Week 8 Stand-up - At this point, we would expect to see low-fidelity prototypes of your designs

Week 10 Stand-up - At this point, we would expect to results of (or clear plans to conduct) user testing.

Week 12 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 your interactive prototype.

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| --- | --- | --- |
| **Task assigned for the member to manage progress on.** | **Dates** | **Notes** |
| **Divyanshi** | | |
| Quick general system design   * Using mockups (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 * Dashboard * 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  Full maze game + starting of dashboard by the 3rd stand-up | 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 |  |
| Electronic Prototype   * Additional pages e.g. login pages to help with user to see website’s flow * User Profile * Add movies to dashboard * Add Movies/picture game | Due by the 3rd stand-up |  |
| 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:   * 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 |  |