

Deliverable G

You must gather feedback and comments on your ideas and prototype from potential clients/users that you have sought out and identified on your own.

We gathered a group of peers to pose as potential clients and give feedback to our prototype 2. The feedback was overwhelmingly positive. The group approved the exterior design as well as the interior layout of the plant dissection section right near the computer lab and the storage space. Another note was that the group liked that the offices were separate from the rest of the facilities to maximize the employee's productivity and minimize auditory distractions from the rest of the building.

To improve our next prototype based on the peer's feedback, we plan to make the square add-on roof slanted downward to ensure that the snowfall will not cause structural damage throughout the harsher winter months. We also plan to include more windows across the roof of the building to maximize the natural lighting.

1. We have yet to receive the client notes and are actively awaiting the feedback.

Justification and Development:

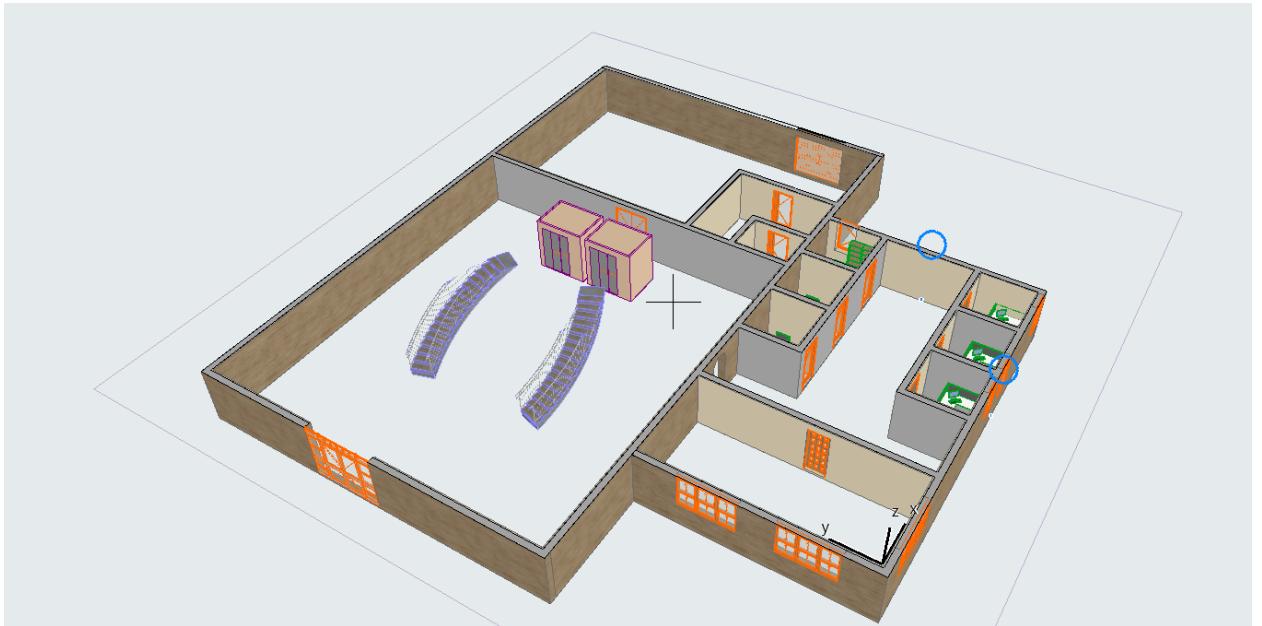
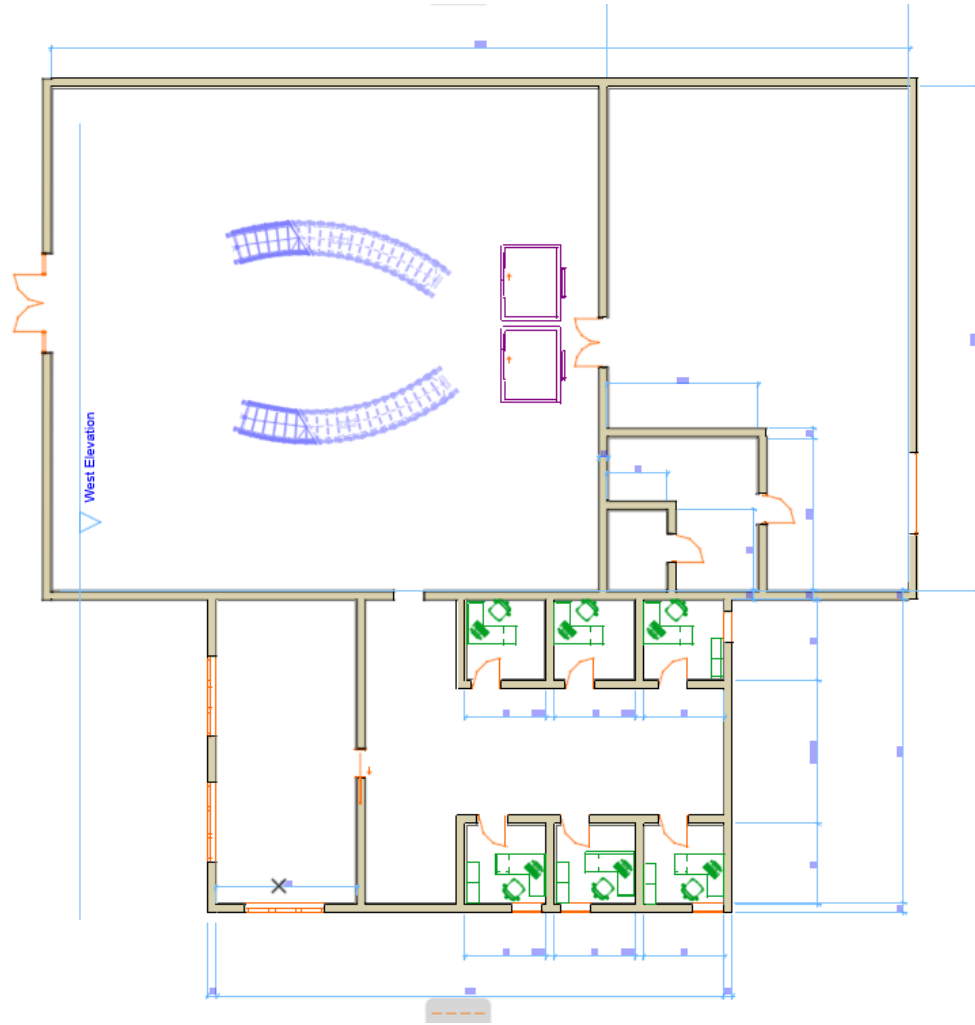
The previous prototype involved a very skeletal and incomplete view of the detailed design in 3D. This deliverable features the completion of the outer and inner walls and has begun to expand on the actual complex aspects of the design.

