## HW10: Sketching and Storyboarding

**SWE 432 Fall 2016**

**Due: 11/17 before the start of class**

For this assignment, consider a new user scenario for your app that you have NOT implemented yet. For instance, in the case of our todo app that we’ve been using as a toy in class, we might consider allowing users to set reminders for todos and view when things are due - or categorize todos - or assign the responsibility of completing a todo to another user. Do not worry how complicated it might be to implement this new scenario in code - because you won’t have to! For this assignment, you’ll take some new scenario for your app, and focus on sketching and storyboarding multiple ways that you might implement that interaction.

**Step 0: Create a new scenario**

Before starting any sketching, concretely describe your scenario. Describe what **goal** the user will be able to achieve using your system.

**Step 1: Lo-Fi Sketching (22 pts)**

Given the scenario and goal, create **15** lo-fi, rough sketches of how a user might interact with your system to accomplish that goal. Remember that we want these to be **lo-fi sketches**, and not wireframes or prototypes: they’re done best with pen/pencil and paper, and without details like colors, fonts, etc. Each sketch should consider a **different way** that the user might accomplish that goal - for instance, different ways of collecting information, or organizing it. Accompany each sketch with a short description (1-2 sentences) that describes the idea behind the sketch: what is the key difference from this sketch versus the others?

**Do not use a computer program to create these sketches**. Please draw them by hand, like we did in class, and then scan or photograph them to submit.

**Step 2: Storyboarding (12 pts)**

Consider the 15 rough sketches that you created in step 1. Select three of them that you think might be the most promising approaches that you would want to move forward with. For these three, create storyboards showing the complete interaction that a user might have with that interface. Include a brief description of why you selected these three approaches to storyboard. Your storyboards should consist of multiple sketches showing the complete workflow that the user might have with the interface, considering all ways that the interface might adapt to the user’s progress. Include textual descriptions as necessary to label each phase of the storyboard to explain what it represents (e.g. the transition that the user makes to get from one frame to the next). Your storyboards should be lo-fi (hand-drawn) sketches as well.

**Submission Instructions**

1. Submit a single document through Blackboard (1) describing your new scenario, (2) containing all of your sketches (with descriptions) and (3) containing your storyboards (with descriptions). The document should also have the name of all members of your group. Only one group member needs to submit this document.