

CS 100 Fall 2015

HW4 (Group Project) M2 “Testing”

Project M2 due date is Tuesday 10 November. Submit by midnight - electronic submission to the CS portal for CS100: <http://www.cs.uky.edu/csportal>

(NOTE: THIS SUPPLEMENTARY DOCUMENT GIVES FURTHER GUIDANCE ABOUT MILESTONE 2 – M2)

1. Project Phases

Homework 4 “Teamwork” consists of three distinct milestones. This handout offers additional guidance on Milestone 2 “Testing”. Your team should have completed M1, which was due 27 October, and was an initial design / prototype.

Now that you have some experience in thinking about (and building) a functioning prototype head mount, it is time to do some software testing with two designs: yours, and an existing design - in order to understand and compare/contrast design decisions. At this stage of the design process it is common to perform design iterations – that is, change a design in various ways and evaluate the benefits and drawbacks of those changes. Hands-on work, testing, and documentation, is crucial.

In order to help you understand how your design compares/contrasts with other ideas, we will give your team a complete “Google Cardboard VR” kit (except the lenses, which you have already). This kit represents another design example that you should incorporate into this phase of your project.

Remember that the final milestone M3 will be completion of your project, where you put together a short video reporting on what you’ve learned. Initial information about all phases is available in the project overview and M1 documentation; additional guidance will be provided after this current milestone (M2) is complete.

2. What You Need To Do For Milestone 2

- As a team, **assemble** your new kit and take notes. Document the assembly with photos and/or videos, as you did with your own prototype.
- **Test the new kit** with the apps you used in M1. The kit includes a magnetic selector switch and NFC tag, so there may be some new functionality in your iterated design that was not present in your prototype. Make sure to test a variety of apps to get a feel for what the new kit can do.
- As a team, **contribute to a one-page “compare/contrast” document** (one pager). Address things like:
 - Which do you think is better, your prototype or the kit design? Why?
 - From a user’s perspective, which design is better?

- Which has more features? Do those features make the design a more complete product?
- Create a zip file of your photos, video, and compare/contrast document. The Team PoC should upload the zip file to the class CS100 / CS portal by midnight Tuesday 10 November.

Keep carefully in mind the differences between your prototype and the provided kit design. You will be organizing this information in order to formulate your report in M3. Realize how powerful your photos and videos can be in making your report when the time comes.

3. Timetable Review

Each team must meet the following project milestones (M1, M2, M3):

M1 (due 27 Oct)	Build prototype. Collect images, video. Write "lessons learned." PoC submits zip file of the project documentation by deadline.
M2 (due 10 Nov)	Iterate design – Build provided kit, compare/contrast, test.
M3 (due 24 Nov)	Report/pitch video. Build your report storyline as a video. PoC submits video by deadline. More guidance provided on 11 Nov.

Frequently Asked Questions

Q: We glued our lenses into our earlier design. What should we do?

A: I do have some extras, but not many. Why did you glue them? How do you see through the glue?

Q: May we put a song to our video(s)?

A: Yes.

Q: Can the song be "Shake It Off", because I think Taylor Swift is awesome.

A: Yes. I like her music too.

Q: The kit is pretty slick – way better than our prototype. Can we just say that?

A: Sure, but nothing is perfect. Everything can be improved – think about how.

Q: Do we have to write a whole page?

A: Yes – and actually, you should have much more than a single page of observations. You will have to work hard to boil it down into the top concerns / comments.

Turning in your Work

It is the Team PoC's responsibility to turn in all material for this assignment. PoCs: please submit materials to your portal. If you fail to submit material for any milestone your team will receive no credit.