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| **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 :   * Website map/design * Starting off with the maze game * “Login”/landing page * Use of images/videos for features that we don’t implement | Starting 29th September after all low fidelity prototype use testing results gathered/analysed.  Full maze game by the 3rd stand-up | Created basics of maze game to demonstrate how the class will interact together. |
| Final: Website for hosting promotional material |  |  |
| **BETH** | | |
| Puzzle/Movie game design   * Wireframes * Designs | Designs due 12th September  Results due 19th September |  |
| Puzzle/Movie game low fidelity prototype - paper | Due 29th September |  |
| Electronic Prototype   * Dashboard page | Due by the 3rd stand-up |  |
| Final: Promotional material, documentation |  |  |
| **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:   * Spaceship game * Creating website’s learning content (videos and images) using the final low fidelity prototypes | Spaceship game + videos/images by the 3rd stand-up |  |