App Prototyping
Not much time left

- **This week:**
  - code review – app description
  - Thursday: Paper prototype
- **Next week (Thanksgiving break)**
- **Nov. 28th/29th Code Review**
  - GUI prototype
  - Database implementation as tests
  - Tech demonstration of untaught feature
- **Dec. 5th/6th Code Review**
  - Final integrated App
To Do for Thursday

- Make a paper prototype of your App
  - Bring it to class on Thursday
  - Identify tasks for your participants to do using your App
    - Drawn from use cases in your specification
    - Write down “what to do” not “how to do it”
  - Be prepared to run it for a peer
  - Ask follow-up questions about confusions/problems.

- Make a revised paper prototype of your App
  - Have friends/family/acquaintances try to do those tasks
  - Write 2-3 paragraphs describing findings from prototype
    - Submit to Compass2g by Thursday of break (Nov. 24th, midnight)
Paper Prototyping

- Cheap, low fidelity prototype
  - Enables rapid iteration

- Fresh subjects
  - No preconceptions

- Task prompt(s)
  - Written down (avoid variation in communicating task)

- Subject performs task (Wizard of Oz)
  - Human simulates system
  - Ideally, separate observer monitors subject; takes notes

- Post-interview
  - Any confusion? What is missing?
To Do for next code review (after break)

- Final App User Interface Prototype (Paper or Digital)

- Implement Data Layer:
  - Build data container classes
  - Implement AndroidTests that perform DB actions
    - Based on what your app needs to do

- Tech demonstration of un-taught feature
  - Demonstrate that you know how to use the necessary interface(s)