Assignment 2: Application Prototype Design

Specifications v4.1

Assignment 2 is split into TWO deliverables.

2A) Design document

Submission: **Design document PDF**

Worth: **10% of the final mark**

Due date: **11:59pm Sunday 12 May 2019**

2B) Prototype + Report

Submission: **Prototype Report + Invision prototype link**

Worth: **10% of the final mark**

Due date: **11:59pm Sunday 2 June 2019**

This assignment is a Group Assignment of three to four students per group. You should be in the same group for assignment 1. If you are changing groups please seek approval from your tutor so he or she can change it on Canvas.

Objective

The objective of this assignment is to design a prototype for **a mobile** application based on your group's choice of project for assignment 1. This mobile application can either be for the Android or iOS platform.

The Projects

These three projects are based on real world client briefs. As a group, pick one to work on for both assignment 1 and 2. **As you will be using data gained in assignment 1 for assignment 2, you cannot change projects halfway through.** Ensure that you understand the requirements, your tutor will go through with you during your practical/tutorial.

A: Clubs and fitness app	B: Study app	C: Food Hunt app
Goal: To encourage students to participate in activities around the campus and to be more	Goal: To provide students with a tool on managing their time and assignments.	Goal: To help students look for healthy eating options around the campus.

active.		

Target Users

The university assumes that the main target users are RMIT students who are currently attending classes in campus as well as staff. It is your task to research this and provide structured user groups with their own needs and goals as well as the personas.

Functional Requirements

Based on your findings in Assignment 1, implement **at least three** main features in your prototype. This does not include minor supporting functions such as logging in, registering, log out and changing password. Each feature has to be complete in terms of a critical path based on your key path scenario.

Here are some example features depending on the project that you have chosen.

Project A

- Routing to destination and calculation of distance and energy spent.
- Guides to biking facilities on the map with details.
- Cycling events, discovery and ability to join and cancel
- Discovery of clubs and how to join

Project B

- Storing notes for revision
- Organising study groups
- Alerts for assignment due dates

Project C

- Discovery of healthy eateries in and near campus.
- Suggestions of healthy eating habits with gamification.
- Calorie counter.
- Healthy recipe suggestions and sharing.

Keep in mind that these are just suggestions of the type of scope we are looking for. Your design should be informed by the findings from assignment 1.

Tips

1) There are multiple ways to fulfill the requirements but look at similar applications to see what worked and what did not.
2) Try not to approach the problem from a technical point of view. Think about what the users want at this stage and how your app would achieve both the client's and the users' goals.
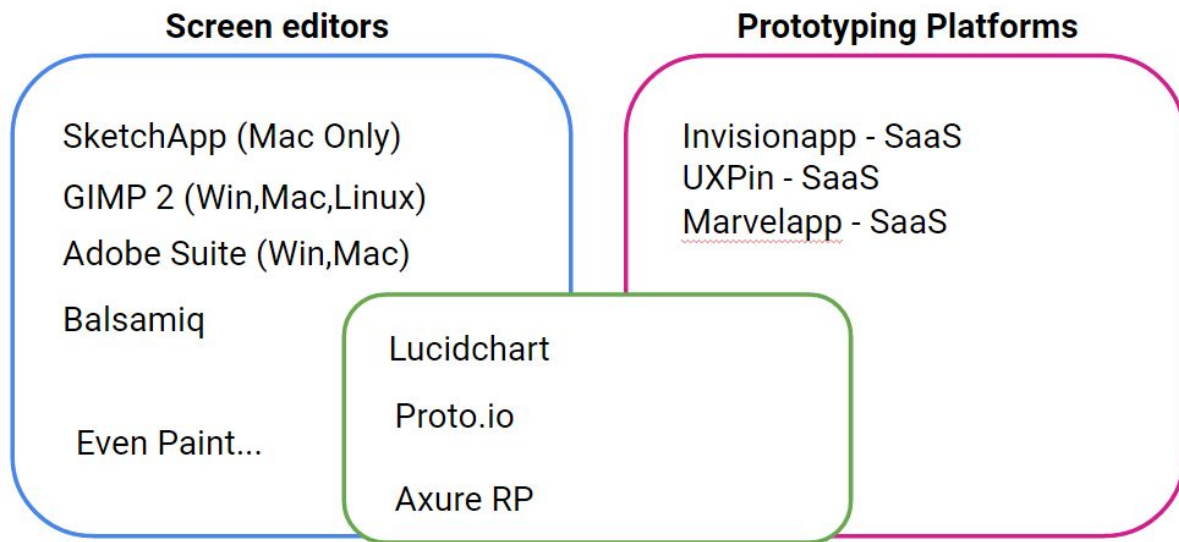3) Give your app a name.

