Interactive (Hi-fi) Prototype #3 (Team)
Due: Monday, March 2nd, 2020 (by the start of class)

Goals
The goals of this assignment are to learn how to incorporate feedback from a user interface field usability test into the next iteration of a prototype (the last iteration for this class).

Using Field Usability Test Results
You should use the results and conclusions from your Field Usability Test along with any feedback we (or your classmates) gave you on your last prototype. You should fix as many of the problems found as you can, prioritized by UI severity. You should also try to implement as much missing functionality as you can – time is short, so you won’t be able to do much, but try to do what you can. Finally, you should be making sure that visual design (fonts, colors, alignments, and icons) is getting locked down to the final high-quality design you will want.

Deliverables

1. Prototype
   Your prototype must be runnable by the teaching staff and anyone else who would like to try it. A downloadable version (or link to downloadable version) must be put on your project web page along with instructions to make it run. Make sure this works well in advance of the due date by testing on multiple devices.

2. Demo
   Your team will collectively show your project during a five-minute demo in front of the class.

Demo Guidelines
You will have 5 minutes to demo your application to the class. There will be another 5 minutes for them to ask/answer questions about how you will finish the project before the end of the quarter.

Demo Outline:

1. Task Flows
   - Task Flows for 3 tasks
     - Slowly step through execution of each task with the new UI
     - Show the major changes & explain reasoning for change
   - Demo your UI live (or show a recording of a live demo)

2. Future Work
   - What was left unimplemented and why
   - Plan to finish any key unimplemented features
Examples:
- Thundr (look at future work slides)
- Flutter
- goFit (document of changes)

Grading Criteria
Your grade will be based on the thoroughness and design quality of your implementation, the reasoning you give for the changes you've made, and the quality of your demo. The grading will be broken into two components: the grade for the demo and a group grade for the quality of the prototype itself. Each bullet/grading category below will be out of 4 points (4=+, 3=check+, 2=check, 1=check-, 0=missing).

Demo grade (TEAM: ________________________________)
- Tasks and UI
  - ___ Major interface changes are pointed out clearly
  - ___ Reasoning of changes are well stated
  - ___ Task flows are smooth
  - ___ What is missing and how to get it done
- Future Work and Plan
  - ___ Detailed explanation on what was left unimplemented and why
  - ___ Clear and achievable plan to finish any key unimplemented features

Prototype grade
- Specific Interface Changes
  - ___ Changes from Hi-Fi #2 to Hi-Fi #3 clear?
  - ___ Changes make the interface better?
  - ___ Were issues found in the field study fixed?
- Overall Prototype
  - ___ Clear how each of the 3 tasks is carried out in the new UI?
  - ___ Is the prototype UI aesthetic & pleasing? Fit the platform UI style?
  - ___ Are most of the necessary features implemented?
  - ___ Does a live demo or recorded demo show it working?
  - ___ Does the prototype appear finished enough to distribute?
  - ___ Are all key unimplemented features identified and justified?
  - ___ Does the team have a clear plan to complete the unimplemented features?