# Interação Pessoa-Máquina
## 2024/25

## Final project

## Stage 4: Functional prototype
In this stage, according to the results obtained during the first prototype user tests, you are going to develop a functional prototype.

**Objective:** Develop a functional prototype of an interactive system.

### Description
According to the results you got from the first prototype user tests in stage 3, you should create a new prototype running on the appropriate platform (web, mobile). This prototype should be:

- High fidelity in look: explore the graphic design of your final application. Make choices about screen layout, colours, fonts, alignment, icons...
- High fidelity in feel: the prototype should behave as the real system. It is supposed to run on the appropriate platform (web, mobile).
- Medium fidelity in breath: support, at least, the scenarios and tasks tested in stage 3.
- Low fidelity in depth: don't need to put much work on the backend.

Your prototype does not need to be functionally complete, but should be complete enough to give a convincing impression to candidate users. This prototype will be distributed to another group of students from your practical class, so they will do a heuristic evaluation of your prototype and produce an evaluation report during the next project stage.

You can use any appropriate tool to develop your prototype (html, React native, ...).

### Report
The report must include:

- **URL for your prototype:** make your prototype available for downloading and include the corresponding URL in the report.
  - Once available for download, your prototype can not be changed.
  - Package multiple files in one .zip file.
- **Startup instructions:** Specify the platform and software requirements to run your prototype. Give brief instructions for starting it up.
- **"Briefing":** the "briefing" you gave to the users in stage 3, describing your application (with the necessary adjustments).
- **Scenarios:** developed during stage 3 to help evaluators understand and evaluate your application.

- **URL of your project:** So evaluators have access to your project history, which will help them to understand your application.
- Also describe which parts of your prototype are incomplete, so evaluators know what is supposed to work and what is not.
- …don't forget to describe your application and to identify the tools you used to develop it.

## Deadline:
- November 18.