Stage 3: Prototype

1. Statement and justification of choice of prototype (horizontal/vertical/combination) and throwaway or evolutionary.

The prototype is focused more on horizontal delivery as we would like the client to get a feel of the UI. It is important that the client is happy with the frontend from an early stage. The prototype is also evolutionary as only slight changes will potentially be made, not completely new ideas.

1. Class definitions (at least 3),
2. Class member functions
3. Class inheritance
4. Scope (differs for vertical or horizontal, and if a combination then use combination)

• If vertical: achieved drill down to depth in one or two areas

• If horizontal: achieved required breadth (e.g., tested basics of user interface).