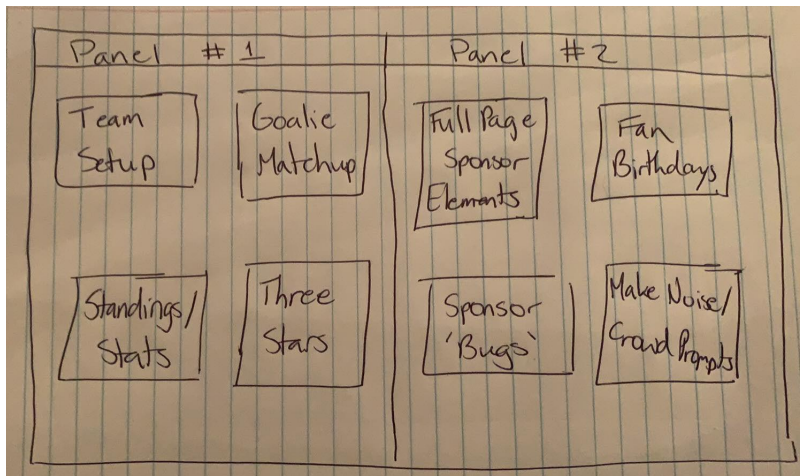


# Prototype 1

## Main Panel: (Elliot)

### Introduction :

Below is an example of what we intend to make the main panel screen look like. When the person in the control room opens each section we have given potential designs for what we are going to try and create. Along with all the potential risks that we could end up running into when putting together this panel design for the client.



The top labels (“Panel #1” and “Panel #2”) will be implemented as tabs in the system and when clicked the buttons below will appear (they will not actually be displayed side by side). This design was created in order to simplify the panel into two categories. One for subsystems pertaining to the hockey game/players themselves and the other for the crowd engagement. Thus, when the person in the control room is tasked with their part of the game it is half as cluttered with other options.

### List of significant Project risks:

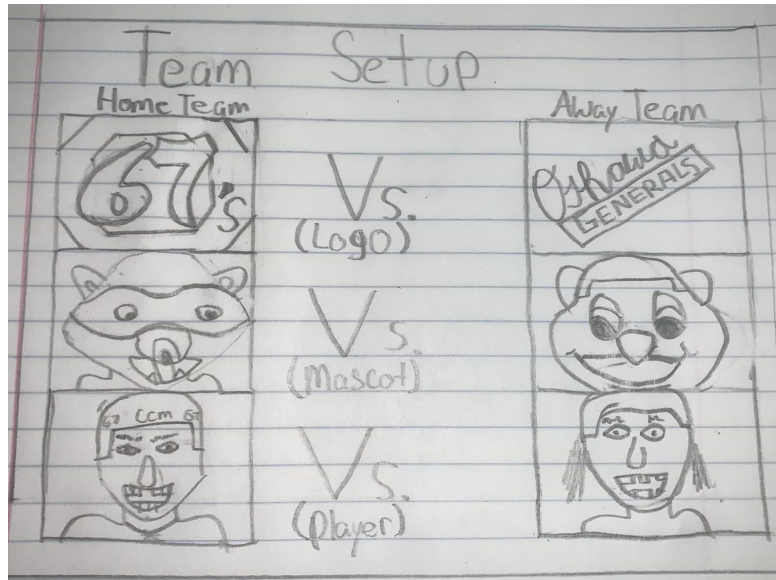
- Might not be able to incorporate as many subsystems as we want into one overarching panel
- The tab would not open the correct subsystem as there are multiple working parts

### Plans to mitigate:

- Establish separate panels entirely for easy separability between the two intended sections
- Test every aspect of the panel before displaying it to the client

# Team setup: (caleb)

**Introduction :** The following picture displays the dashboard for team matchups. I created multiple buttons that represent aspects of hockey that will be displayed when they are pressed.



## Plan for prototyping solution (Team Setup)

- This is the team set up tab from a dashboard that would be representing the visual pictures and animations for the big screen. Each button represents the teams logo, mascots, or player that when pressed have a short clip or animation preloaded to the button as a task.

## Plan for testing solutions

- Play around with the dashboard to find the best way to make the dashboard efficient and work the way we need it to. By trying different configurations and methods it will allow us to find the best method possible to fit our customers needs.

