GatorBall Design Draft

Introduction - project value

* Purpose/Need - why, who, what?
* Domain & Prior Art - field/area of project and existing work
* Impact & Risk Assessment - societal impact (culture, global, economic, environmental and social), ethical context and potential risks

Statement of Work - work to be done during semester

Deliverable Artifacts - what will be delivered at the end of the project? Hardware, software, and documentation

* Short Description: how does it fit into the project?
* For software/documentation, dissemination plan: format and distribution of project
* Accessibility/Usability/Maintenance Plan - how will the project remain useful long term?

Mockups - visual models; wireframes, draft schematics, and other diagrams

* Interfaces - parts of project with human interaction
* Systems - how systems communicate with each other (hardware and software)
* Networking - any type of telecommunication; application
* Storyboards - mockup of each software screen
* Draft Schematics - draft model for schematics; major components, what they do and how they connect