Assignment 3: Requirement Specification and Lo-fi Prototypes

Brainstorm session:
The brainstorming process was conducted online. The individual sketches were drawn by hand for one team member while the rest of the team members used an online tool called draw io to make their sketches. Each member shared their sketches on a whatsapp group chat when they were finished with their sketches as not all team members were available at the same time . Each member created at least three sketches on the interfaces the user would interact with. At a later date Google meet was used to discuss each member's sketches. For the creation of the affinity diagram the online too miro was used which allowed for each member to work on the diagram in real time and make changes as well as add on to the affinity diagram. The process was time consuming as the brainstorming session was done in multiple days.

Storyboard:

Video prototype

Task-centered system walkthrough:
task:
John is a farmer and he wants to check the temperature of the water in the hydroponic system to determine if it is 27°C which is an ideal temperature for one section of the system.

Task step	Knowledgeable? Motivated? Believable	Comments/suggested fixes
opens the hydroponics system app on his device and clicks on the section of the system he want to see the temperature for	**This step is believable as the temperature of the water can affect how crops grow ,so the temperature should be monitored.**	
clicks on the temperature sensor.	**This step can be easily done by the user since the different sensors are displayed in a manner the user can easily see.**	
taken to a screen which shows a bar that indicates	**the user may not know how to interpret the**	**this may be a problem for some users as they would**

if the temperature is high or low in the system by a coloured line.	temperature reading of the bar on the screen.	like a precise value or the level of the temperature on the bar may be hard to interpret.
clicks on more detail on the screen to get the actual figure of the temperature in degrees celsius	the user is motivated to do this step as as explained above the user would want quantitative data for the temperature reading.	

In summation the only issue that the walkthrough provided is that the temperature would be displayed in the form of a qualitative figure of high and low when the user clicks on the temperature sensor on the homescreen of the app. Despite identifying this problem the app already provided an option to get the quantitative value of the water temperature by clicking on the button, get more details.

Reflection:
   The ideation process was done entirely online with the help of many online tools. due to only interacting online some aspects of the assignment was challenging such as the brainstorming session. The brainstorming session was done by each team member by drawing their sketches on their own time and sending it through whatsapp. This resulted in having the brainstorm session being carried out for more than one day as opposed to a few hours if it was done face to face. Activities such as creating the affinity diagram was done using an online tool called miro so all the members can work on the diagram in real time. Google docs was used for the writing aspect of the process. If we had to do the process again the brainstorming session would be done face-to-face instead.