GNG 1103 Project Deliverable E

Group 15

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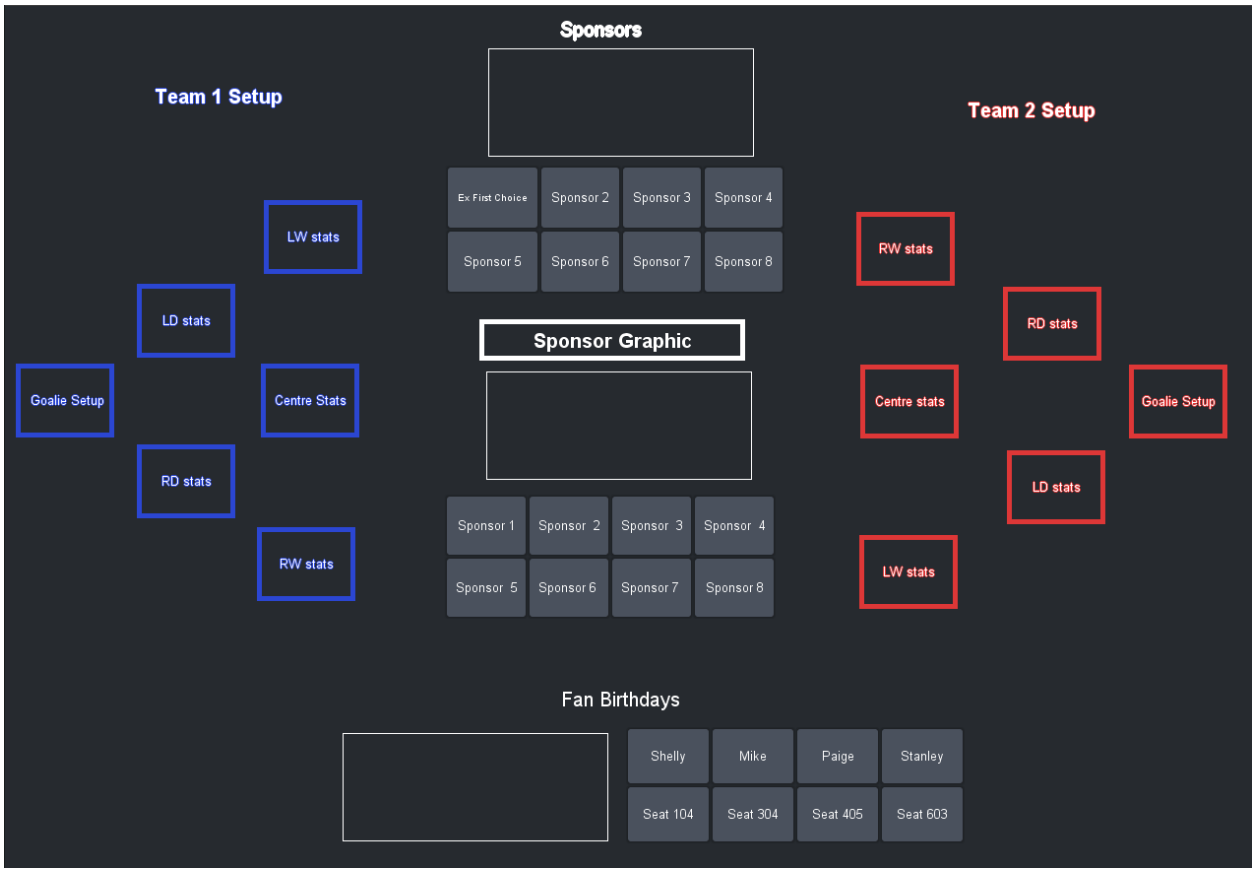
Design Drawing (Mirko):

The following is the combination of all our design proposals into one Dashboard panel.



The image above shows the configuration of the Dashboard screen, visible to the user and operator. The three blank boxes show the image about to be displayed on screen so the user knows if everything is in working order. To keep it organized, both teams are colour coded and in the relative shape of an arena. The centre portion “console” featuring the sponsors and fan birthdays is specifically in the middle because this is the overall setup of a visual view of a hockey area. It is located in the middle because the arena display is also in the centre of the ice and this renders the display more accessible and easy to understand.

Project Plan (Paige)

Following the outline located in deliverable D, the three subsystems that were the main focus included Team setup, Sponsor Bugs, and Fan Birthdays. These three subsystems were analyzed alongside the fourth option of Goalie Matchup, and were chosen based on team criteria. These three subsystems proved the most feasible and beneficial to execute. The plan includes a strict deadline for each subsystem lead by one team member and assisted by another team member, the plan includes:

Question/Scheduling Zoom Meeting: OCTOBER 25, 2021

- Team members can ask questions
- Outline Schedule created
- Reinforce strict deadlines that have been created
- Review each team member's to do list

Team Setup:

A plan in place to create:

- Creation of team logo for Home Team
- Creation of team logo for Away Team
- Creation of primary graphic colour for Home Team
- Creation of primary graphic colour for Away Team
- Creation of secondary graphic colour for Home Team
- Creation of secondary graphic colour for Away Team

Team member Mirko will take the lead for sponsor elements, based off of continued work and research within the team setup field. Paige will assist Mirko in the completion of Team Setup if required.

DUE DATE: OCTOBER 30th, 2021

Sponsor Elements:

A plan is in place to create:

- Tab display
- Toggle Buttons

- Multiple Sponsors (Highly Configurable)
- Clearly labelled buttons

Team member Lexy will take the lead for sponsor elements, based off of her strengths in regards to sponsor elements. William will assist Lexy in the completion of sponsor elements.

