



# **GNG1103 Final Presentation - The Dashboard Docs**

# INITIAL MEETING

**ROSS**®

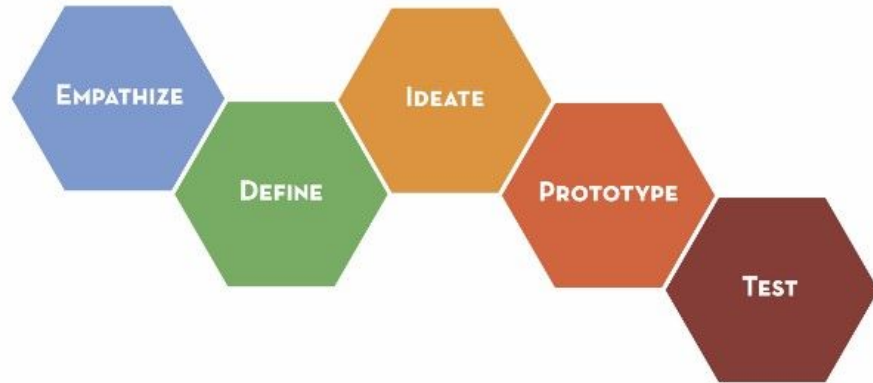
*LIVING LIVE!*

-The initial meeting consisted of meeting with the client, Ross Video.

-The problem was presented and explained with various examples of subsystems

-The initial meeting kickstarted the beginning of the design process

# Design Process: Empathize



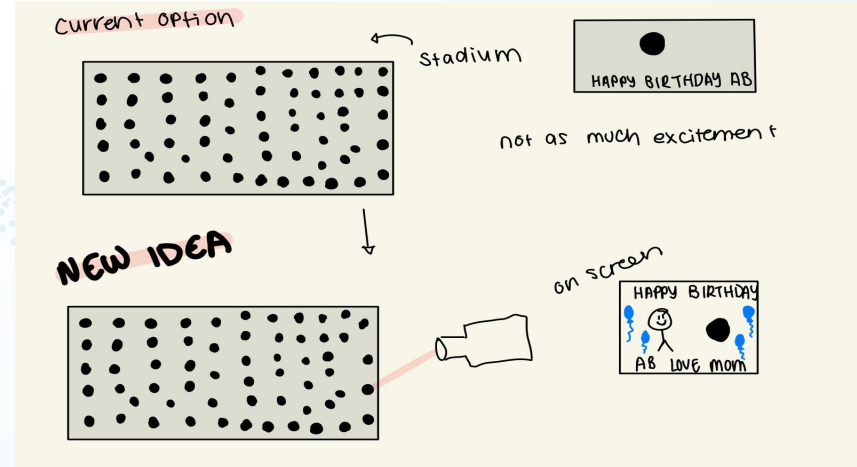
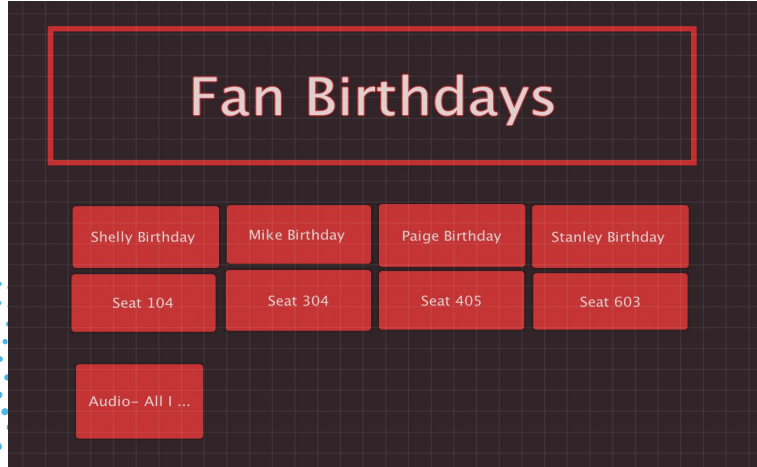
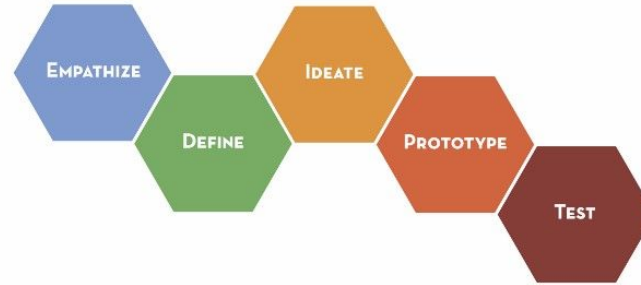
## Fan Birthdays:

- **Being placed in the users shoes**
- **Understanding the concept**
- **Identifying User Goals:**  
Goal: Birthday graphic containing an image and short birthday message which all play back to back with a set (configurable) duration.

