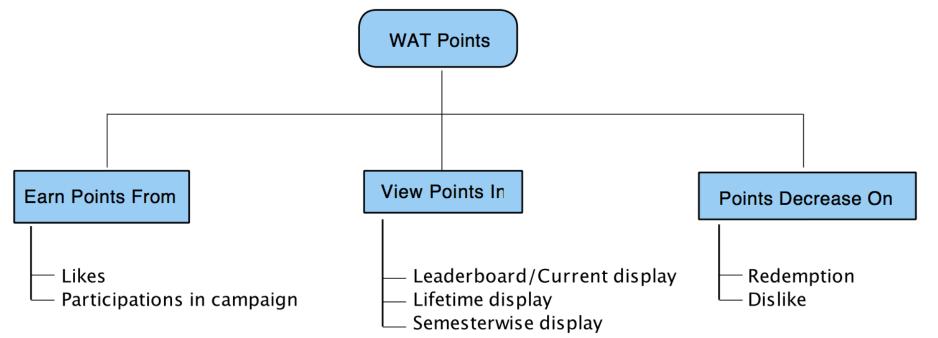
## Points system(WAT Points) overview

## Each user has 3 different points

- Total points (TPoint)
  - Accumulated lifetime points of a user
  - Purpose of this point: Identify the credibility of the user
- Semester points (SPoint)
  - Reset every semester
  - Purpose of this point: Compete with other user in the system
- Current points (CPoint) or Usable points
  - Redeem items from gifts store.

### Work-Breakdown Structure Specific to "WAT" Points Functionality





<sup>\*</sup> But for gain and lose, it can be different for different point.



## **Current Issues**

- Requirement: A post can only positively contribute to user points
  - 2 likes, 1 dislike = (2 \* 2) 1 = 3
  - 1 like, 3 dislikes = 2 3 = -1 but user gets 0 points

Usable point balance can become negative



## How to calculate Post's points

Requirement: A post can only contribute positively to a user's points.

NL = Number of Likes

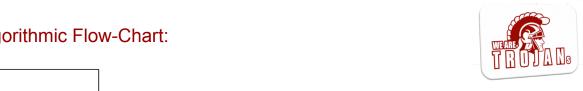
ND = Number of Dislike

LV = Like Value

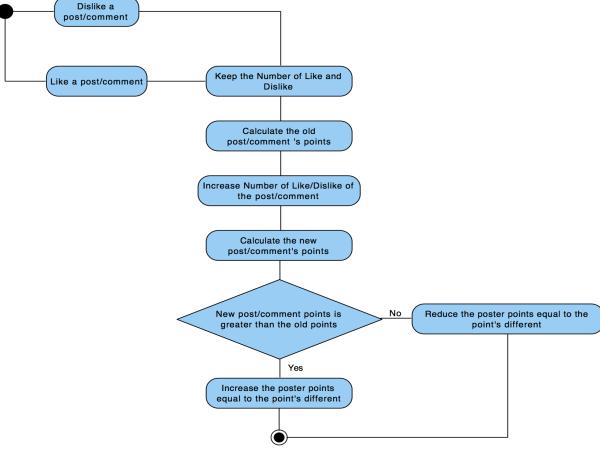
DV = Dislike Value

$$Post's\ Point = \begin{cases} 0 & if\ NL.LV - ND.DV < 0\\ NL.LV - ND.DV & if\ NL.LV - ND.DV \ge 0 \end{cases}$$

#### Algorithmic Flow-Chart:









# "Usable points" issue

Use negative points balance?

Monthly points update?





We Are Ready for you Questions..





Thank You for your Time..