Assignment#3

Purpose:

This assignment has two parts.

The first part being the creation of the digital prototype in Adobe XD based on the paper prototype that you created in Assignment#2

For the second part, you will define a class diagram of your entire project. This will include all the classes and their relationships, interfaces, attributes, abstraction and encapsulation. You will use UMLet to create these diagrams

Submissions:

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