# IMY 310 Project

# Phase 3 – Final Design

## Assignment Brief

This phase of the project requires you to apply what you leant during the testing of your paper prototypes in order to create a final design for your mock-up. This design must be interactive, and as such, must run on a computer.

To accomplish this interactivity you must thus implement your design either with HTML5, CSS3 and Javascript or as a mobile application. You may also “fake” a mobile application by creating a HTML5, CSS3 and Javascript mock-up of what the application would look like.

## Considerations

Keep the following in mind when creating your mock-up:

1. Aesthetic: the final look and feel of the product should be included in the prototype. This means that colours, fonts, layout, menus etc. should all be finalised.
2. Functionality: the core functionality of the product should be in place. This means that the new mockup should solve the problems brought about by the design of the existing product. All the core functionality should be in place, though non-interactive functionality (where the user has no effect on the data) can be hard-coded. As such, multiple use cases (users completing a task via your product) should be accounted for.
3. Meeting the goals of the project: whilst each project is different, your initial project plan defined specific goals that must be met by the product. This prototype should demonstrate that each of these goals have been met.
4. Results from Phase 2 taken into consideration: during Phase 2, each of your alternative designs were tested with users and feedback was given. Based on the design chosen, the necessary feedback should be applied to the software prototype.

Keep in mind that these four considerations are what you will be marked on for this phase.

## Instructions

You will be handing in a report that showcases all aspects of your product’s functionality with screenshots.

* Showcase the major sections of your product (landing page, specific important pages etc.) by providing screenshots **[10 marks]**
* For each user need you identified in your project plan and tested during paper prototyping (4 normal needs and 6 “specialist” needs), create an associated task. For example, if a user needed search functionality in a website, create a task such as: “**Task 1: Search for ‘funny cat videos’**”.
* List these 10 tasks. **[10 marks]**
* For each task, take screenshots of your product mock-up during each phase of task completion. For Task 1 above, one screenshot would depict the term in the search bar, while the next screenshot would show the search results **[3 marks each x 10].** Link these screenshots visually, and beneath each set of screenshots (for each task), describe how a user could complete the task **[2 marks each x 10].**

**Total: 70 marks**

## Submission

1. Submit a digital copy of the written segment of your assignment via ClickUP as a PDF with the file name **GroupName\_IMY310\_FinalDesign.pdf** where **GroupName** is your group’s name **on or before 25 April 2016 at 23:59.** Only one group member need upload the document.
2. Submit a hard copy (print out) of your report during class time on **25 April 2016. If you do not submit the hard copy, you will receive 0 for this phase.**

Plagiarism will not be tolerated, and any group suspected of plagiarism will receive 0 for this assignment.