Assignment #3:

Purpose:

The purpose of this assignment is to introduce the Adobe XD which is an excellent tool for making your digital prototypes. Once the prototype has been made, it can easily be shared with a web link.

You will also learn to use UMLet for drawing class diagrams which explain the logical side of your software. Keep in mind that how you design greatly influences your code so you need to think hard to come up with a good solution.

Background:

You have already made paper prototypes which give us a good idea about how you are envisioning your software. Now is the time to convert what was on paper into meaningful digital prototype. Like before, the prototype will have minimal functionality as far as fetching data is concerned, but the navigation should work flawlessly.

While making prototype, you might have come up with some idea about how you are going to code your prototype. But before you start to code, you need a robust design so everyone does their part. I cannot stress enough that you should start using Github by this time so that you can easily distribute tasks so that everyone does their job when the final assignment arrives.

For now, I strongly recommend that you guys distribute designing to each other, maybe make mini groups of 2 and make a workable design. This design will be compared with your final prototype code to see if the interfaces are done properly.

Submission:

You will submit the link of the online prototype as given by Adobe XD so that we can test your prototype through a web link.

You will submit the the *.uxf and the exported jpeg file zipped together and named after your section and group number for example **class5215group1.zip**

Apparent design flaws will have your marks deducted, but minor mistakes will be overlooked.

Submit by **November 21, 11:55pm**