## **Project Timeline**

| <ul> <li>Report writing</li> <li>2 high level storyboards</li> <li>design concepts/ideas/alternatives</li> </ul>        | 10-15<br>3-5  | Nov. 4th  |
|---|---|---|
|   | 3-5   |   |
| <ul> <li>design concepts/ideas/alternatives</li> </ul>  | <del>-</del>  | Oct. 21st   |
| <ul> <li>design concepts/ideas/alternatives</li> <li>Detailed description of low-fidelity</li> <li>prototype</li> </ul> | 2   | Oct. 18th   |
|   | 3   | Oct. 23rd   |
| - screen-level storyboard   | 1   | Oct. 18th   |
| Aaron - design concepts/ideas/alternatives<br>- evaluation of low fidelity prototype                                    | 2   | Oct 13th  |
|   | 2   | Oct 23rd  |
| - 1 screen level storyboard<br>-  | 2   | Oct 21st  |
| - protocol and consent  | 1   | Oct 23rd  |
| - 1 screen level storyboard   | 2   | Oct 21st  |
| <ul> <li>design concepts/ideas/alternatives</li> </ul>  | 2   | Oct 13th  |
| - Design concepts and alternatives  | 2 hrs   | Oct 13th  |
| <ul> <li>1 Screen level storyboards design</li> </ul>   | 1 hr  | Oct 21st  |
| - Paper prototype   | 4 hrs   | Oct 23rd  |
| <ul> <li>Low-fidelity prototype advantages &amp;<br/>disadvantages</li> </ul>   | 1 hr  | Oct. 23rd   |
| <ul> <li>Low-fidelity prototype rationale<br/>behind design decisions</li> </ul>  | 2 hrs   | Oct. 23rd   |
| <ul> <li>design concepts/ideas/alternatives</li> </ul>  | 2   | Oct 13th  |
| - presentation slides   | 3   | Oct 15th  |
| - presentation delivery   | 2   | Oct 16th  |
| <ul> <li>evaluation of low fidelity prototype</li> </ul>  | 2   | Oct. 23rd   |
| <ul> <li>report writing/editing</li> </ul>  | 5-10  | Nov 4th   |
| <ul> <li>design concepts/ideas/alternatives</li> </ul>  | 2   | Oct 13th  |
|   | lα  | 1 Oat 1 Fth   |
| <ul><li>Presentation slides</li><li>Presentation delivery</li></ul>   | 2   | Oct 15th<br>Oct 16th  |
|   | <ul> <li>1 Screen level storyboards design</li> <li>Paper prototype</li> <li>Low-fidelity prototype advantages &amp; disadvantages</li> <li>Low-fidelity prototype rationale behind design decisions</li> <li>design concepts/ideas/alternatives</li> <li>presentation slides</li> <li>presentation delivery</li> <li>evaluation of low fidelity prototype</li> <li>report writing/editing</li> <li>design concepts/ideas/alternatives</li> </ul> | - 1 Screen level storyboards design 1 hr - Paper prototype 4 hrs - Low-fidelity prototype advantages & 1 hr disadvantages - Low-fidelity prototype rationale behind design decisions - design concepts/ideas/alternatives 2 - presentation slides 3 - presentation delivery 2 - evaluation of low fidelity prototype 2 - report writing/editing 5-10 - design concepts/ideas/alternatives 2 |