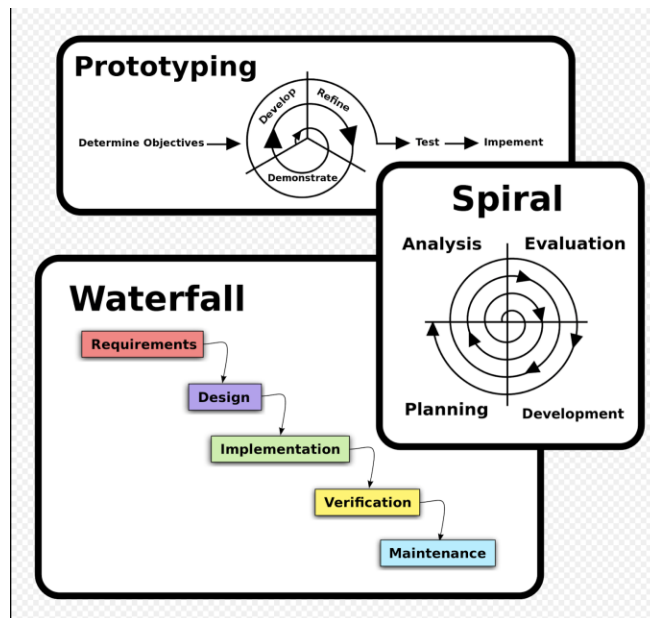


Product Evaluation

Our product development follows the concept of a design spiral model, which involves design/planning, implementation and evaluation from low to high fidelity prototyping.

In the first few client meetings, according to our client's description, our group barely had the idea of what to design at first. A few rough designs were made on paper and powerpoint to demonstrate the user interface and functionalities.

Based on that our group narrowed down to a list of features and designed a simple model for our minimum viable product (MVP), whose functionalities involve showing the objects in a map view by region and popping up a window with object description on clicking the pin coordinates.



As we are implementing the map and database, our group gained a clearer picture of the whole product, and started to have a more concrete understanding of what our client's expectations. And at later stages, with the group communication and client meetings, we decided our product would not only face the visitors and tourists, but also have an interface for the museum stuff to modify the data through the client end of the app, so admin login and admin modification were added.

For the backend, initially, the dataset our client gave us was nigh impossible to work with. Not only did it have missing fields, duplicate entries, but at least half of the entries did not have a viable address. We tried working with it in the MVP stage, nonetheless, we were only able to abstract around 20 entries that were workable (out of 800). Finally in our final implementation, we requested a new dataset. In addition to giving us an improved dataset, our client also provided us a relational database diagram. This whole process really held us back, but the fault was not to the client but to us for not speaking out sooner.

In order to gain more user feedback, we asked other students to try out our product and fill in a questionnaire. Some questions include (all rated out of 10) general rating, usefulness, aesthetics, speed etc. Most people were pleased with how the app looks, however, usefulness suffered a low score unless the user is using the product in the museum or were very keen.

Unfortunately, we didn't use that feedback as much as we'd like due to the lockdown. Our progress was put on halt for numerous weeks. Due to that, many features and user stories

were not implemented in the final solution. To cope with this, our group have moved to video calls (Zoom) to meet with the client.