LAB 1

StakeHolder Requests

Professor Magneto

Marketing

Future Path/Scaling

Distribution

Security/Data

Moment MVP

UX/Info

Documentation

Support/QA

That chedda cheese!

Legal Work

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UX/Info

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Documentation

That chedda cheese!

Legal Work

Shareholder / User changes:

"In order for this to be a product, I need to see this…"

1. Ease of use for the user
2. Helpful guide for the user
3. User should be able to do xxx
4. We "stakeholder" should see xxx

Shareholder / User changes (Per Project):

Eye Gaze
- Per user save of config/settings
- Save eye gaze data/heatmap

Data Streamer
- Even more data analysis
- Live feeding data (i.e Raspberry PI/Arduino)

Moment 2D
- Save user interaction data
- Per User save of config/settings

XgridZ
- Save User settings/config
- Export User results data

2D->AR Conversion
- User login and save data
- Export of that data

Assumptions

Kevin Chaja Awesome Company Has no money (Thanks a lot Covid)

All new features presented with Previz art/code/etc.

Emphasis on the design and scalability
** Next LAB rolls over to focus on the DATA portion**

Due Date: February 28 midnight

Deliverables:
1. SOW document showing design elements from requests mentioned here
    (i.e present to me how you are going to accommodate the changes and make the
    stakeholder's happy, so they adopt the product and we get tendies)
2. User case/architecture/code based diagrams
3. Previz = you don't have to build everything. Photoshop, placeholder, reuse other people's
    code (don't forget to cite) to accomplish your goal
4. Scrum export: either do a weekly scrum or for full length
5. "One page": one page preview of work for Shareholder
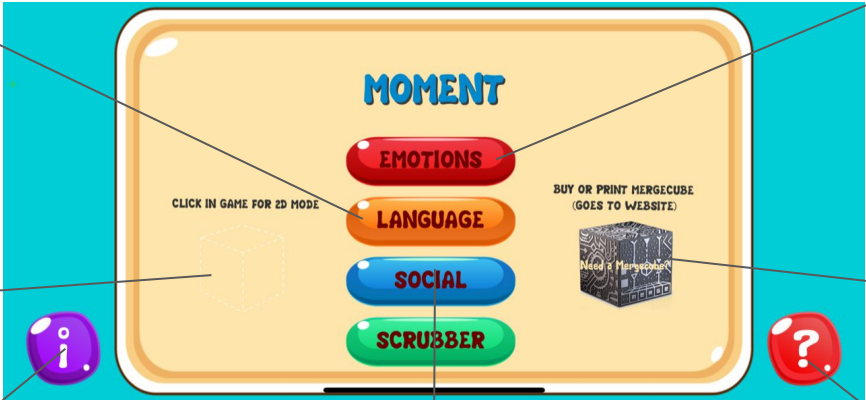
Goals
1. Work as a team
2. Understand the problem and discuss ways to solve it
3. Think about the "future" i.e scalability
4. Product will eventually be used by Users, non-technical people, how will you design
5. Since "Chaja company" has no money, we have to respect time.
6. Impress Professor Magneto = Instant A

"One Page" ShareHolder Example

Languages Module showing 3 tiers of Verbs for SLP's

Enable "2D" mode if cube is inaccessible. Helps to get approved with Apple store and if no cube is available

MOMENT

EMOTIONS

LANGUAGE

SOCIAL

SCRUBBER

CLICK IN GAME FOR 2D MODE

BUY OR PRINT MERGECUBE (GOES TO WEBSITE)

Need a Mergecube?

Emotions Module showing main and sub emotions: Anger, Sad, Happy, Disgust, Fear, Bored
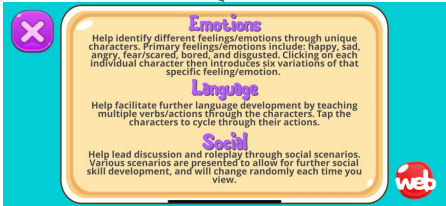
Link for downloadable Mergecube www.mergevr.com

Information on the product and link to webpage for further info

Social Skills module showing 6 social interactions between two people

Explanation of each module

Due Date: February 28 midnight

Outside project peeps:

1. Give me a one page write up on your UX and how users will interact with it.
    -   Who are the users and why will they use it
    -   What additional features/modules will be needed for product to be realeased