Assignment 2: Prototype Design Document

Specifications v5

Design document

Submission: Design document PDF

Worth: 15% of the final mark

Due date: 11:59pm Sunday 10 May 2020

This assignment is a Group Assignment of three to four students per group. You should be in the same group for assignment 1. If you are changing groups please seek approval from your tutor so he or she can change it on Canvas.

Assignment Course Learning Outcomes:

Upon successful completion of this assignment you should be able to:

CLO2: Understand the components of a design plan and apply user-centred design process from requirement gathering to user studies and evaluation.

CLO3: Critically analyse usability of sample interfaces and identify key features that make an outstanding user-centred interface, and evaluate the usability of a small-to-medium-sized software application.

CLO5: Apply software and paper prototyping tools to design user interfaces that take into account human capabilities and constraints, users' needs, usability goals and user experience goals.

CLO6: Synthesize the design and evaluation of various components of user interface effectively in teams and peer-review team members' works and contributions.

Objective

The objective of this assignment is to design a prototype for **a mobile** application based on your group's choice of project for assignment 1. This mobile application can either be for the Android or iOS platform. These three projects are based on real world client briefs. **As you will be using data gained in assignment 1 for assignment 2, you cannot change projects halfway through.** Ensure that you understand the requirements, your tutor will go through with you during your

practical/tutorial.

A: Clubs and fitness app	B: Study app	C: Healthy eating app
Goal: To encourage students to participate in activities around the campus and to be more active.	Goal: To provide students with a tool on managing their time and assignments.	Goal: To help students look for healthy eating options around the campus or to have access to healthy recipes.

Target Users

The university assumes that the main target users are RMIT students who are currently attending classes in campus as well as staff. It is your task to research this and provide structured user groups with their own needs and goals as well as the personas.

Functional Requirements

Based on your findings in Assignment 1, implement **at least four** main features in your prototype. This does not include minor supporting functions such as logging in, registering, log out and changing password. Each feature has to be complete in terms of a critical path based on your key path scenario. Here are some **example features** depending on the project that you have chosen.

Project A

-   Routing to destination and calculation of distance and energy spent.
-   Guides to biking facilities on the map with details.
-   Cycling events, discovery and ability to join and cancel
-   Discovery of clubs and how to join

Project B

-   Storing notes for revision
-   Organising study groups
-   Alerts for assignment due dates

Project C

-   Discovery of healthy eateries in and near campus.
-   Suggestions of healthy eating habits with gamification.
-   Calorie counter.
-   Healthy recipe suggestions and sharing.

Keep in mind that these are just suggestions of the type of scope we are looking for. Your design should be informed by the findings from assignment 1.

Tips

1) There are multiple ways to fulfill the requirements but look at similar applications to see what worked and what did not.
2) Try not to approach the problem from a technical point of view. Think about what the users want at this stage and how your app would achieve both the client's and the users' goals.
3) Give your app a name.

Software tool for prototyping - Figma

Figma (http://www.figma.com) is an online prototyping tool that supports all fidelities and collaborative efforts. To register a free education account, please register using your rmit email address and it will be upgraded from a trial.

For assignment 2:

Figma has a powerful editing set of tools for you to design your interfaces, and it supports many UX libraries around. For example for your wireframes here you can use this: https://www.figma.com/resources/assets/wireframe-kit/

Other options: You can also try Axure, Proto.io or lucidchart.

Deliverables

Design Document

This report is mainly for you to introduce your design and fill it with screenshots and wireframe of your prototype. Marks will be given for:

1) Introduction (What is this project about? Who are the potential user groups?)
2) At least three example personas and three context scenarios.
3) At least three key path scenarios for a major function with wireframes.
4) List down the features that you have chosen and the reasoning behind it.
5) Elaborate on the design principles and/or heuristics applied when creating your wireframes. They can be in a separate section or annotated/mentioned in your wireframes. Design principles include proximity, opacity, colours and

contrast etc.

This document does not have a page limit as to provide you with flexibility on the wireframes.

Submission Procedure

Each group needs to complete a peer review in week 12.

You must submit your report via a Canvas after groups have been finalized.

Late Penalties

Late Submissions/Extensions: A penalty of 10% per day is applied to late submissions up to 5 days, after which you will lose ALL the assignment marks. Extensions will be given only in exceptional cases; please refer to Special Consideration process. Special Considerations given after solutions have been released (between 1 and 2 weeks after the deadline) will automatically result in an equivalent assessment in the form of a test, assessing the same knowledge and skills of the assignment

(location and time to be arranged by the instructor).

Silence Policy: A silence policy will take effect 48hrs before this assignment is due. This means no questions about this assignment will be answered, whether they are asked on the discussion board, by email, or in person.

Plagiarism Notice

Plagiarism is a very serious offence. Any submissions determined to be a result of plagiarism will be given zero marks for that assignment. In the event that a hurdle requirement is not met, this will result in the failure of the course.

Writing Resources

Most of your report should be your own writing: try not to use quotations from your references unless there is something exceptional about the way they express a particular idea. Note that you must attribute original ideas, even when you describe them in your own words.

Your writing must be correctly spelled and grammatically correct, so that it is easily comprehended by the markers: they will not spend extra time to decipher poorly-written text in order to guess what you're trying to say. If English is not your first language, then write mostly simple, straightforward sentences: just say what you want to say, and don't worry about sounding literary or poetic. The following resources would also be useful to you:

- Assistance with English language skills is available from the Learning Skills Unit/Writing Skills.

- [Plagiarism: What It is and How to Recognize and Avoid It](#) from [RMIT Plagiarism resources](#) page.

If your written English skills are insufficient or have difficulties formulating a report then we recommend you seek advice at the [student information centre](#).