2019 Semester 2

INFOSYS320 – Iteration 1

Prototype and Supporting Design Artefacts

(for clarification participate in and refer to Piazza discussions)

When Due and % of your final grade see Canvas.

## Introduction

Based on your chosen aspect of the general domain of Teaching and Learning create a sketch (scene) in Mixed Reality.

|  |  |  |
| --- | --- | --- |
| Task | Deliverable | Weight |
| 1. Problem Definition | Text, Image | 5 |
| 1. Agile Methodology as agreed by team |  | 5 |
| 1. User Stories | Text, Image | 10 |
| 1. Working Prototype | Project in Github | 30 |
| 1. Interaction in prototype | Unity Scene  Screenshots | 5 |
| 1. Make a summary in PowerPoint of all screenshots with titles that you would use in a quick presentation of your prototype and beyond (bullet points) (hand drawn too) | Screenshots from your scene | 5 |
| 1. Plan for the future/ backlog/ToDo | Screenshots from Trello | 5 |
| 1. MRTK setup | In Prototype,  Screenshots | 3 |
| 1. Working Photon | In Prototype, Screenshots | 2 |
| 1. Information Model | In Prototype | 15 |
| 1. Assets which will/may be used | Text, Image | 5 |
| 1. Research of similar work | Text, Image | 5 |
| 1. Github for prototype and other documents | URL, Image | 5 |
| **Total** |  | **100** |

## Submission

* Zip of your Unity prototype
* General PowerPoint document with all text and images
  + Text
  + Screenshots
  + URL of Group Board
  + URL of Github

Keep a backup of your project so you can provide it as evidence of your work