Front-end Web Dev
Rare Bookstore Project
Phase 1

Work session: January 22nd

A portion of Saturday's class will be devoted to providing the class an opportunity to interact with each other to collaborate on the assignment.
A portion of the class will be devoted to having randomly selected students presenting their work in-progress to receive feedback from the Instructor and TAs.

Delivery Date: Feb 5th

The deliverables are due on this date.
A set of students will be picked at random to give a presentation on their deliverables for Phase 1 on this date during the Saturday class.

Scenario

Employees at a rare bookstore need to be able to access a system where they can store the inventory for the store. The system should be accessible from either a laptop or a tablet. Employees should be able to add, update, and delete books from the system. Not all employees should be able to delete books from the system.

Assignment

Use the Design Thinking philosophy to design the front end of a web application intended to address their needs.

Stage 1 - Empathise:
- **Activity**
  - Gather into groups to interview your instructor and TAs who will act as the clients.
- **Deliverable**
  - Create a document that contains the information that you gathered from the interview of the client.
  - Create a document which has profiles of the different types of users who will interact with the product.
  - Give each profile a name.
  - Answer the following questions for each of those types of users
    - What tasks do they currently perform?

- ■ What are the hardest / most frustrating aspects of their current system?
- ■ When do they typically perform their tasks?
- ■ How would this change improve their feelings about completing their tasks?
- ■ How do their tasks, feelings, or responsibilities differ from the other profiles?
- ■ What are the set of skills that they currently possess?

Stage 2 - Define the problem:

- ● **Activity**
  - ○ Organize the information that you have from the interview and the profiles that you've created in the Empathise stage.
  - ○
- ● **Deliverable**
  - ○ Begin the problem statements with a verb, such as *Create*, *Define*, or *Adapt.*
  - ○ The statements should address the problems from the perspective of the user, not the business.
  - ○ The problem should be specific enough to have an identifiable way to determine if it has been solved.
  - ○ The problem statement must address the needs of one or more of the different profiles created in the Empathise stage. Use the names of the profile(s) in the problem statement.

Stage 3 - Ideate:

- ● **Activity**
  - ○ Conduct a brainstorming session with other members of the class.
  - ○ Add ideas that occur to you based on your understanding of the problems.
- ● **Deliverable**
  - ○ Create a document that contains these ideas.
  - ○ Give each idea a short name or phrase to make it easier to discuss using that name.

Stage 4 - Prototype:

- ● **Activity**

- You will go through the prototype stage multiple times.
- The first time through do A, next time through do B, next time through do C.
    - A - Draw out the screens and interactions that you think represent the ideas from the Ideate stage; indicate which ideas are being used by indicating the *name* from the ideate stage.
    - B - Create HTML pages which represent the ideas from the drawings.
    - C - Add CSS and alter any html to better represent the ideas from the drawings and B.

- **Deliverable**
    - A - Take a clear photo of the screen drawings produced in the activity.
    - B - The HTML pages created in the above activity for B.
    - C - The HTML pages with CSS created in the above activity for C.

Stage 5 - Test

- **Activity**
    - You will go through the test stage multiple times.
    - The first time through do A, next time through do B, next time through do C.
        - A - Allow a classmate or multiple classmates to test your prototype from A and provide you with feedback.
        - B - Allow a classmate or multiple classmates to test your prototype from B and provide you with feedback.
        - C- Allow a classmate or multiple classmates to test your prototype from C and provide you with feedback.
- **Deliverable**
    - A - Create a document that contains the feedback from the results of the test in activity A.
    - B - Create a document that contains the feedback from the results of the test in activity B.
    - C - Create a document that contains the feedback from the results of the test in activity C.

Front-end Web Dev
Rare Bookstore Project
Phase 1

You should have gone through each of the stages as shown below:

A	Empathise	Define	Ideate	Prototype	Test
B				Prototype	Test
C				Prototype	Test

Turning in the Assignment

Create a repository on your GitHub account called **techbridge-fewd-winter2022**.
Add a folder called project-phase1
Create a readme file that identifies how each file pertains to the assignment.
Add all of your deliverables files to the project-phase1 folder.
Check in all the files.
The GitHub repository link will be submitted through Google Classroom.