Bi-Weekly Report 1

AR Portal for GOSH DRIVE

Team 36

Author	*Author Email*
Yin Long Ho	yin.ho.17@ucl.ac.uk
Chirag Hegde	chirag.hegde.16@ucl.ac.uk
Haonan Zhang	helen.zhang.17@ucl.ac.uk

COMP0016 System Engineering

October 12, 2018

Department of Computer Science

University College London

Overview

We first contacted our client to clarify the requirements and project details. While waiting for a reply, we requested our TA to act as our pseudo-client so that we could work on the brief. We worked on a few possible solutions based on our interpretation.

Tasks Completed

- Contacted the client
- Started listing requirements
- Started drafting interview questions for users
- Started sketching possible prototypes

Problems

There was confusion about who the primary users were. We initially thought that we should include the patients' parents and doctors, but after discussion, we decided to focus on the young patients. We were having trouble interviewing the target age group so we expanded the age group to include young adults who are still close to the target demographic.

Upcoming Plan

- Meet with the client
- Finalise requirements
- Make a prototype

Team Report

Yin

My team and I contacted our client and requested for a meeting. We also analysed and clarified the requirements of the project. I researched related technologies and tools that we plan to use in the project. Also, I contacted a few potential users of the application, so I can interview them later, hoping to collect more information and users' opinion on the design.

Chirag

Over the past few weeks, I helped my teammates clarify the requirements and worked to come up with various questions to use in the interviews. I created a few illustrations to augment our interview process, as well as interviewed several people, including family, to help build up our user persona.

Haonan

These past two weeks, we discussed the initial requirements of the projects based on the assignment brief we received. After helping to make interview questions that would help us understand the users and their motivations, I asked classmates who are 18/19 years old to help us gain more representation of our users. As well as this, I helped to work on the possible prototype sketches, making them with our user's motivations in mind.