DUE DATE: OCTOBER 30th, 2021

Fan Birthdays:

A plan is in place to create:

- Labelled buttons
- Timed message display
- Colour coded buttons for easy recognition
- Easily configurable
- Creation of multiple audio buttons

Team member Paige will take the lead for fan birthdays, based on her strengths within fan birthdays and the continuation of research that has been conducted.

DUE DATE: OCTOBER 30th, 2021

Feedback/Update Zoom Meeting: NOV 1st, 2021

- Team members continue to check up on one another's progress
- Team members take time to review their work
- Team members take time to review other team member’s work
- Give positive & negative feedback for further improvement

Final Zoom before Due Date: NOV 3rd, 2021

- Finalized project completed
- Any last adjustments can be discussed
- Allows for no time crunch to occur
- Review prototype once again

- Further positive feedback
- Negative feedback if absolutely required

Schedule that will be followed:

ACTIVITY	DUE DATE
Question/Scheduling Zoom Meeting (All Members)	**October 25, 2021 (30 mins)**
Team Setup Prototype (Mirko & Paige)	**October 30, 2021 (3 days Maximum)**
Sponsor Elements (Lexy & William)	**October 30, 2021 (3 days Maximum)**
Fan Birthdays (Paige & William)	**October 30, 2021 (3 days Maximum)**
Feedback/Update Zoom Meeting (All Members)	**November 1, 2021 (1-2 hrs)**
Final Zoom before Due Date (All Members)	**November 3, 2021 (1hr)**
FINAL PROTOTYPE HAND IN (All Members)	**November 4, 2021 (30 mins Maximum)**

Following a strict timeline with required actions per Activity allows for the most effective method of the completion of the prototype.With everything outlined, this also allows for any project risks to be taken care of early on. For example, with the positive/negative feedback as well as reviewing every teammate's part, the prototype will be kept on task. The dates for feedback were listed earlier on in the week in order to mitigate any potential risks.

Prototyping Test Plan (Lexy)

After the prototype has been completed, it must be tested. Objectives of the test include getting feedback from the client and communicating with them, verifying the feasibility of concepts, analyzing the subsystems, and further empathizing with the user by using the prototype.

The following steps outline the testing process for the prototype:

1) Purpose of the test:

There are several objectives of the prototype testing. By becoming the user of the Dashboard interface and testing the functionality of the controls designed, the team will be able to analyze what parts of the prototype design need to be improved. Any concepts that do not work as desired may be analyzed for possible fixes or the design may be altered for feasibility.

The prototype will be presented to the client for feedback, which will be one of the most important things to be taken into consideration in the design of the second prototype.

2) Specific design concept:

Several specific concepts within the prototype design will be taken into consideration. Measurable attributes include the amount of time it takes for the user to execute commands through the control panel and how many actions they have to take to execute a specific function. For example, the user should be able to display team statistics and goalie matchup as soon as it is announced (i.e. within 0-3 seconds).

3) Testing Method:

The goal of the Dashboard control panel is to be as efficient and user-friendly as possible. To test its effectiveness the team will put themselves in the user's shoes and analyze its efficiency with a physical prototype test using the control panel designed in Dashboard.

4) Test performance:

The team will use a recording of a sporting event that would require the use of the concepts designed and use the control panel to execute the goalie matchup, team setup display, sponsor elements, and fan birthday displays. The time it takes to perform each task successfully (i.e. have the correct graphics display on the stadium screen) within a satisfactory timeframe will be analyzed. It is important that the graphics display on the stadium screen easily and very quickly.

5) Measuring, observing, and recording results:

Using a stopwatch, the time it takes for each team member to execute each function at the appropriate time during a sports game will be measured and recorded in a data table. Several tests (3-5) will be performed by each team member, giving an adequate amount of data to analyze.

6) Interpreting the results:

The results recorded will be analyzed. If the results are not satisfactory, the design will be analyzed and improved with another, altered prototype and the testing will be repeated in the same way. The time it takes for the graphics to appear on the stadium screen must be within 0-3 seconds of the announcement during the game to be satisfactory.

Stopping criteria: The time it takes for the graphics to appear on the stadium screen must be within 0-3 seconds of the announcement during the game to be satisfactory.

Fidelity: The testing will be of medium-high fidelity. Under ideal conditions, the team will be able to successfully replicate the conditions under which the operator will be using the Dashboard control panel during a sporting event by using it themselves while watching an actual sporting event.

Budget:

Total Project Budget			
Resource	Note	Estimated Cost ($)	Approval Status
Software			
Dashboard licence	Provided by Ross	0	Approved
Blackstorm	Free account created	0	Approved
Internet	University has Internet	0	Approved
Hardware			
Computers	Team already has personal computers	0	NA
People Resources			
Project Manager	PM is free	0	Approved
Programmers (Students)	No cost	0	Approved
Buisness Analyst	To analyze project requierments and constraints	0	In Status
Tester	To test prototypes. In this case the students will be the testers.	0	Approved
Office			
Office building/ Real Estate	Work in UOttawa as students	0	Approved
Office supplies	Each student has there own office supplies	0	Approved

Equipment:

Equipment for Prototypes	
Equipment	Note
Hardware	
Computer	Minimum specifications of Intel Pentium 4 (1.6 GHz), 1 GB RAM and 450 MB free disk space.
Camera	To test fan birthdays
Software	
Dashboard	Needs to be Dashboard 6.0.0 or higher
Microsoft Windows	Minimum requierments is Microsoft XP professional
Microsoft Explorer	Minimum requierment is Microsoft Explorer version 5