

CS2450 A04 – Prototype (Team assignment)

Learning Objective:

- Get a deeper understanding of your project and its requirements
- Create a throwaway prototype
- Use the prototype to communicate requirements with the stakeholders

Description:

Read the following 2 articles:

- *Software prototyping* section 1 – 7 (up to and including *Best projects to use prototyping*)
http://en.wikipedia.org/wiki/Software_prototyping
- *User Interface Prototypes* from an agile perspective
<http://www.agilemodeling.com/artifacts/uiPrototype.htm>

Create a prototype.

As a team create a prototype for your team project. On Monday I will tell each group which of the proposals should be developed.

There are different types of prototypes. What I want here is a throwaway prototype that is either used to demonstrate a concept (e.g. the ability to communicate over a network) or to mimic the function of the actual product without having to do anything 'real'. The latter could be a click dummy created with a GUI Builder, a paper prototype.

If you choose to mimic the function of the actual product strive for completeness not detail. Make sure to include all important features and to give a well rounded picture of the different things your project can do.

The purpose of creating the prototype is to gain a deeper understanding of the project, to help solidify the requirements, and to communicate project requirements to the user.

Status Memo

From now on every team assignment will include a status memo.

On the top left it says *TeamName*. Replace it with a team name of your choice. On the top right it lists the assignment number (e.g. A04) . Please update the latter to match the current assignment.

The status memo is structured in 3 sections:

- a) A list of members and their contributions
- b) The top 3 risks, their symptoms, and actions taken to avoid or mitigate the risk
- c) Any project management issue I should know about

Turning in:

Turn in a copy of your prototype, a brief description of what it is doing, and the Status Memo. (one per team)

Be prepared to demo your prototype in front of the class on Monday after the due date .