Assignment #2:

Purpose:

The purpose of this assignment is to develop and refine a paper prototype.

Background:

Now that you have an SRS document ready, the part that has to do with the paper prototype starts here. This is one of the most fun activities when making software because all you need is a pen and paper… basically some stationary to get things working.

Tasks to do:

1. You need to create a paper prototype of your application
2. If you have desktop and mobile app, you will make the prototype for both
3. You have to show each and every interaction that has been covered in the SRS
4. This interaction should be recorded as a video and uploaded to a YouTube channel

A good explanation of how a paper prototype is used is given here.

A good explanation of how a prototype is used to get user feedback is given here.

Finally a good video to have some paper prototype inspiration is given here.

And just to revise what Google says about paper prototypes, you can watch this video again.

Submission:

You will submit your YouTube link no later by 1155 pm on 31st of October. The video can be a series of images but they should make sense as to what you are showing. Late submissions will not be accepted, and you will automatically get a **ZERO** if there is no submission. Marks will be given on the basis of how much effort was put into making the prototype and if all the use cases were covered. Only one person from the group should do the submission. Do not wait for the very last moment to submit your work.

Distribute tasks among yourselves properly. This way you will not overburden yourselves. Keep in mind that you will be asked to rate your group members, so your group members are responsible for some of your marks. Be a good team player and everyone wins!