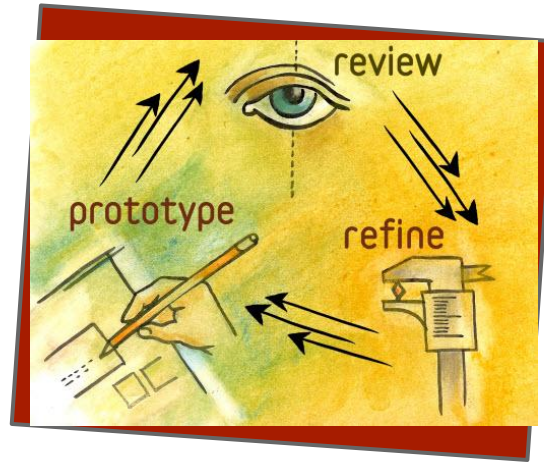


# PROTOTYPE



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



# Agenda

- Introduction to We are Trojans (WAT) Network
- Tools and Technology
- Prototype
  - UI
  - WAT Point System
- Lessons Learned
- Next Step



## *Introduction to We are Trojans (WAT) Network*

# Background

“We Are Trojans (WAT) Network” is an online collaboration platform that will:

- Bring Trojans together and reward those who contribute positively to the community.
- Make the benefits of the Trojan family more visible.





## *Tools and Technology*

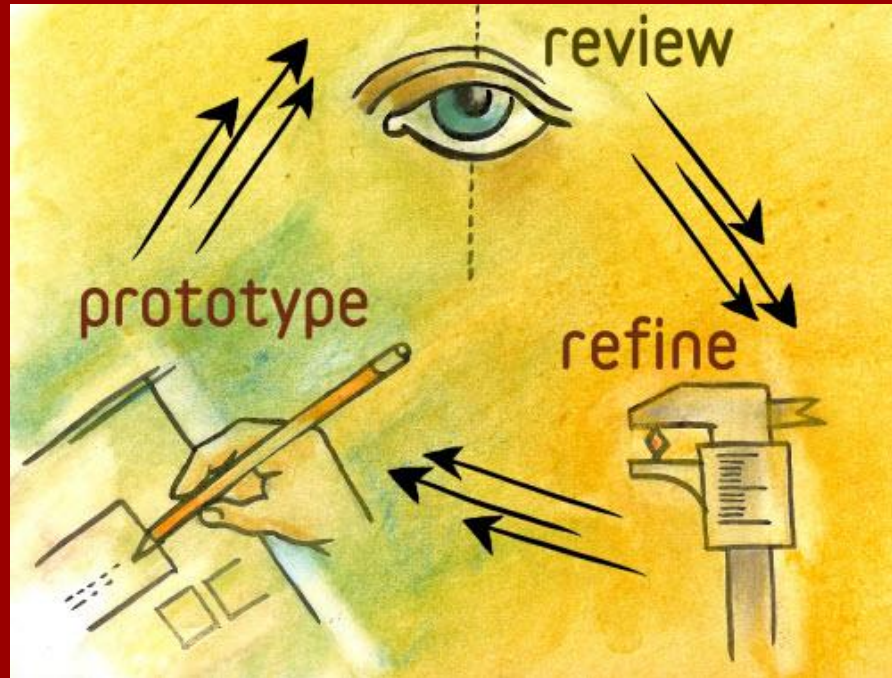
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# Tools and Technology

- Visual  Paradigm

-   
Google Drive

-  balsamiq®



*Prototype*

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# Prototypes

- Evolutionary Prototyping via UI Design
- An algorithmic approach to solve an issue relating to the core capability