Prototype Instructions

Please go to http://www.invisionapp.com/education-signup and create an account. You can upgrade to an education account by using the code: **56-73-13-19**

Practice with the Invisionapp tool and check out their youtube channel at
https://www.youtube.com/channel/UCndfHdRdEiGOyCOgxQ4W9YQ

Important Notes

1) DO spend some time familiarizing yourself with the InvisionApp tool. There are massive amounts of resources online. Here is a link you will find useful: http://blog.invisionapp.com/
2) Please specify the platform you are working on. (iOS or Android)
3) Have a look at similar applications and conduct critical reviews prior to starting your work. This way you can avoid many mistakes made.
4) **Please insert the link to your project on InvisionApp in your PDF submission, preferably in the introduction section.**
5) **There will be a peer review in Week 12, similar to Assignment 1.**

Recommended Tools

Screen editors

SketchApp (Mac Only)

GIMP 2 (Win,Mac,Linux)

Adobe Suite (Win,Mac)

Balsamiq

Even Paint...

Prototyping Platforms

Invisionapp - SaaS
UXPin - SaaS
Marvelapp - SaaS

Lucidchart

Proto.io

Axure RP

Deliverables

Part 1: Design Document

This report is mainly for you to introduce your design and fill it with screenshots and wireframe of your prototype. Marks will be given for:

1) Introduction (What is this project about? Who are the potential user groups?)
2) At least two example personas and two context scenarios.
3) At least two key path scenario for a major function with wireframes.
4) List down the features that you have chosen and the reasoning behind it.
5) Elaborate on the design principles and/or heuristics applied when creating your wireframes. They can be in a separate section or annotated/mentioned in your wireframes. Design principles include proximity, opacity, colours and contrast etc.

This document does not have a page limit as to provide you with flexibility on the wireframes.

Part 2: Prototype and Test Report

The prototype will be based on your project file residing in the InvisionApp website. Marks will be given for:

1) Fulfilling the functional requirements brief.
   - *Do you have all the features requested? Did you provide examples of user inputs?*
2) Page layout and navigation patterns used.
   - *Is the layout suitable to your form factor?*
   - *Are you grouping the wrong elements together?*
3) Intuitive design and placing of items.
   - *Look at the principle of affordance.*
4) Interactions actually working as intended.
   - *Does your prototype provide example inputs?*
   - *Does your prototype provide example responses to the correct and wrong answers?*

The **PDF report component for Part 2** will talk about the interactions and patterns used in your prototype. It should contain:

1) A report of three user tests. One test during your tutorial and two with real world users. See **attachment** 1 below for a template you can use for the tests. Provide:
   a) an analysis of what went well,
   b) what didn't,
   c) any improvements you recommend, and
   d) the filled in template.

Keep in mind that you are testing your prototype.

2) Annotated screenshots of your prototype.

Timeline

Week 7 - Assignment released. Groups organized, if necessary.

Week 9 - Submission of Part 1

Week 11 - First draft of prototype

Week 12 - Testing and report. Prototype clean up and submission of Part 2.

Note: Please refer to the rubric for a breakdown in marks and as well as deliverable expectations.

Submission Procedure

Each group needs to complete a peer review in week 12.

You must submit your report via a Canvas after groups have been finalized.

Late Penalties

Late submissions of assignments will be penalised as follows:

Time Submitted after Due Date	Late Penalty
0 to 4:59 minutes	no late penalty
5 minutes to 1 hour	5% off final mark
1 hour to 1 day	10% off final mark
1 day to 5 days	10% off final mark for every day late
more than 5 days	100% penalty (you will get 0 marks)

Plagiarism Notice

Plagiarism is a very serious offence. Any submissions determined to be a result of plagiarism will be given zero marks for that assignment. In the event that a hurdle requirement is not met, this will result in the failure of the course.

Writing Resources

Most of your report should be your own writing: try not to use quotations from your references unless there is something exceptional about the way they express a particular idea. Note that you must attribute original ideas, even when you describe them in your own words.

Your writing must be correctly spelled and grammatically correct, so that it is easily comprehended by the markers: they will not spend extra time to decipher poorly-written text in order to guess what you're trying to say. If English is not your first language, then write mostly simple, straightforward sentences: just say what you want to say, and don't worry about sounding literary or poetic. The following resources would also be useful to you:

- Assistance with English language skills is available from the Learning Skills Unit/Writing Skills.
- Plagiarism: What It is and How to Recognize and Avoid It from RMIT Plagiarism resources page.

If your written English skills are insufficient or have difficulties formulating a report then we recommend you seek advice at the student information centre.

Attachment 1: User Test Templates

In Class Test		
Date:	Time:	Facilitator:
Task 1	Insert scenario for the user.	
Observations:		
Task 2	Insert scenario for the user.	
Observations:		

User Test 1 (Target user)		
Date:	Time:	Facilitator:
Task 1	Insert scenario for the user.	
Observations:		
Task 2	Insert scenario for the user.	

Observations:	

User Test 2 (Target user)		
Date:	Time:	Facilitator:
Task 1	Insert scenario for the user.	
Observations:		
Task 2	Insert scenario for the user.	
Observations:		