## List of significant Project risks

- Having the dashboard not work properly or malfunction
- If the dashboard is not efficient or poorly designed

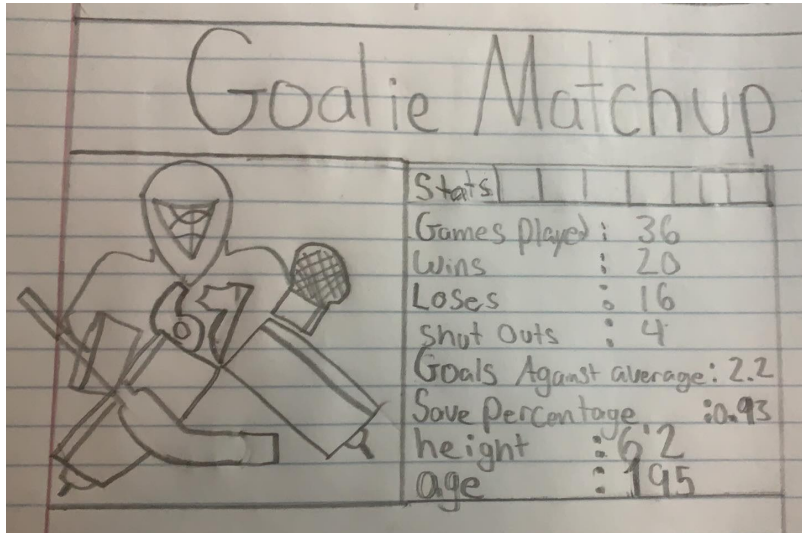
## Plans to mitigate

- Test multiple times so that we know the dashboard is working properly.
- Create prototypes so we know we have the best design and get feedback from the users.

# Goalie matchup: (caleb)

## Introduction :

In the image below it shows a dashboard for the goalie matchup tab. The image of a hockey goalie is a button that can be pressed to view the goalies statistics. If you click the button again it would switch to the opposing team's goalie and display his stats which are from a file feeding the data from previous games.



## Plan for prototyping solution (Goalie Matchup)

- Continuously design and optimize the tab by getting feedback from group members and users. This way we can continue to develop the dashboard and improve where necessary.

## Plan for testing solutions

- I could simulate a game and see if the buttons work properly when I need them to. This way I can test to make sure they work from the perspective of the person who would be running the dashboard to make sure it works well.

## List of significant Project risks

- Not having the tabs show the stats when the button is pressed
- The button not work when pressed
- Have the wrong file displayed for the statistics data

## Plans to mitigate

- Test to make sure the tabs work properly and efficiently
- Make sure the button has the right task assigned and works when it needs too
- Make sure the proper file is created right and will appear when called for by the button.

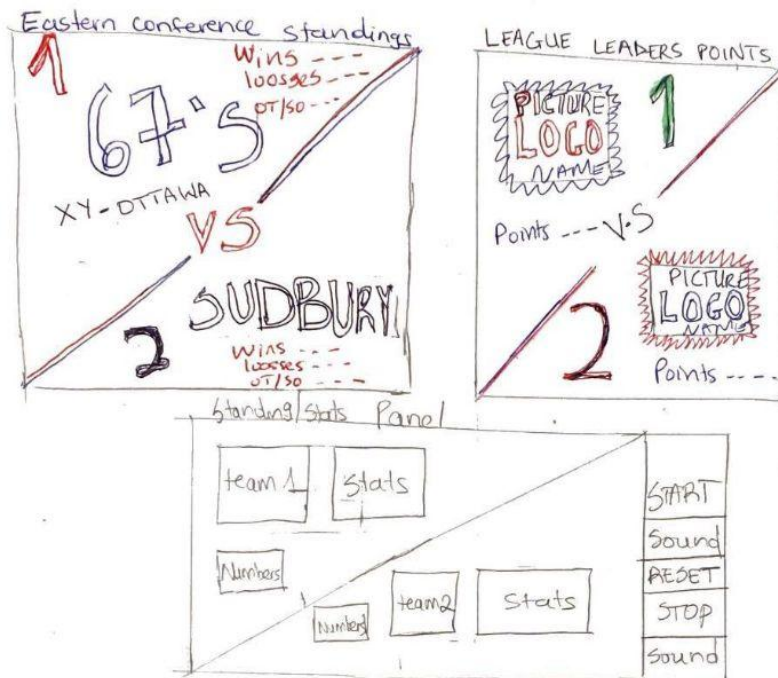
# Standing/stats: (stella)

## Introduction :

Below are the first sketches to respond to the client needs about standings / stats. Obviously, modifications will be done when building our first prototypes.

The idea behind the sketches is that we should provide less crowded screens to the public. Therefore, we included 2 teams at a time to present statistics.

