

This assignment is due at 2:45 PM, Thursday, Sept. 13.

Problems 1 and 2 will be completed in lab. (You should make progress on 3 & 4 as well)> For problems 3 and 4 you should work with a partner you have not worked with in the past.

- 1) (10 minutes) Work with your partner from assignment #1 to identify the functionality you propose for your beta by defining the use cases you will implement. (Use feedback from the homework!)
  - A. Jake & Alistair
  - B. Corrine & Seo
  - C. Ari & Tim
  - D. James & Joey
  - E. Byron & Travis
  - F. Haley & Nick
  - G. Michael & Jacob
  - H. Ileana & Brian
  - I. Jane & Mark
  
- 2) (20 minutes) Present beta uses cases to customer teams.
  - a. (10 minutes) Teams will present their beta use cases to a customer team according to the following schedule. Customer teams should critique the presentation for clarity of the use cases. It is not your job to prioritize the functionality (although you can offer suggestions) but rather to help ensure the dev team has clearly thought through their use cases.  
  
A → B, C → D, E → F, G → H, I → Z  
  
The presenting team should document the process! Write down every criticism the customer team made.
  - b. (10 minutes) Now reverse directions.
  
- 3) Develop an initial UI. Find a new partner you have never worked with before to do the remainder of this assignment.
  - a. Compare the beta use cases you developed in steps 1 and 2. Using those as a starting point, define a set of beta use cases you can both agree upon.
  - b. Brainstorm to come up with an initial UI design that realizes the use cases.

- c. Run a preliminary usability test amongst yourselves to test the design. You should particularly focus on the core game features. Understand the users conceptual model, their goals, and the tasks they perform to achieve those goals.
- 4) Develop a paper wireframe model of your design for usability testing in class on Thursday. Note: you should do this to approximate scale. A really important aspect of touch interfaces is in the spacing of elements.
- 5) Complete the online tutorial at <http://www.cs.hmc.edu/courses/2012/fall/cs121s1/hw/tutorial.03.pdf>

(You will demo your result in class on Thursday.)