

SENG 310 Assignment 3: Formal Proposal and Prototyping

Most of this assignment will be completed as a group with some individual work.
CAREFULLY read and follow submission instructions as outline in the section below.

Part 1. Formal Proposal

- Write a formal proposal of your project.
- The key items to identify in the write up are:
 - the problem you are tackling,
 - what evidence there is to support that this problem exists (based on interviews),
 - how your system will solve this problem (this can be elaborated on in terms of what features your system will offer up to the user), and
 - what technologies it will involve.
- The scope of your project must be large enough so that it will require at least 4-6 different screen designs. By limiting the functionality/scope of your project you will limit your potential grade.
- **REMEMBER:** focus on the user interface design aspects, not the back-end system. The description of the technologies should be high-level. Implementation details are not important.

Part 2. Conceptual Design

Create a conceptual overview diagram of your system using one of the methods covered in lecture (content diagram, affinity diagram or conceptual overview). The picture of the final layout of your conceptual design will be included with your assignment submission and used by your group members in Part 3 of the assignment.

The design diagram must reflect at least your scenarios from your Assignment 2 submission. If you wish, you may revise your scenarios but be sure to include these revised versions with your submission. These revisions should also be reflected in Parts 3 and 4 (your prototypes).

Part 3. Individual Paper Prototype

NOTE: This milestone artefact is due in your lab the week of June 1st. Your lab TA will be coming around to look at and give a mark for each individual prototype.

REMEMBER: if you do not complete the individual portion of the assignment you will receive 0 on the group portion of the assignment as well.

Each group member will create an individual prototype based on the conceptual overview generated by your group in Part 2 of the assignment. These should be simple sketches of the general appearance of the user interface (layout, colour, icons). All screens that are critical for your scenarios should be shown.

Part 4. Group Low Fidelity Prototype

As a group, from the individual prototypes, create a revised low fidelity prototype. This revision should incorporate ideas from the individual prototypes based on a group consensus. The prototype you generate must allow someone to walk through each of your scenarios.

All screens that are important for the three scenarios should be shown.

- Clearly identify what the UI sketch/image represents in your proposed system.
- Identify the components of the UI, including any icons, buttons, and links.
- Provide a short description explaining the rationale for your proposed design. Base this rationale on a combination of:
 - 1) your prototype's fulfillment of the user and task requirements outlined in your requirements documents generated in Assignment 2
 - 2) your prototype's adherence to Norman's design principles covered in lecture

What to hand in?

- Bring to lab the week of June 1st
 - Physical individual prototypes
- Via connect – 3 files (**one** submission per group)
 - File 1: A pdf containing your proposal and your conceptual design (Parts 1 and 2)
 - File 2: A pdf containing a scanned version of your group prototype (Part 4)
 - File 3: A README.txt containing a general description of your application, your task scenarios (with updates if changes made) and any other details you would like to pass on to the marker.

General comments about the assignment:

- A strong emphasis will be put on your ability to present your ideas clearly.
- Poorly done assignments will be penalized.
- Be creative.