Each team presentation will be done both visually and in voice form at the beginning presenting each team accompanied by songs specific to each team.



## 1-Plan for prototyping solution (standings/stats)

The plan is to use Dashboard to create the panel of each user needs

**Step 1** create 5 categories on dashboard for teams, teams logos, basically all the information needed for standings/stats

**Estimated duration is 2 weeks**

**Step 2** build up my panel of standings/stats as the sketch provided

**Plan for testing solutions**

Since we can't be physically present at the Td stadium, we need to find another alternative to test our solution. We would use Xpression fobs to test our prototype in action like what we would see on the screen if we were in the stadium.

### List of significant Project risks

- Specifications used don't come as planned on the screen when testing
- Not available sound/does not work as planned
- Blurred pictures

### Plans to mitigate

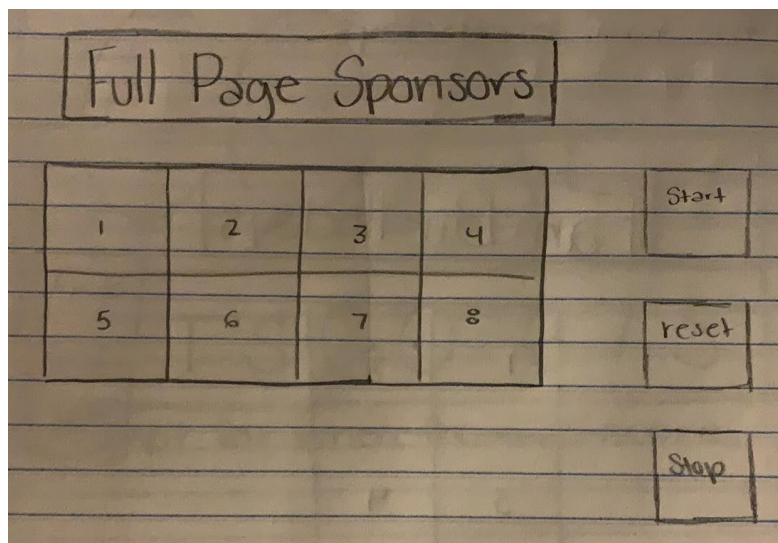
- Provide two templates
- Have the crowd cheer instead
- Provide logos or announce verbally each team

Prototyping test plan :

## Full page sponsor elements (Isabella):

### Introduction :

Below is a look at what the sponsor panel may look like. It will be used to present sponsor images throughout the game in an organized manner.



### Plan for prototyping solution (Full Page Sponsor Elements)

Set up a panel with 8 buttons (the max number of full page sponsors needed).

Files of the images will be uploaded to Dashboard.

Timers will be added to the buttons so that when clicked on they will only display the image for a set period of time.

**Estimated duration is 2 weeks**

**Plan for testing solutions**

We will use Xpression fobs to test that everything is functioning smoothly.

**List of significant Project risks**

- The sponsor glitching
- Timer not working
- The file of the image not being able to be read by Dashboard

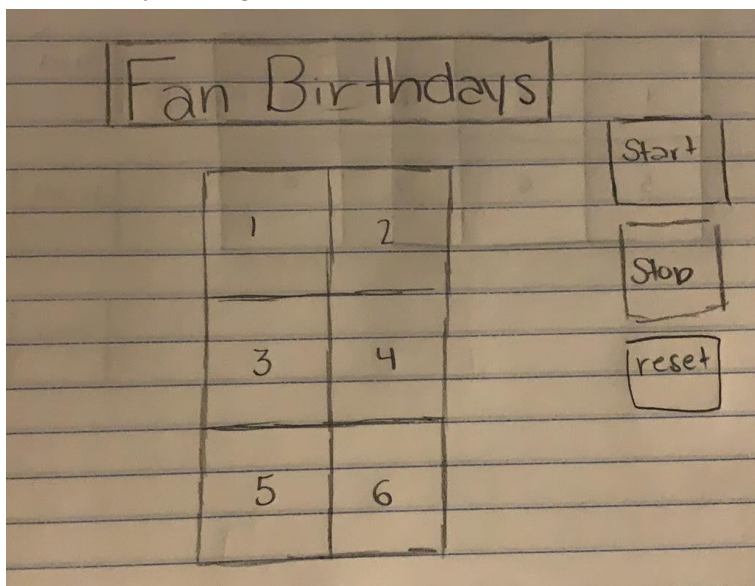
**Plans to mitigate**

- Test the panel
- Make sure all files are able to be read by Dashboard
- Have a manual stop and start button
- Have a reset button for any glitches

## Fan birthdays (Isabella):

**Introduction :**

Below is a preliminary sketch of a fan birthdays panel. This is to organize the fan birthdays so that it can run smoothly in the game.



