

Prototype, v1

Due: Friday, Nov. 12

To demonstrate the feasibility of your design, your team is tasked with creating a throw-away prototype (meaning it will not end up as part of the final production model). This will be divided into two stages. In the first stage, due on November 12, you are merely required to have all of the user interface elements in place. Functionality will be added for the second stage, which will be due on Friday, December 3.

In this first stage, all of the UI components should be in place. This includes controls for the user to enter data and to display results to the user. You are only required to have the minimum amount of functionality required to allow the user to navigate between components. You may use default data, placeholder images, and other shortcuts to make this easier. For example, if the system is supposed to accept user input and then compute and display some result, it is acceptable to always show the same results regardless of the user's input.