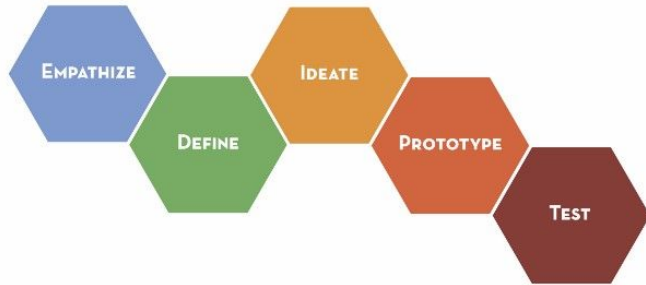
# Design Process: Define

**“A need exists for Ross Video to develop and implement a program that allows a user to quickly and efficiently control graphics display for sporting events at the TD Place.”**

# Design Process: Ideate

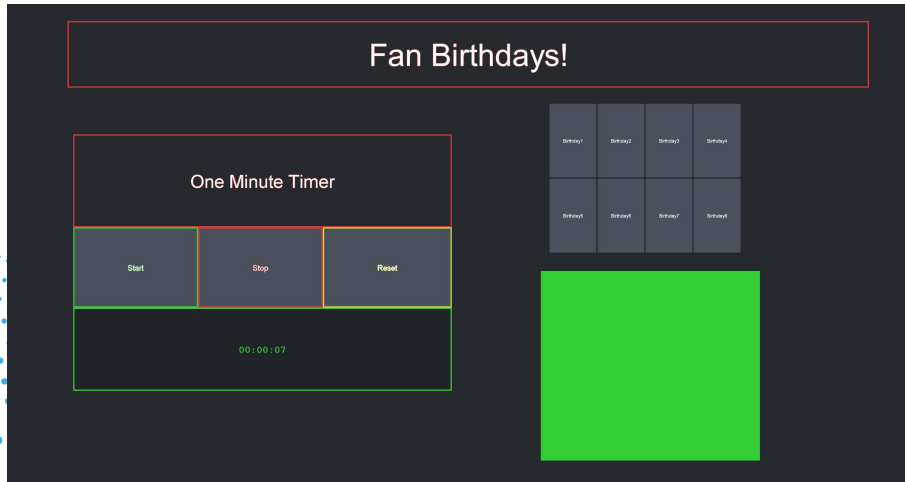


# Design Process: Prototype & Testing

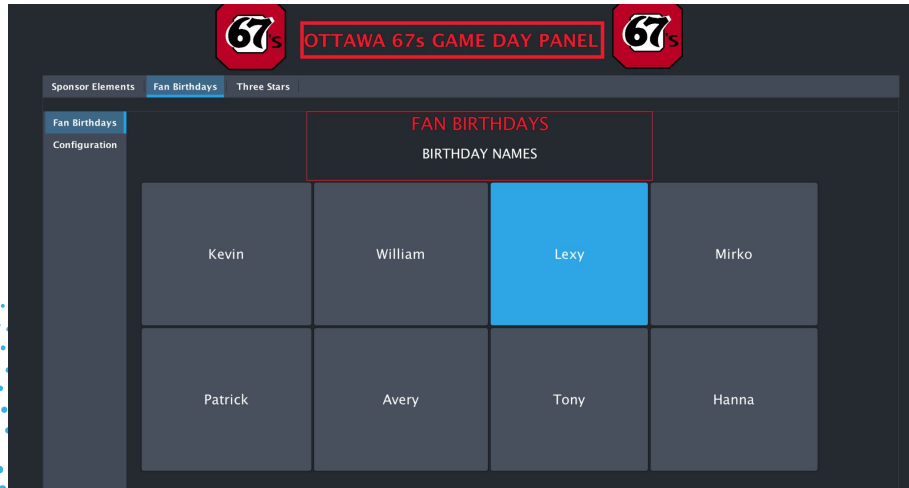
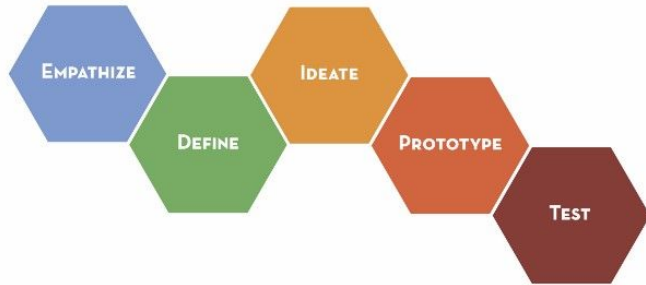


## Fan Birthdays:

- User feedback
- Setting a rating based out of 10 as a metric
- Indicate improvements
- Feedback was used to further develop prototype



