

Deliverable F

Group 14

Introduction:

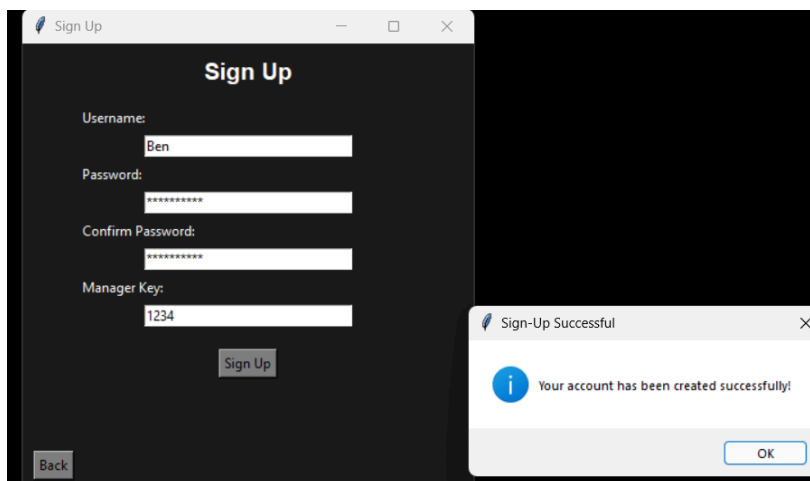
The goal of the prototype is to lay a foundation for the UI and the interactivity of the application. It includes basic features such as the sign up and login functions.

Critical components:

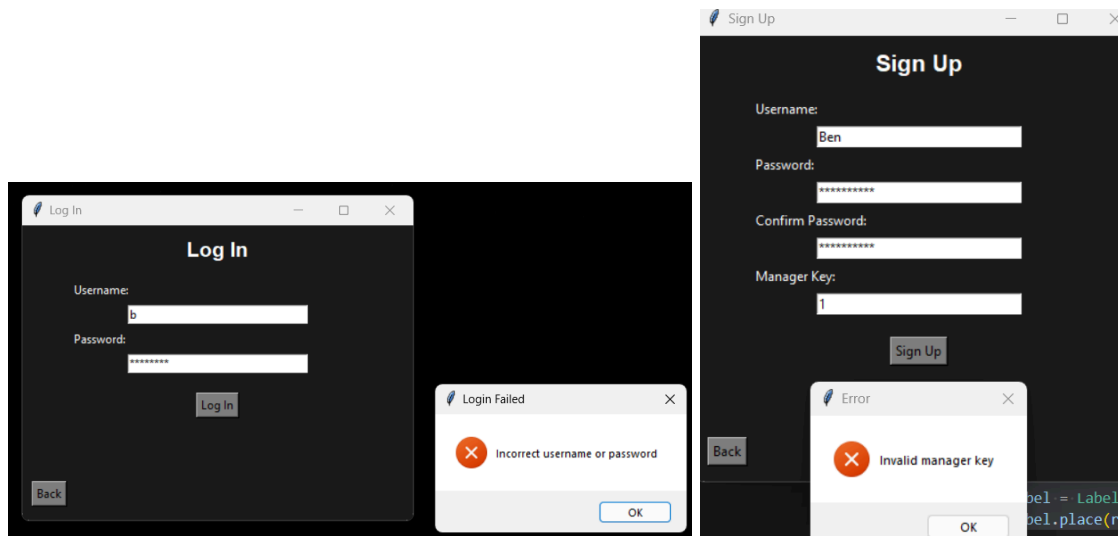
1. UI
 - The purpose is to allow smooth communication between the mentor and the mentee on the mentor's end and provide them with a smooth experience that is easy to use. Maintain a balance between simplicity and functionality.
2. Interactivity
 - Creating login and sign up pages that work well with little to no bugs. Simple and easy to follow and understand the next step when connecting glasses.
3. Security
 - A manager key that will be given per pair of glasses to ensure that no one except authorized users are using the glasses or gaining access to the companies network.

Testing the functionality:

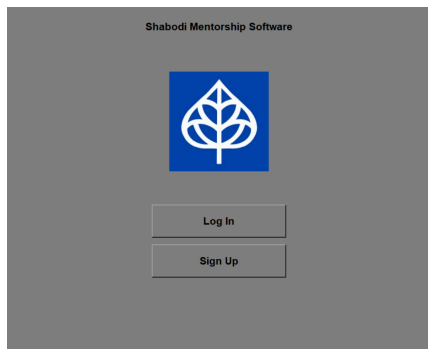
- The application allows you to sign up and login with accounts previously made on the network as long as the manager key is provided for security.



- The application only will proceed if correct login details are provided along with the manager key, this demonstrates security within the application



- The application has a smooth seamless UI



Feedback:

- We talked to a yard manager for a seed distributing company who is in charge of repairs. When he is off he must go in to fix these issues if someone there is not capable. He is not very tech savvy and he enjoyed the application and found the prototype simple and easy to use to complete the desired task.

Test plan (Prototype 2)

Prototype 2:

Integrate Shabodi's API
Work on backend coding
Establish video connection

1. Plan

Duration: each test will last approximately 3 days (varies depending on complexity)

Timing: tests will begin around the start of the week until halfway through the week to leave time to fix any errors before the sunday the prototype is due.

Stopping criteria: Connection can be clearly established, repeatedly without fail. API's must be properly integrated and can carry out their purpose.

Once Prototype 2 is created, we will then follow the steps below to test the efficiency of our design.

2. Execute Tests – Observe, measure and record results carefully, alter code/prototype if tests fail and repeat until stopping criteria.

3. Interpret Testing Results - Were the tests successful? What steps to take next?