### **Plan for prototyping solution (Fan Birthdays)**

Input several buttons onto the panel so that each game can fit different numbers of fan birthdays onto the panel.

Code the buttons so that when clicked they will present the image for the birthday shoutout.

Add a timer to the buttons so that the birthdays can be played on certain intervals depending on how many there are (5 birthdays in a 30 second time slot = 6 seconds each).

**Estimated duration is 2 weeks**

### **Plan for testing solutions**

We will test through the use of Xpression fobs.

### **List of significant Project risks**

- Images not being able to be read on Dashboard
- Timer malfunctioning
- Images being low quality

### **Plans to mitigate**

- Adding a reset button in case of malfunction
- Ensuring that any images that have been imputed are able to be read by Dashboard

## **Three stars:(Archie)**

**Introduction :** The three stars are the players chosen by third party for displaying exceptional performance in the game.



### **Plan for prototyping solution (Three Stars)**

- Make a panel with tabs that would keep the inputs arranged.
- later when required creates the summation of points to see who scored the highest point.
- Also inputting names who stood out in the game.

### **Estimated duration is 2 weeks**

### **Plan for testing solutions**

Use dashboard to test the prototype.

### **List of significant Project risks**

- Failure of inputting wrong information
- Cannot make summation of points.
- Being not able to highlight players quickly when required.

### **Plans to mitigate**

- Make sure the program shows error if the information inputted is wrong.
- Going over the summation equation is working properly at half-time or when there is time available..
- Have a distinct button to pull up the chart of players.

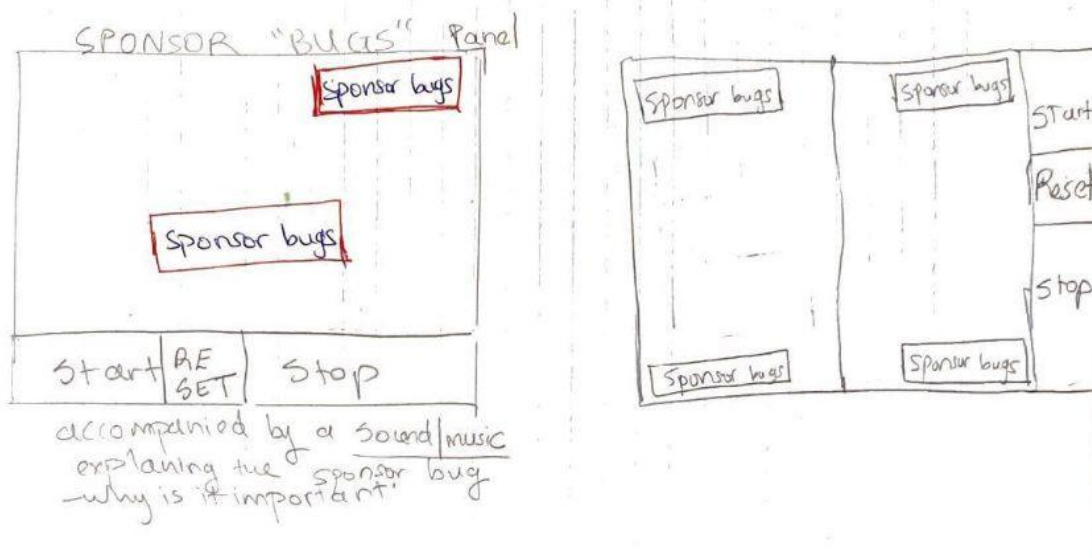


# Sponsor 'bugs':(stella)

## Introduction :

Sponsor bugs are very important because they are the most time sensitive during the games . So it is crucial that the panel of the sponsor bug is well defined. Therefore, the user of the panel must find information very quickly and effectively. Below are the first sketches of the panel of the sponsor bugs .

We decided to include at different places on the panel , including several start, stop reset buttons. In case the sponsor bug is blurred it's important to play a prerecorded video or voice about the sponsor bug.



## Plan for prototyping solution (sponsor bugs )

The plan is to use Dashboard to create the panel of each user needs

We would use tria as the broadcast-quality video playback server

We would use carbonite as the video switcher.

Step 1: Create colour-coded buttons for these functions start , stop and reset .

Step 2: Locate all the sponsor bugs names in a list horizontally on the panel

Step 3 : Store all my sponsor bugs logos/graphics in a list and arrange them accordingly on the panel .

