Tutorial 6

Notes:

* 4.1
  + Story board
* 4.2
  + Wireframe
* 5.1
  + Design guidelines
* 5.2
  + Prototype
    - Design 4 to 5 tasks
    - Take 4 to 5 requirements and design the prototype
      * E.g. task to set the schedule at the right time for the students
        + Solution implementation in prototype: have an app to cater for scheduling
* 6.1
  + Prototype
* A lot of requirements from the interviews and data collected
* Must have the prototype completed by week 7 (after the break)
* Must demonstrate it
* In week 7, you will have to critique other groups prototype
* To make it easier you should just choose the tasks for only one user group (so that people that are giving feedback, it will be easier to critique it)
* Week 8 we will be shown how to conduct the lab testing
* Week 8 is the lab tour
* 3 groups will do evaluation on week 9
* 3 groups will do evaluation on week 10
* Suggested key tasks prototype must do
  + Register travel schedule/preferences
  + Find a ride (regular/one-off)
    - Driver searching for passenger
    - Passenger searching for driver
  + Schedule a ride (i.e. making an arrangement/agreement to ride)
  + Notification (late or cancelled ride)
  + Other functions as per your requirements
* By next week end, please finish tasks up to 6.1