

A dark blue background featuring a lighter blue world map. In the top right corner, there is a cluster of five lightbulb icons, some inside a wireframe cube. In the bottom right corner, over the South American continent, there is a single lightbulb icon.

Human-Computer Interaction Programming Studio

COGS121

Instructor: Philip Guo

In-Class Video Prototypes

(2017-05-01)

Milestone 7: Core Map Interactions (2 of 3)

Due: Wednesday, May 3 at 1pm

- Your goal is to continue making progress on the core map/geo interactions of your app. Use fake data if you want. But you should have implemented non-trivial additions and improvements from Milestone 5.
 - You don't need to "finish"; just need to show continued progress.
 - If you want to do more by this milestone, then go for it :)
- Create a `milestone7.md` Markdown file in GitHub repo, containing:
 - Description of what each team member has done on the project since you wrote up `milestone5.md` for Milestone 5.
 - At least one screenshot of your app's core map functionality along with a description of *how this feature has improved since Milestone 5*.
 - You can include more screenshots if you want!

In-Class App Grading for Coding Milestones

Your TA will be grading your code-related milestones each week when they visit your team in class and have your team do a live demo of your app.

No need to prep a formal presentation beforehand. Just make sure your app works, *has shown progress* since the previous milestone, and each team member can answer questions about what parts they have coded so far.

The most important thing is to show non-trivial amounts of progress toward your project goals during each week's milestone grading.

Grading Scale:

missing (0 points), minus (0.65 points), check (0.88 points), check plus (1 point)

Milestone 6 in class today: video prototypes

- One video *per team*. Create a milestone6.md file and add a link to a YouTube video of your video prototype when you're finished. **Due at 6pm tonight** ; try to finish by the end of class if you can, but if you can't upload in time, it's OK to take a few more hours.
- Your video prototype should be around **one minute long**
- A video prototype should be an “advertisement” for the benefits of your app; sort of like a video version of your storyboard or prototype.
- You can record either a “skit” with a mock-up or a screen recording of your app prototype
- Be creative about showing the user flow and benefits of your app!
- You can record with your cell phone camera, QuickTime on Mac, or free screen recording software on Windows.
- Use voice to narrate; don't worry about bad sound quality as long as it is somewhat comprehensible.