**Estimated duration is 2 weeks**

**Plan for testing solutions**

We will test through the use of Xpression fobs.

### List of significant Project risks

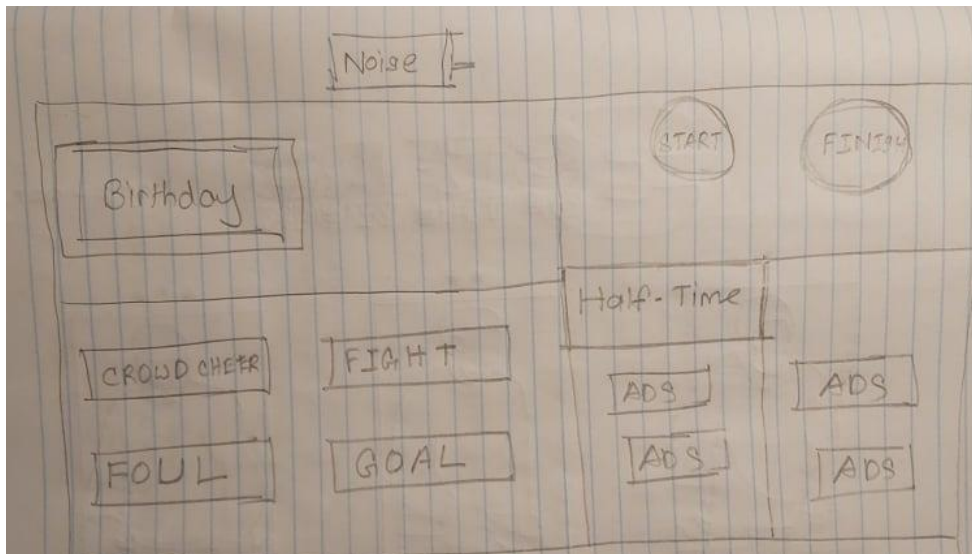
- An uncertainty that a sponsor bug is blurred.
- A risk that our prototype testing appears good using Xpression fob but at the actual stadium screens it doesn't look as imagined.

### Plans to mitigate

- Write down by hand the name of the sponsor bug and display it on the panel or provide a pre-recorder video/voice of the sponsor bug information from the company .
- Our solution is to play music and have our mascots announce the sponsor bugs , also throwing out candies at the same time .

## Make noise/Crowd prompts:(Archie)

**Introduction :** 'Make noise/crowd prompts' basically add to the experience of enjoying or watching the game at a stadium. The auditory experience has to be such that the players don't get distressed by it but the viewers enjoy it.



### Plan for prototyping solution (Make noise/Crowd prompts)

- Make a dashboard panel with the 'Noise' . Then add 'crowd cheering' button with also different sound buttons regarding the game
- When there is a birthday announcement or any special event, add a different button for that in the main panel.

- In the start and end of the game, add a ‘horn’ or any similar type of noise to tell the viewers that the game is starting.

**Estimated duration is 2 weeks**

**Plan for testing solutions**

Use dashboard to test out the prototype panel.

**List of significant Project risks**

- The main panel being too clustered having a lot of labels and not being able to find the ‘noise’ labelled button.
- Not being able to use the ‘birthday’ noise prompt at the proper time without any delay
- The sound to start and end the game might not be pleasing to the players in the rink as it has to be louder than other sounds to grab the attention of the viewers.

**Plans to mitigate**

- Adding coloured buttons so that it's easier to notice.
- Have the ‘birthday prompt or the ‘special noise’ prompt at the forefront of the ‘noise’ labelled button.
- Although the sound is going to be loud, we can notify the players that the sound is going to be played soon and they can be mentally prepared for it.

Tasks To Complete	Assigned Person	Duration of Time to Complete (hrs)	Due Date	Software (\$)
<i>Main Panel</i>	Elliot	7	Nov 4	Ross Video Editing Software (Free Provided by School)
<i>Team Setup</i>	Caleb	7	Nov 4	
<i>Goalie Matchup</i>	Caleb	7	Nov 4	
<i>Standings/Stats</i>	Stella	7	Nov 4	
<i>Three Stars</i>	Archie	7	Nov 4	
<i>Full Page Sponsor Elements</i>	Isabella	7	Nov 4	
<i>Fan Birthdays</i>	Isabella	7	Nov 4	
<i>Sponsor ‘Bugs’</i>	Stella	7	Nov 4	
<i>Make Noise/Crowd Prompts</i>	Archie	7	Nov 4	