Test ID	Test Objective (Why)	Description of Prototype Used and Basic Test Description (What)	Description of Results to be Recorded and How these Results will be Used (Why)	Estimated Plan Test Duration and Start Date (When)
3	<ul style="list-style-type: none"> - This is communication to get feedback on the design in order to make any adjustments to fulfill requirements or needs better, more practically or aesthetically realize design concepts. - Feedback will be given by peers, TAs, PMs and the 	<ul style="list-style-type: none"> - The prototype is a 3D comprehensive analytical model from prototype I. This prototype will feature more than one subsystem, but details will not be lost. Finally, a physical model isn't required to test the prototype 	<ul style="list-style-type: none"> - The main results will be measured on a pass-or-fail basis, as the previous testing plan expanded upon. These results are recorded online, in which a percentage can be compiled of all the data to 	<ul style="list-style-type: none"> - The main dependency would be the actual creation of each prototype. To evaluate their effectiveness, they must be entirely completed or updated to receive proper feedback on

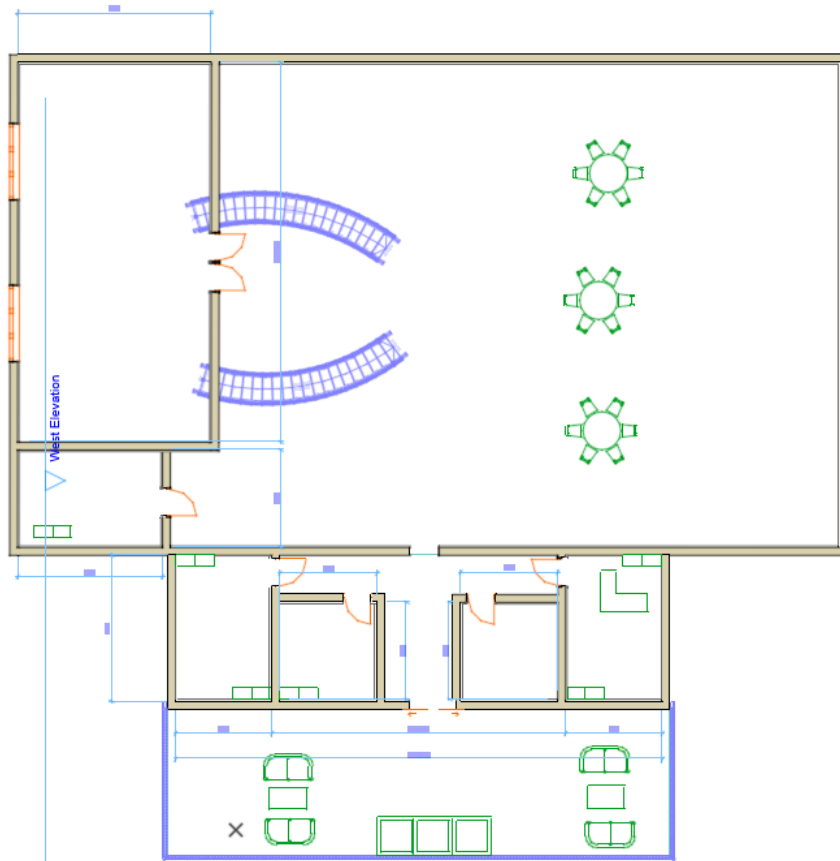
	<p>Professor; ultimately, receiving feedback from the client directly (via client feedback) would be the most optimal way to test the prototypes as they understand their needs and personal preferences best. As the client feedback will be delivered after this deliverable is to be submitted, it will be used to influence prototype III. As there is an accessibility constraint where we are limited with the meetings we can conduct with them, the feedback from others who understand the project or are also working on it can still be beneficial.