# 1st Risk Prototype - User Interface



## Why

No concrete requirements of the UI

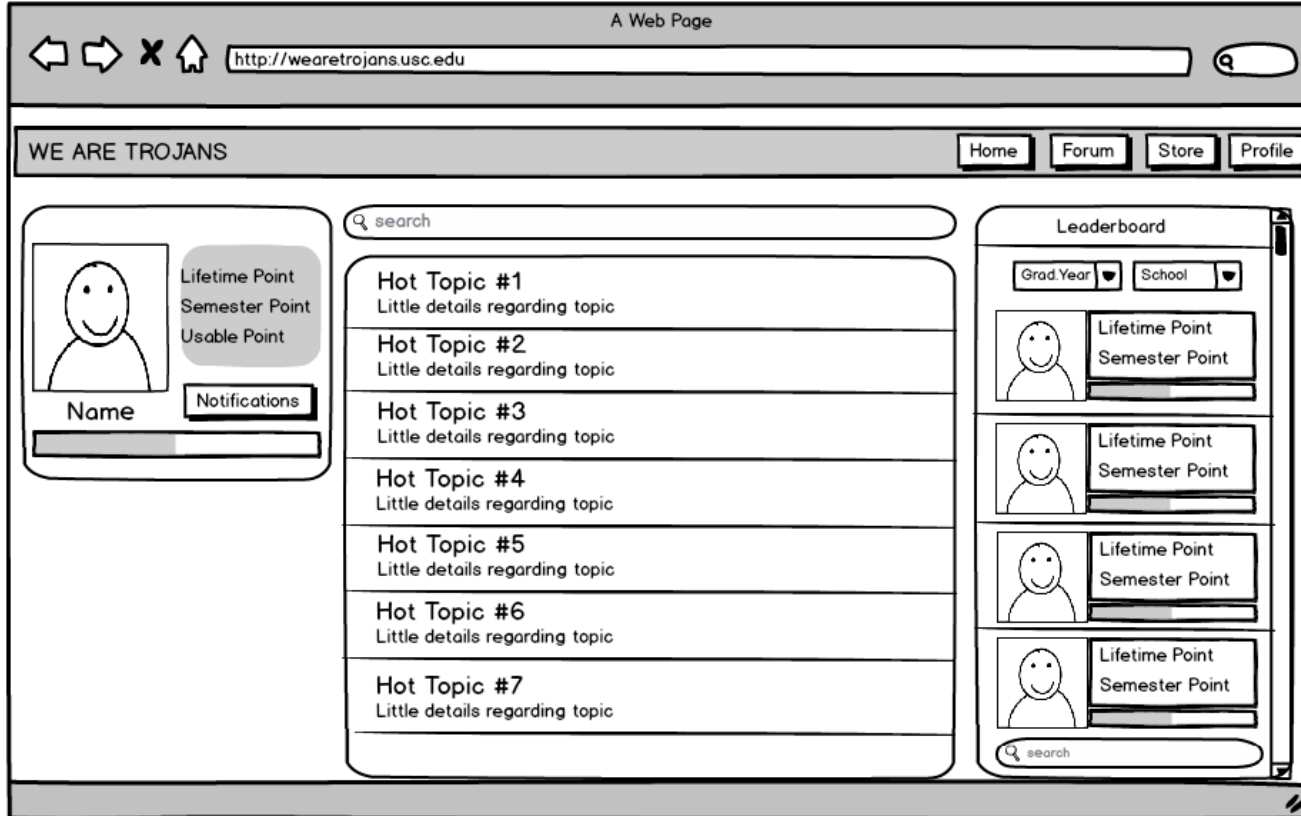
Need feedback from the clients

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

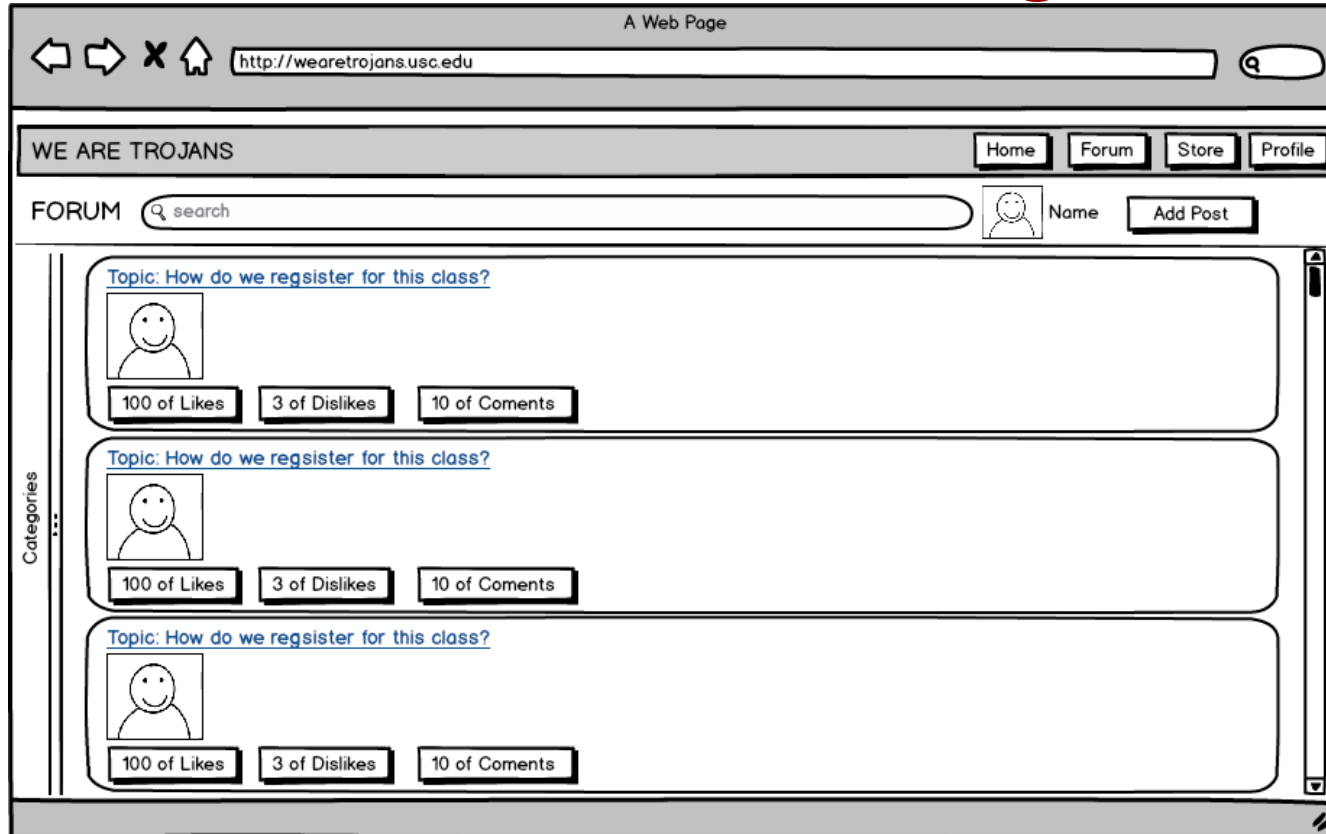


Client Requirements:  
(UI should have)

- Leaderboard
- User Profile
- Main menu
- Search Option
- Notifications
- Experience Level



# Forum-Page



## Client Requirements:

(UI should have)

- Categorization (collapsible, will only show when click)
- Like Functionality
- Dislike Functionality
- Search Option
- Main Menu

# Profile-Page


A Web Page

http://wearetrojans.usc.edu

WE ARE TROJANS
Home
Forum
Store
Profile

## PROFILE

Change Password


Upload Photo

Lifetime Point
Semester Point
Usable Point

### Profile Information

Name : \*  
Last Name : \*  
Degree :  
School :  
Area :  
E-mail : \*  
  
  
  
(\*Mandatory)

Update

### Summary about you

software statistics teaching technology tps tool tools  
toread travel tutorial tutorials tv  
twitter typography ubuntu usability  
video videos visualization web web 2.0  
web design webdev wiki windows  
wordpress work writing youtube

Update

Client Requirements:

(UI should have)

- Update Profile Functionality
- Personal Wall  
(to post status / summary)
- Experience Level
- Main menu

# 2nd Risk Prototype - WAT Points system

## Why

Crucial feature of the system

Determine feasibility of the proposed points system

Create mutual understanding among team members

## How to mitigate the risk?

- Formalize rules of the points system
- Get Feedback from the client
- Develop prototype early to address further risk.

