Deliverable G
Group 14

Introduction:
The goal of this second prototype is to acquire more customer feedback. It includes basic features such as the sign up, login function and a new feature, video streaming, has been added.

Client feedback:
Clarified that the design was going in the right direction. Got clarification that we are using the right API's (Jitter, Bandwidth, etc..). In line with how we are going to be connecting to the glasses (using WIFI).

Prototype II

Design Specification	Relations =, < or >	Value	Units	Verification Method
Functional Requirements				
Uses Shabodi-api	=	Yes	N/A	Analyze
Able to connect to physical device	=	Yes	N/A	Test
Unique Experiences	=	Yes	N/A	Test
Flexibility	=	Yes	N/A	Estimate
Accessibility	=	Yes	N/A	Test
Non-Functional Requirements				
Aesthetic	=	No	N/A	Analysis
Connectivity	>	10	Mega bits	Test
Product Life	>	3	years	Test
Constraints				
Operating Condition	=	-40 to 40	°C	Test
Price	<	50	CAD	Analysis

Prototyping test plan for prototype II

Test No.	Test Objective	Desired Results	Test date and duration (approximate)
1	Audio Connection	- Clear, distinguishable audio	< 10 mins
2	Video Connection	- Clear video feed - Secure connection between mentee and mentor - No, or little, lag	< 10 mins
3	Secure Log-in	- Manager key requirement works - Username/passwords work	< 10 mins
4	Latency of system	- Process of log-in/sign-up, then connection of mentee-mentor runs smoothly and quickly - Prove app is easy and efficient to use	< 10 mins

Stopping Criterion:
1- Connection is established, mentee and mentor can clearly hear each other.
2- Connection is established, video feed to mentor is clear.
3- Users can securely log-in repeatedly, manager key is needed and log-in fails if password or manager key is wrong.
4- A user can sign in and connect to “glasses” with no trouble, in little time (1-2 mins tops).

Results:

This prototype has added the feature of connecting two devices via WIFI. This is exactly what we wanted to do and we plan to upgrade it by integrating Shabodis network APIs along with the use of E-sims

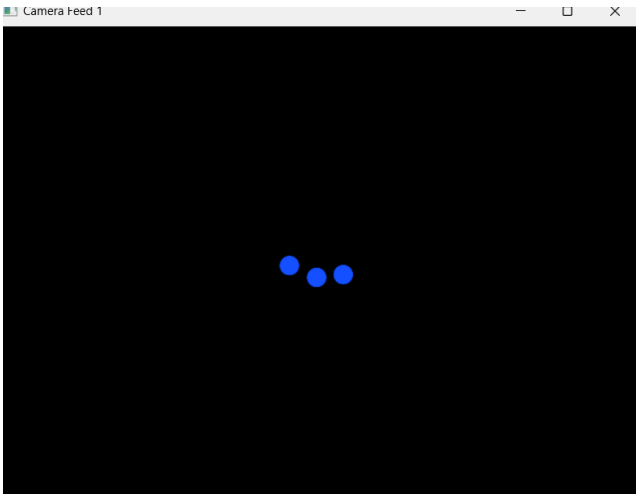
Feedback from potential user:

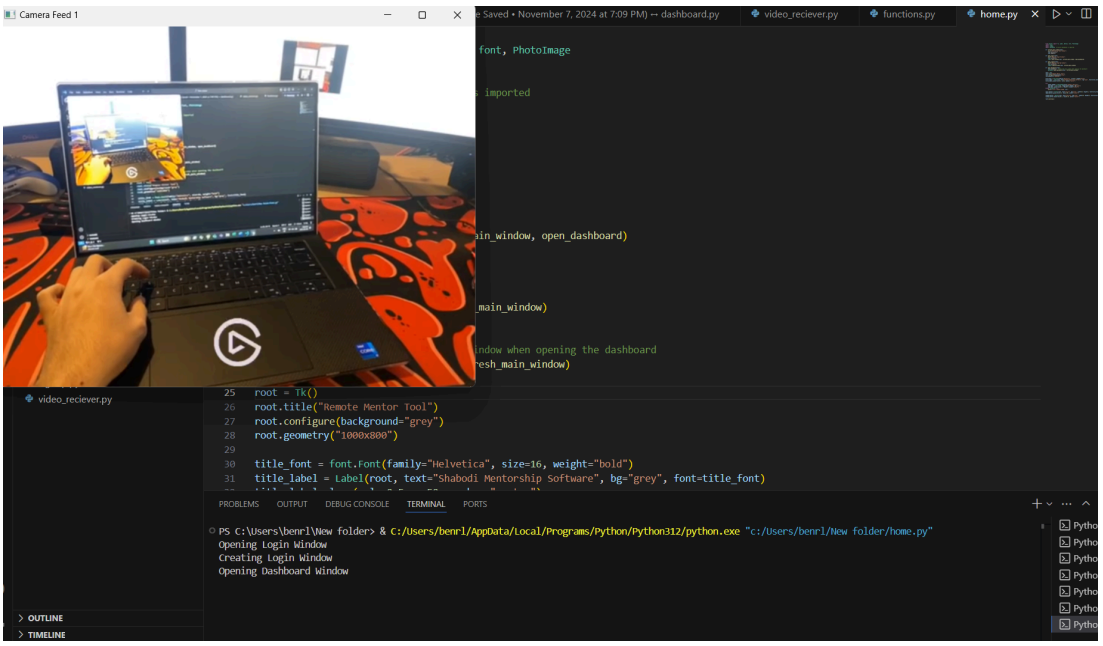
The app is easy to navigate and simple to understand. However, audio integration is vital and a longer distance before it disconnects would be very helpful.

Test plan for prototype III

Test No.	Objective (Why?)	Test method	Description of results to be recorded	Estimated time
1	Increase the distance of connectivity	Connect and move to a different location	-Clear video feed -Clear audio feed	<10 mins
2	Add audio	See if sound is audible	-Clear audio or any at all	<10 mins
3	Improve aesthetics	Create a survey to see if it is pleasing to look at.	-Positive or negative feedback	1 day

Photos of prototype II





Conclusion:

Having implemented our desired changes for prototype 2, we can begin to test them using our prototype 2 test plan. Depending on results from the tests, we will either be clear to continue to develop prototype 3 or will need to continue to improve prototype 2. Once the desired results for prototype 2 are reached, we will begin to implement audio connection, connection distance, and begin working on non-functional requirements such as app aesthetics.