Week 8 Stand-up

Present current group progress, discuss any issues, re-evaluate your plan and assign work for the next phase of the prototype. At this point, we would expect to see low-fidelity prototypes of your designs

Week 10 Stand-up

Present current group progress, discuss any issues, re-evaluate your plan and assign work for the next phase of the prototype. At this point, we would expect to

Task assigned for the member to manage progress on.	**Dates**	**Notes**
Divyanshi		
Quick general system design - Using moqups (click prototype)	Designs due 12th September Results due 19th September	
Maze-game design + user testing - Wireframes - Designs	Designs due 12th September Results due 19th September	
Electronic prototype : - Starting off with the maze game - Use of images/videos for features that we don't implement	Starting 29th September after all low fidelity prototype use testing results gathered/analysed. Basics due by 3rd October	Created basics of maze game to demonstrate how the class will interact together.
Final: Website for electronic prototype		
Beth		
Puzzle/Movie game design + user testing - Wireframes - Designs	Designs due 12th September Results due 19th September	
Maze-game low fidelity prototype + user testing - Paper - FluidUI	Due 29th September	

User research		
Final: promotional material - Conference poster - Video + promotional website page.		
Barney		
Space game design + user testing - Wireframes - Designs	Designs due 12th September Results due 19th September	
Space game low fidelity prototype + user testing	Due 29th September	
Final: Process + handling documentation	Ongoing	
Electronic Prototype: - User testing - Additional pages e.g. login pages to help with user to see website's flow - Creating website's learning content (videos and images) using the final low fidelity prototypes		