

Team A _____

Total Grade: / 100

FUNCTIONALITY CORE(BOLDED): /40 OTHER: / 10 MAX

General Features	<ul style="list-style-type: none"> • Access to all functionality including future functionality (show routes, rate people, chat) 	3
Car availability (1)	<ul style="list-style-type: none"> • General conditions of use (3) • Decisions about riders (3) • Scheduling (5) • Making changes (2) 	11
Riders book car and modify trip (2,4)	<ul style="list-style-type: none"> • Ride request details (4) & their modifications (1) • Possible outcomes (3) 	8
Owners response to requests (3,4)	<ul style="list-style-type: none"> • Detailed request received (3) • Decision(3) 	6
Abort self driving (5)	<ul style="list-style-type: none"> • Request to stop (1) and outcomes (2) • Resume trip (1) report (2) 	6
Check car (6)	<ul style="list-style-type: none"> • Alerts received for collision/damage, attempted intrusion, tech problem (.5 each) • Detailed followup information (5) • Followup actions (2.5) 	9
Charge car (7)	<ul style="list-style-type: none"> • Low charge notification (3) • Manual charge (3) 	6
Car features (8)	<ul style="list-style-type: none"> • Temperature: outside(1), inside(2), intake(1), fan(2), car areas(1) • Heat seats(1), defrost windows (1) • Open/close windows (2), Open trunk (1) 	12
Car Media (9)	<ul style="list-style-type: none"> • Speakers: on/off/volume (2) • Connect phone (2) • Navigation narration on/off (1) • Play radio (3) 	8

USABILITY**/ 50**

Design of screen layouts and quality of graphics (U.I. is mostly pictorial)	15
Intuitiveness & memorability of interaction & navigation & general ease of use.	15
Simplicity and efficiency of user task execution	10
Implementation of direct manipulation (object-action) paradigm	10

COMMENTS

Features
Problems