</p> <ul style="list-style-type: none"> - The test will determine if the prototype is successful if it meets all the client criteria; if it at least accomplishes such, then it is functional. - The testing will thus consist of a checklist of all the client needs in which the person giving the feedback can evaluate 	<p>as there are no performance tests that can truly be done on the models we would have access to making due to time and monetary constraints such as load testing. However, as time permits, we hope to incorporate a 3D printed version of the model to present a physical design for design day; however, these are still potentially not possible due to time constraints and thus yet to be included in any budget.</p> <ul style="list-style-type: none"> - The prototype's actual creation continues to involve using Archicad. Team members have divided into the group that is building the model and those making the documentation at this time. As previously mentioned, the testing process simply involves putting all the criteria in a list 	<p>gauge the average percentage of passing and collect all the feedback for each need or subsystem.</p> <ul style="list-style-type: none"> - This data will be used to see when to stop. In this case, the stopping criteria would be 90% of all the feedback. The prototype will be re-evaluated, altered, and pushed again for feedback until this percentage is reached. Individual feedback is also essential to see what aspect of the design functions better than others and where most constructive feedback is found for each prototype. This aligns with the test objectives. 	<p>the design; as it is not a physical model, some unfinished aspects may not initially be noticed, which, although planned to be done, can take away attention and feedback from more minor errors that were not considered. This prototype isn't a fully developed model. Thus, the feedback given may not be entirely accurate, which is to be considered when developing future models to continue to design them with the ability to make changes, such as doing pieces individually for changes to become more easily made if needed.</p> <ul style="list-style-type: none"> - The tests fundamentally depend on
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	<p>whether it succeeds in each criterion and then add additional comments for improvements.</p>	<p>that can be marked as successful or not with additional comments that allow for more personalized feedback beyond whether or not the criteria was met. The feedback from Prototype I was analyzed to generate critical ideas/changes based on the feedback. And prototype II will be analyzed in order to generate the final prototype. Additionally, all the target criteria was met, and the needs were evaluated to have been met with at least 90% accuracy.</p>		<p>how much time the reviewer takes to evaluate the prototype; it is estimated to take a maximum of 10 minutes to review.</p> <ul style="list-style-type: none"> - The results must be delivered at least two days before the next prototype is due to evaluate the feedback and make changes to the prototype, then follow up with more feedback using the new design. - It is more difficult for the group to receive proper feedback due to the allocated lab time and difficulties collecting data from others such as the client who has yet to deliver the feedback.
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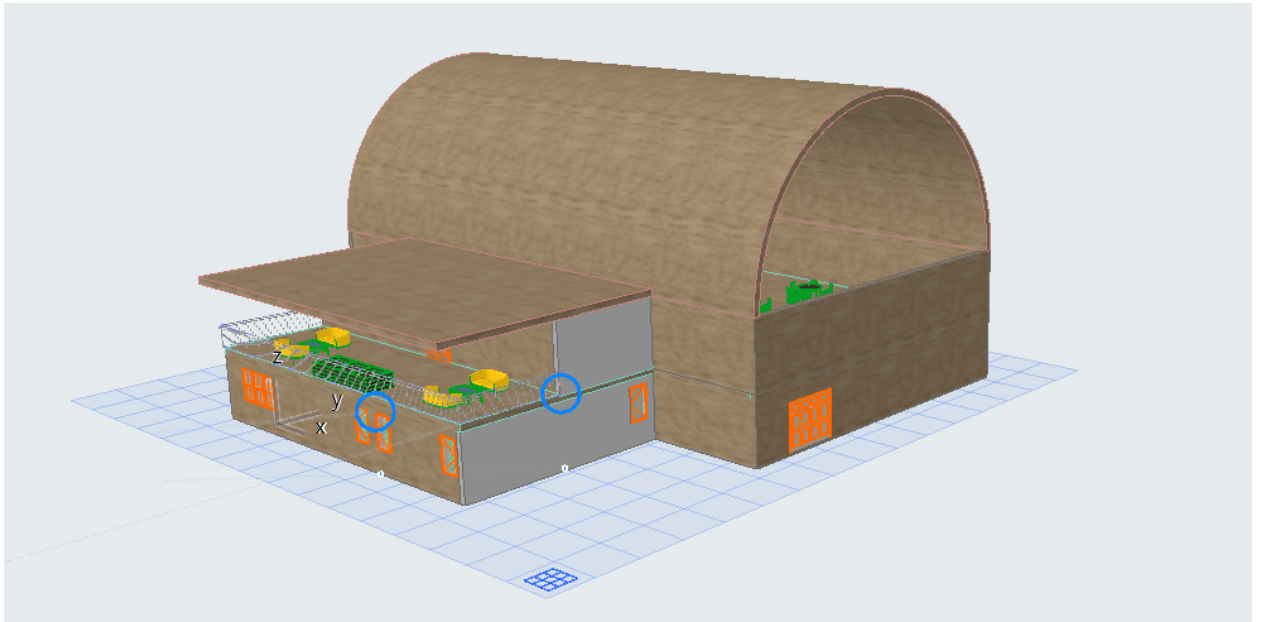
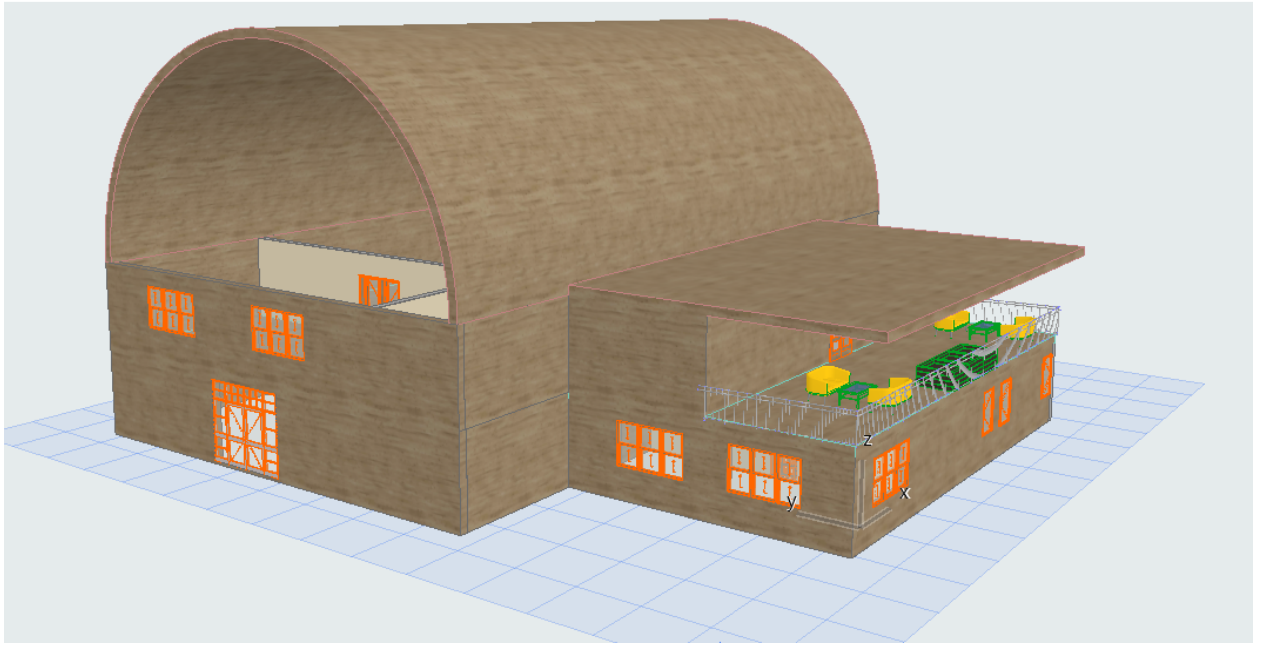
Ground Floor



Second Floor



Building



Wrike SnapShot:

<https://www.wrike.com/frontend/ganttchart/index.html?snapshotId=tX7p5PnvA1hvnpt8kVAMc3SVwpRwP8yx%7CIE2DSNZVHA2DELSTGIYA>