

High-Fidelity Prototype

11/26/2024

20/20 Points

Attempt 1

**Review Feedback**
11/26/2024Attempt 1 Score:
20/20

View feedback

Anonymous grading: no

Unlimited Attempts Allowed

Details

The goal of the high-fidelity prototype is to encounter and overcome technical challenges using the platform / stack / toolchain / tools / software you plan to use. Specifically, users should be able to complete the three tasks you set out for them to do in your original assignment.

Note that this doesn't mean you have a fully-working app. (It could if you have a simple concept, but that is usually not the case.) Specific expectations for the assignment will be set during group discussion time, but here are some items that are usually mocked out:

- Data from a database. Usually, it is fine to save data locally or even temporarily for the runtime of the app.
- Conversations between multiple users. Responses can be canned, potentially leading to non-sequitur conversations, but that's OK. In the low-fidelity prototype, the conversation paths should have been be freeform, so you should already have a good idea about how people have these conversations.
- ML models, if a separate model needs to be trained and data collected. If you are using a pre-existing model, it depends.

Notably, in contrast to the medium-fidelity prototype, buttons should work consistently. For example, with the medium fidelity prototype, it was acceptable (and even recommended) to not make every tab or button usable on every screen. A "messages" tab would not be usable when someone is making their profile. In contrast to this, in the high-fidelity prototype, buttons and other navigation actions should be implemented to work on every page.

Deliverables are

- (1) A video demonstrating your three tasks on your high-fidelity prototype.
- (2) The code you've written, as a ZIP file. If the ZIP file is larger than 500 MB, go through and only submit a ZIP file of the files you've spent time writing. I don't need a ZIP file of the code working, I'm needing the code to review your code writing.

abric:

1. Tasks (4 per task, 12 points total)

4/4 - task is completed, straightforward, works at a reasonable pace

- 3/4 - task is completed with minor issues in flow or responsivity
- 2/4 - task is mostly completed, some flow issues or responsivity
- 1/4 - task is not completed
- 0/4 - no task displayed or attempted

2. Visual design (4 points). Were you able to implement the visual design from your medium fidelity prototype?

4/4 - Minor deviations from the medium-fidelity prototype or most deviations are more in keeping with

2/4 - Visual design varies from key inspirations and references in a notably negative way.







0/4 - No traces of the visual design of the medium fidelity prototype are visible, or there is no effort put into visual design.

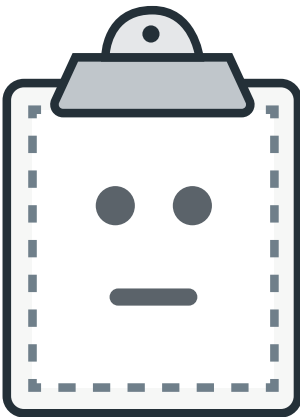
3. Code Review (4 points)

4/4 - Code is approachable. Variable and function names are largely descriptive and accurate. Code style fits the platform (e.g., Java code follows conventions of Java code.)

2/4 - Code is somewhat difficult to read and understand.

0/4 - Code is entirely unapproachable.

	File name	Size	
	existing_... flow.mov	7.06 MB	
	new_user ... flow.mov	19.2 MB	
	grocery-lister-1.zip	213 MB	



Preview Unavailable

existing_user_login_flow.mov

 [Download](#)

([https://iit.instructure.com/files/298088/download?
download_frd=1&verifier=IP6XvKFtmLVmWWjzTqXFUk10Y3Siy9CB4237HH7w](https://iit.instructure.com/files/298088/download?download_frd=1&verifier=IP6XvKFtmLVmWWjzTqXFUk10Y3Siy9CB4237HH7w))

*You are unable to submit to this assignment as your enrolment in this course
has been concluded.*