Project Deliverable F: **Prototype I and Customer Feedback**

GNG 1103 – Engineering Design

Faculty of Engineering – University of Ottawa

Objective:

Devise a test plan and develop your first prototype. Get customer feedback on your prototype.

Instructions:

Teams will outline a prototyping test plan based on the template provided in "Lecture 11 – Prototyping Test Plan" and develop a prototype which will be used to achieve the objectives your team has set out in this plan (i.e. you need to answer the "why", "what" and "when" of prototyping). Typical objectives include communicating and getting feedback for ideas, verifying feasibility, analysing critical subsystems or system integration or reducing risk and uncertainty. You must also define a stopping criteria which will allow you to end the test once you are satisfied that you have achieved your testing objectives. Be very clear about what you are trying to measure and define an acceptable fidelity based on the objectives of your prototype.

Since this will be your team's first prototype, you should focus on creating a basic proof of concept which should be made using materials and components that cost very little (e.g. things found around the house, scraps, etc.). Get creative in order to improve your results. A simple analysis of critical components or systems should also be included, based on your current knowledge of engineering science or other knowledge. Finally, 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.

Carefully document your prototyping test plan, analysis and results (including detailed images of your prototype), as well as the feedback and comments you have gathered. It is strongly recommended that you start early, as prototyping takes a significant amount of time.

Submission:

Each team (***only one person from each team***) must submit a PDF copy of this deliverable by uploading the file as an attachment into BrightSpace.

Due Date:

See BrightSpace.