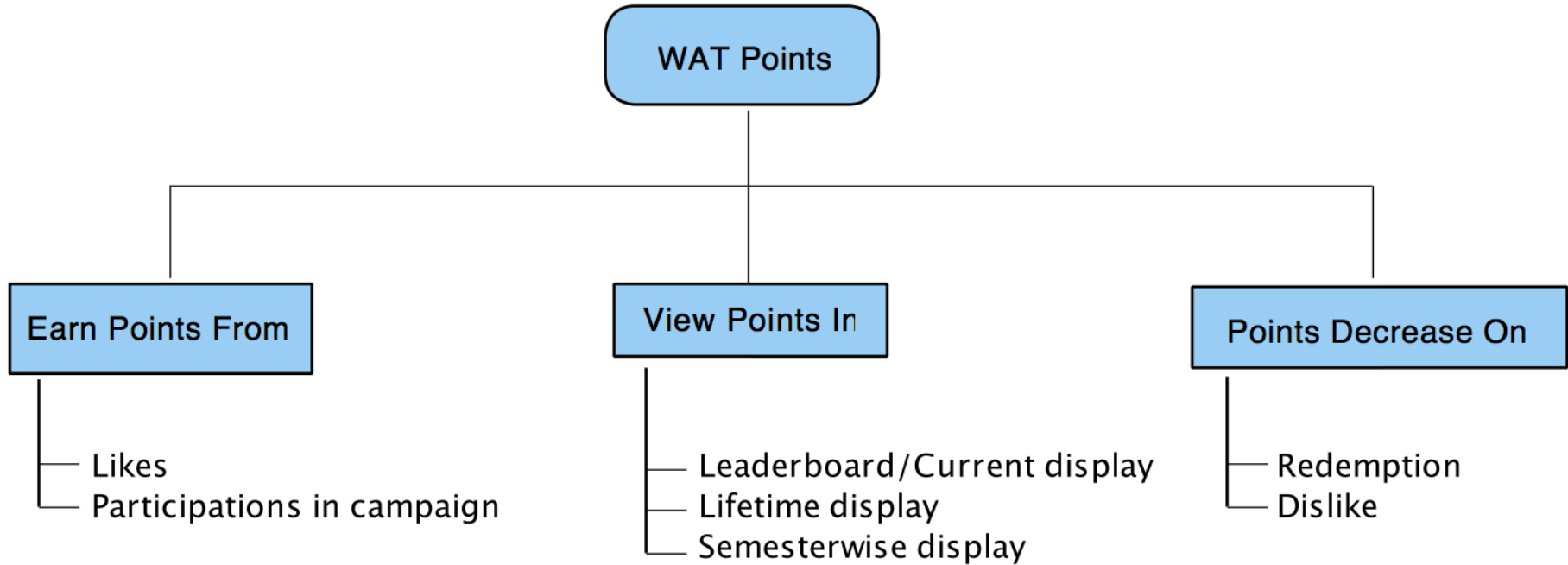


# Points system(WAT Points) overview

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



\* But for gain and lose, it can be different for different point.

# Problems with WAT Point System

How to **keep track and sync three different types of WAT points** for the like and dislike? (They could change at any time)

**If a user uses all of his usable points** to redeem something (so usable point will be 0), **what will happen when his post get a dislike?** Will his usable points become negative?

**Each post can only contribute positively to a user's points** requirement which mean a post cannot give a negative point to a user even though the total points of dislike is greater than those of like. (Assume 1 like = 1 points, 1 dislike = -1 point).



# Our current solution to the problems



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

NL = Number of Like

ND = Number of Dislike

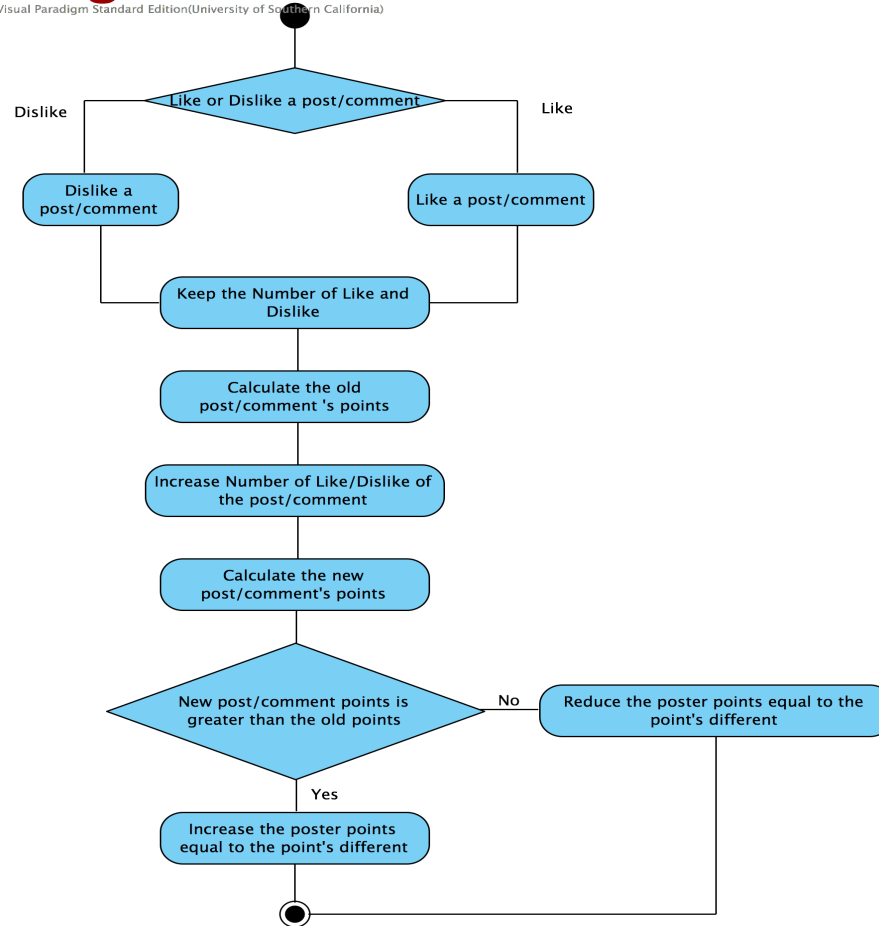
LV = Like Value

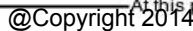
DV = Dislike Value

A Monthly Usable Point update  
Approach

# Algorithmic Flow-Chart:

Visual Paradigm Standard Edition (University of Southern California)







# *Lessons Learned*

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# Lessons learned

- Prototyping is useful for:
  - Get a common understanding of the requirements among stakeholders.
  - Resolve technical issues prior to development, and evaluate feasibility.





*Next Steps*

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# Next steps

- User survey
- Continue UI prototyping
- Prototype search functionality





*Thank you for your time..*





*We are ready for your questions..*



# References

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