Dossier Criterion A3: Prototype solution

A prototype solution is:

“The construction of a simple version of the solution that is used as part of the design process to demonstrate how the system will work.”

In other words, a prototype is an initial illustration or early version of your system.

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| **Achievement Levels** | **Descriptor** |
| 0 | The student has not reached a standard described by any of the descriptors given below. |
| 1 | The student includes only an **initial design**. |
| 2 | The student includes an initial design **and a prototype**, but they do not correspond. |
| 3 | The student includes an initial design and a prototype that **corresponds** |
| 4 | The student includes an initial design and a complete prototype that corresponds to it **and documents user feedback** in evaluating the prototype. |

You will need to show your design (user-action flow chart) with **corresponding** graphical illustrations of your prototype system. In order to receive full marks, you must have your prototype evaluated and commented on by a user. We will spend time in class evaluating each others’ designs and interfaces.

Useful tools

Any GUI programming editor:

Microsoft Visual Basic (located on school computers)

Microsoft Visual Studio .NET

Any word processing / presentation tool:

OpenOffice Writer / Impress

Microsoft Word / Powerpoint

Any HTML / Web development editor:

Adobe / Macromedia Dreamweaver

Microsoft Frontpage

Any graphical editor:

Microsoft Paint

Adobe Photoshop