CIS*3750 System Analysis & Design in Application
Lab Deliverable 4: Build Specs, Paper Prototyping and Implementation Scheduling.
Due Dates: 1:00 PM Friday, February 28th, 2018 &
During your Lab on March 2nd or 3rd
Weighting: 10%

The following assignment must be completed as a group and submitted within your group's RedMine Wiki. Assume that your Wiki is a living document that your client will be using to check up on your progress and keep you accountable for your work. As such, the document should be **professional, organized, easy to follow, visually appealing, consistent and void of spelling or grammatical errors**. Failure to follow these standards or to provide all of the necessary deliverables (described within this document) will result in a deduction to your grade.

Keep in mind that a 70%-80% will be given to groups who **meet** the expectations as documented here. For higher grades, groups should strive to go above and beyond the deliverable requirements. In-depth analyses and reflections, extra subheadings, multimedia (pictures and videos), typographical emphasis and bullet points are all fantastic ways of making your Wiki stand out.

Learning Outcomes
- Draft well written requirements that are thorough, specific and measurable.
- Categorize requirements based on their importance to the overall system development
- Estimate the time required to complete specific requirements
- Identify requirements vs instructions and know the difference between the two.

Report Details
Each of the following sections are to be submitted as separate articles within your groups Wiki page (Except for section A, which will be included as a separate .csv file). These articles will be used throughout the course, and will provide a foundation for continued software development, so be sure that you write them clearly and with as little ambiguity as possible.

Part A - Use Cases   20%

For the 3 core project features (see Week 1 slides), choose 2 and write write at least ***1***
fully-dressed Use Cases for each. The use cases should include:
- at least 3 alternate scenarios
- a summary, including actors, pre-conditions, core path, alternate path, and
  post-conditions as shown in class.

Pick high priority requirements for this exercise, or requirements that couldn't be further be
broken down without becoming instructions, such as "Admins must be able to grant access to
the content moderation system". A well defined use case should take 1-2 pages of writing.

Part B - Paper Prototyping & Usability Testing   80%

The following article will describe the Live Paper Prototype Usability Tests that your team will
run during your lab session on the week of **March 2nd-3rd**. *Your POST-MORTEM in part II
below is due on the same day as your test session, you should start on it right afterward.* Your
Usability Test should include **the *2* Use Cases covered in section A**, however, you will be
with the client for at least 10 to 15 minutes per session (there will be multiple sessions during
the lab period) so make sure you have enough material to fill the time. You should never end
your session early!

I.   **Usability Testing Sessions (To be marked later)**   **[3 marks]**
        Your prototyping session will be graded based off of your interaction with the client (or
        Usability Testers). You will be graded on proper introductions, outlining the project goals
        & objectives, describing what a paper prototyping session is, what you expect from the
        client, and what they should expect from you, your ability to respond to client/user
        challenges, and for your overall presentation.

II.   **POST-MORTEM: Session Description (Due after session)**   **[2 marks]**
        Your post mortem should include a brief description of the session, including a list of the
        Use Cases you presented during each prototyping interaction. You should also indicate
        who took part in the session, and what each team member did. Indicate information you
        learned about the person taking part in the session. You could include information such
        as age, computer skill level, and whether they are a representative of a specific User
        Group or not.

III.   **POST-MORTEM: Stop/Start/Continue (Due after session)**   **[3 marks]**
        Your document must include a summary of the findings from all of the paper prototyping
        participants, identifying the common things that they thought didn't work or should be
        changed (e.g. things to stop doing), things they thought you should add to the design
        (e.g. things to start doing), and the things they thought worked with your design (e.g.
        things to continue doing). Do not simply indicate that client A suggested X, and client B

suggested Y. Summarize the results and present any trends or outliers. Indicate if you are applying extra weight to any of the feedback, and if so, why you are.