

### **Mission 2: The Prototype**

1. This is your second task in this project.
2. The objective of this task is to produce a prototype of the system.
3. The prototype may not have all the features of the final product. You have to decide what to include in the prototype.
4. The purpose of the prototype is to let you have a good “feel” of the system so you should focus on functionality. A detailed design of the real system will be conducted later.
5. You can use hacks as you see fit.

#### **Deliverables:**

1. A document of at most five pages that includes:
  - a. A one page rationale of your decisions what to include in the prototype and what to exclude from it. Specify your objective clearly!
  - b. A one page “survey” for the client – what kind of questions you would like the client to answer when he uses/sees the prototype?
  - c. The functionality of the prototype and a brief description of the prototype’s contents (classes, packages, etc.).

The format of this document is unspecified. Follow the same styling instructions used for the requirement document (in terms of fonts, margins, and spacing).

2. If you choose to code the prototype, you need to submit its code of the prototype. Including a README file with running instructions. This should be submitted on the WebCT.
3. If you choose a complete mock-up prototype, you need to submit the mock-up.

**Please do not submit a hardcopy of your code.**