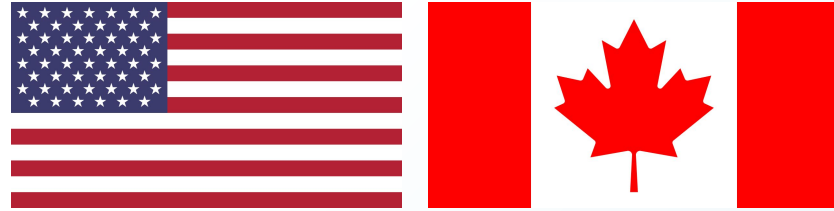
# Design Process: Prototype & Testing II



## Fan Birthdays:

- User feedback
- Setting a rating based out of 10 as a metric (9.69/10)
- Indicate improvements
- Feedback was used to complete prototype

# Benchmarking- Mirko



Sportsnet

- **Creating positive fan experiences**
- This section focuses on what our team seeks to avoid when it comes to fan experience.
- Example: Audio difficulties at a game between the Toronto Maple Leafs and the Nashville Predators.



# Conclusions

Aspect	Rating out of 10	Feedback
Configurability	10/10	<ul style="list-style-type: none"><li>• Clear and quick to use</li><li>• “Easily configurable, organized”</li><li>• Aesthetically pleasing</li><li>• Very user-friendly</li></ul>
User-friendliness	10/10	<ul style="list-style-type: none"><li>• Easy to switch between different panels</li><li>• Good feedback to the user about how it works</li><li>• Very good use of graphics on buttons</li></ul>
Aesthetics	9/10	<ul style="list-style-type: none"><li>• Good colour scheme</li><li>• Space could be used slightly better (i.e. fill in gaps)</li><li>• Organized, clearly labelled layout</li></ul>
Functionality	10/10	<ul style="list-style-type: none"><li>• “Not overly complicated”</li><li>• Executes functions well and easily</li><li>• Simple and clear</li></ul>
Average User Rating	9.75/10	

Aspect	Rating out of 10	Feedback
Configurability	8/10	<ul style="list-style-type: none"><li>• Operator can write any work in the input box.</li><li>• A neat feature would be to change the color and font of the String to increase configurability.</li></ul>
User-friendliness	9/10	<ul style="list-style-type: none"><li>• The big green button is easy to see and use.</li><li>• The program is intuitive.</li></ul>
Aesthetics	8/10	<ul style="list-style-type: none"><li>• The display table had gold, silver and bronze colors to easily identify first, second, and third place.</li></ul>
Functionality	9/10	<ul style="list-style-type: none"><li>• The program functions with no glitches.</li><li>• There is a concern if the operator miss-spells a player name.</li></ul>
<b>TOTAL: 8.5/10</b>		

# Next Steps/Lessons Learned

## Communication is Key:

- **Using communication and problem solving skills to work out any conflict if needed. Can continue to develop these skills within the future.**

## Importance of Teamwork:

- **Working together as a team is essential to finishing the project with excellence instead of independently. Can continue to develop these skills within the future.**

## Saving Your Work Regularly:

- **Dashboard requires saving regularly! Data/Work may be deleted if not saved**

# Project Plan- Wrike

The screenshot displays the Wrike project management interface. On the left, a sidebar shows a tree view of projects and folders, with 'G15' selected. The main workspace is divided into two panes. The top pane shows a list of tasks for 'G15', including 'Client Meeting', 'Dividing Tasks', 'Setting Schedule for Deliverable', 'Sponsor Setup/Sponsor Bugs', 'Goalie Setup', and 'Deliverable H' (which is currently 'In Progress' as of 25 Nov). Below this, a detailed view of 'Deliverable H' is shown, listing tasks like 'Final Submission', 'Deliverable K', 'Design Day', 'Deliverable J', and 'Deliverable I'. The bottom pane provides a detailed view of a task, showing its status as 'In Progress', a list of subtasks (Group Meeting, Group Meeting 2, Group Meeting 3, Group Photo, Final Submission), and a timeline view with activity logs from William Paltin and Mirko Onufrak.

**Projects and folders**

- G15

**G15** Shared

List Gantt Chart

All active tasks By Priority

+ Add task

- Client Meeting
- Dividing Tasks New
- Setting Schedule for Deliverable New
- Sponsor Setup/Sponsor Bugs New
- Goalie Setup New
- Deliverable H 25 Nov In Progress
  - Final Submission New
  - Deliverable K New
  - Design Day 2 Dec In Progress
  - Deliverable J New
  - Deliverable I New

**Deliverable H**

G15 +

In Progress MO LC PP WP #785979310 by William P. on 4 Nov

17-25 Nov (9d) Approvals 0:00 5 subtasks Attach files 0 6

- Group Meeting Completed
- Group Meeting 2 Completed
- Group Meeting 3 Completed
- Group Photo 25 Nov Completed
- Final Submission New

+ Add task

Click to add the description

This month

- William Paltin 4 Nov
  - Included task into G15

Last week

- Mirko Onufrak 17 Nov:
  - Scheduled task for 17-25 Nov (9d)
  - Assigned task to Mirko Onufrak, Lexy Candler, Paige Petroskie, William Paltin
  - Changed status to In Progress

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