CS325 Group Project Assignment #5 – Report and Demonstration

1. Overview

This group project assignment is the last assignment for your group project and you are asked to do the following:

1.1 Reflection report

Write a less than 1-page report to present what you have learned over the course of the iterative design process. If you did it again, what would you do differently? Focus in this part not on the specific design decisions of your project, but instead on the meta-level decisions about your design process: your decisions about what functions to prototype and which prototype techniques to use, and how you evaluated the results of your observations.

1.2 Demonstration

Each team needs to make a 10-min demonstration online in the last lecture. The exact presentation time for each group will be shared at a later time. You may consider to prepare 2-3 slides to give an overall introduction about your team and your project before the demonstration starts.

As the demonstrations will be conducted on MS Teams, please make sure that the screens of your demo could be shared properly. If not, you may consider shooting a video for demonstration.

Please keep your (presentation + demo) time within 10 minutes in order not to delay the following groups.

2. Deliverables

Each group needs to submit:

- The reflection report. The reflection report should be submitted in MS word format (.docx). Please name the report by following the format "CS325_PA5_Group # Reflection.docx".
- A few presentation slides. Please name the slides by following the format:
 "CS325_PA5_Group #_Presentation.pptx".
- (optional) the videos of demo in case the demo cannot be screen-shared. Please name the video by following the format: "CS325 PA5 Group # Video.mp4 (or other format)".

The deadline for the submission is: 11:59PM on 3 Dec 2021 (Friday).

3. Assessment Guidelines

Reflection Report (10%):

- In-depth discussion and reflection of the experience learnt through the project Demonstration (10%):
 - Clear and complete demonstration of your final implementation