|  |
| --- |
| **DIVYANSHI** |
| Quick general system design   * Using moqups (click prototype)   Documentation:   * Written proposal |
| Login, lesson plan and dashboard designs, paper prototypes and user testing.  Maze-game design + user testing   * Wireframes   Designs |
| Electronic prototype :   * Promotional landing page. * Login page (Pick account type) * Setting up of the basic website * Node.js + socket.io + express setup to allow for communication between multiple screen allowing for multiplayers. * Lesson plan screen (Student + teacher’s) * Maze game (teacher + student screen have) |
| Final: Electronic prototype and promotional landing page. |
| **BETH** |
| Puzzle/Movie game design   * Wireframes   Designs |
| Puzzle/Movie game low fidelity prototype - paper |
| Electronic Prototype  Dashboard page |
| Final: Promotional material (poster + brochure) |
| **BARNEY** |
| Space game design + user testing   * Wireframes   Designs |
| Space game low fidelity prototype + user testing |
| Final: Process + handling documentation |
| Electronic Prototype:   * Spaceship game (Student and teacher screens) |