## Presentation Plan

We need to include

* A reflection on the project so far.
* A demonstration and evaluation of your progress.
* A description of the processes and techniques employed by the group. This could include planning, project management, documentation or production pipeline processes.
* An estimation, based on presented evidence, of the likely outcome of the project.

We are marked on

* Demonstration of prototype
* Evidence of Suitable Development Practices and Documentation
* Evidence of suitable client/producer/team communication and interaction, and implementation of and engagement with project management processes

### Intro

**\*Anyone could do this - combination?**

Introduce the project. What are the aims for the end product? What did the client specify they want?

### Demonstration

\*Probably best that everyone talk about this bit/show different aspects

Demonstrate what we have so far - evaluate while we describe. How are we doing? Are we achieving what we wanted to achieve at this point?

### Processes

##### Design

Take the information given by the client and discuss how we turn that into mechanics/design decisions - Collaborative decision making. Making accessibility and usability a priority - when issues arise, we question; ‘What is best for the client/user?’; ‘What makes this software the most accessible to use?’, to determine an answer.

**\*\*Alex V can you make notes about how you went about doing UI**

UI/UX is based on iterative testing - being informed by other applications and additional research (looking into learning applications at the beginning- find some resources beth\*\*\*), made some initial UI designs and reviewed these with the client.

Looked into comparative applications and had a discussion with the client about how they were envisioning the product. Following this we had a meeting as a group to talk about what the client wants and how viable that is with our understanding of the project. This lead to the beginning layout of the UI being created based on the comparative applications, the clients wants and keeping in mind the space available with the amount of elements needing to be displayed and interacted with. Going on from this, the client viewed the early ideas for the UI. Using their opinions and thoughts in conjunction with the needs of the programmers in terms of what is needed and what works with the current code, we were able to further specify what was needed for the user interface and create prototypes for the various needed menu UIs. Once confirming the early UI between the projects designers and programmers, functionality could be added. This included adding functionality to move between the different menus, exiting the application, hiding specific UI elements at the correct times and creating scroll lists of all the necessary variables for the relevant module and template.

A mixture of buttons and panels makes up the majority of the current UI. This is due to the fact that panels act as a clear divider between different UI elements with the idea being that this makes it simpler for the user to interpret the various menus, and buttons are one of the most common and well known tools used for navigation of UI meaning that users will be familiar with their use and feel more comfortable with the navigation in general. Additionally,

##### Code

**\*Sam, Conor & Alex M need to write this section.**

Maybe mention about the sheer amount of data involved in this project and the challenges that were presented as a result, and how the programming team went about dealing with it and making it manageable.

##### Art

**\*Georgie needs to write this section.**

##### Project Management

**\*Anyone could do this bit, could be a combination of people discussing it.**

Mention Trello, Github, Discord

Type of project planning method **\*\*\*\*Emily what kind of development method are we using?** Scrum? I feel like if we don’t have a technical name/method we might get ripped apart in marking

How do we arrange development time/meetings, deal with any interpersonal issues that the group has, solve development problems?

## Storyboarding

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| 1 |  |  | 2 |  |  |
| Introduce the project - high concept. | | | Introduce team & roles. (Videos of each team member?) | | |
| 3 |  |  | 4 |  |  |
| Description of the project in terms of what the brief to us was in first meeting - virtual lab. Eventually to be used by students as a learning tool, with possible features for examination use. | | | What are the aims for *our* portion of this project? IE What level of functionality/what features are we aiming for? | | |
| 5 |  |  | 6 |  |  |
| \*Screen capture of our project so far\*  Voice over description of current features | | | \*Screen capture/videos of group working\*  Evaluation of the prototype - is it functioning how we aimed for? Have we included all features? What do we need to polish? | | |

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