

Prototype Implementation Phase Report

(All members had equal contribution in developing the prototype application)

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Our prototype program followed the design specifications closely and only on a few occasions did we have to deviate from them. In general the program functions well, and is able to describe almost the full functionality from the design phase.

One of the functions that were omitted was the map scrolling. We were not able to get that to work in such a short time period. Given enough time, this feature could be added in. As a result of removing this, we were also forced to alter the general layout of the program by removing the caption that read “click and drag the map”. There would be no reason to have this up, if in fact one can not drag the map.

The second feature that was omitted was the option to select the cheapest, fastest, and easiest route. These menus were described in the design phase; however they were not well supported with a description, and upon closer examination they were not able to physically fit into the program layout. One way around this would have been to add them in and shift the rest of the program around, however this would lead to other deviations from the original design. Adding in this feature would have had a ripple effect on the rest of the program, and would have caused more variation from the original design. We voted amongst ourselves, and decided to remove the selection options as this would allow the program to more closely match the design.

The last feature that was omitted was the tutorial option, due to too much ambiguity surrounding it. There simply wasn't enough information provided as to what is expected from it, and what is the reasoning for adding it in. Again, it was decided that the feature better be left un-implemented until a later time.

These features that were presented in the design phase were left out due to the consequences that implementing them would have had. A ripple effect would have caused more deviation from the original design. It was agreed that leaving out the features would, in the long run, allow the prototype to better represent the original design and goal of the program.

Aside from those three features that were purposefully omitted, the rest were implemented with full functionality. The prototype demonstrates exactly what and how each option, feature, or menu item works and how the user is to interact with the final product. With this prototype the user, or potential customer, can get a feel for how the full program will function, which was the intent from the start.