

Prototype Summary

This term we will be using elements of the Agile Approach and Spiral Method for the lifecycle development of your project. For each prototype you will complete a targeted cycle of analysis, design, and implementation, meaning that you will reach completion of full CRUD operations on key aspects of functionality for your end-product in stages. In this document, we share with you the broad vision of how your targets will be broken up over the course of 3 prototype sessions, focusing in detail on the target deliverables you have for Prototype 1.

Broad Stroke Vision of GROW Prototype Evolution

- Prototype 1:
 - Manage customer information
 - Complete the customer household data collection and storage
 - Reports based on client income, mapping.
- Prototype 2:
 - Demonstrate maturation of Prototype 1 functionality
 - Point of sale system
 - Tracking the items sold and prices
 - Linked sale to the household number
 - Reports based on this data.
- Prototype 3:
 - Demonstrate maturation of Prototype 1 and 2 functionalities
 - Complete the email/push notification system
 - Include employee login process
- Final Presentation
 - Prototype Targets 1 – 3 completely debugged and finessed!

Prototype 3 Plan in Detail

Members of your team will continue to improve the P1 and P2. Make headway on the feedback from your instructors and the client to continue improving both parts.

At the same time, your team must move forward and add the following functionality to the application:

- Include an employee management and login process:
 - Provide a system for users to log in including the necessary management systems to ensure that user accounts can be managed.
- Email/Notification system:
 - Create the system for GROW to be able to push notifications about newly arrived products.
- Program wide detailed help:
 - Ensure that you provide as much help as possible throughout your application.
 - Add in notifications, hard coded help, etc. to ensure a new user understands what to do and where to go.

Prototype 3 Grading

You have 2 graded sessions for Prototype 3. Your targets will be broken down as follows:

- **Week of Mar 28th : Faculty progress review meeting (10%)**
 - Show improvements to P1 and 2.
 - Demonstrate login process and user management.
 - Showcase email notification system.

- **Week of Apr 4th: Client Presentation (20%)**
 - Demonstrate working user management and login.
 - Demonstrate working notification system.
 - Demonstrate integrated help system.

Azure Hosting Requirements for the Prototype

We ask that all teams have their completed prototype work for faculty and client review meetings uploaded and hosted in Azure the day before your faculty/client meeting. Each team will have their Azure Host email faculty and/or the client with their team's Azure link by noon the day before your faculty/client meeting. This will enable your reviewers to look through your team's work prior to the presentation.

We require all teams to use the app that was hosted in Azure for the deadline for the review meeting or client presentation. Once the presentation has been conducted, if you have additional work to showcase, you can factor that into your presentation plan at the end.

Faculty Progress Review Meeting Rubric (15 Marks)

- User logins and management (5 marks)
- Help system (4 marks)
- Progress on updates to P1 and P2 (4 marks)
- Your team demonstrated work-in-progress for notifications (2 marks)

Client Meeting Rubric (15 Marks)

- Demonstrate working user management and login. (5 marks)
- Demonstrate working notification system. (5 marks)
- Demonstrate integrated help system. (5 marks)