MIT GSL 2018

week 4 | Friday

App Specification & Checklist

Agenda

- Questions on anything we've covered before we start programming?
- Designs
- App Specification
- Checklist before programming
- Hackathon
  - Designs/Mockups
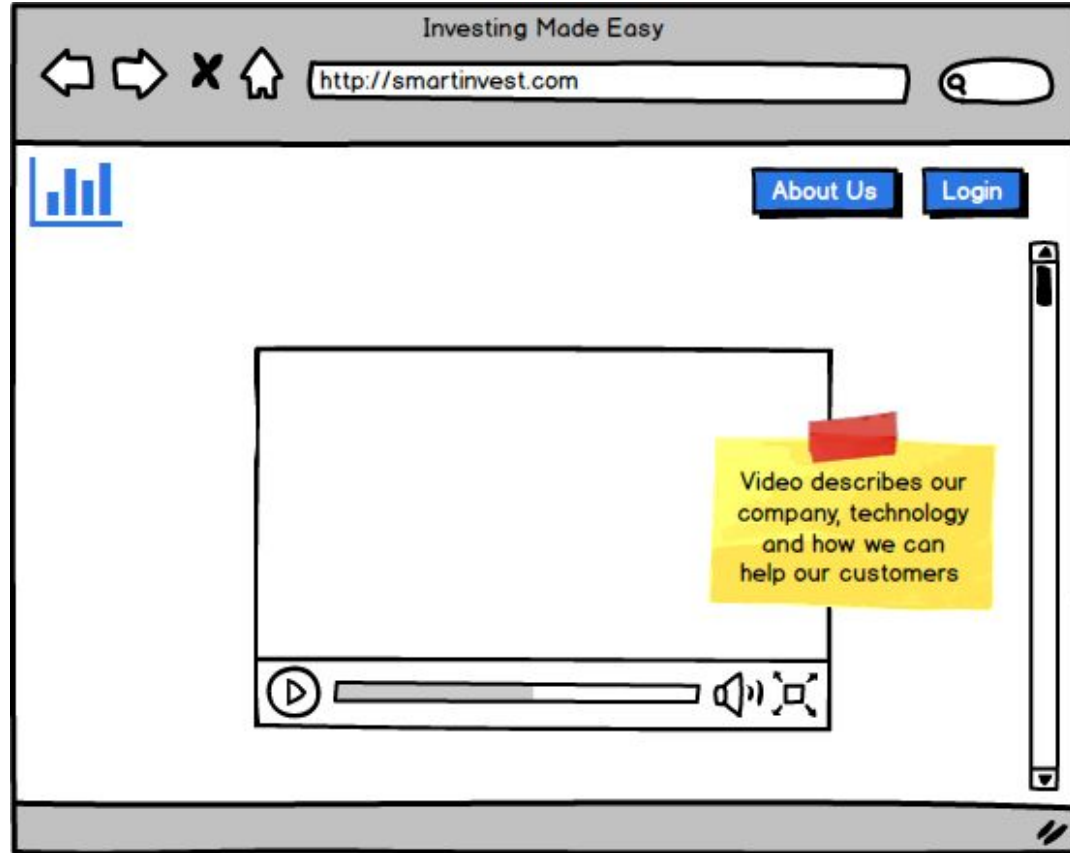 - Programming and setting up application
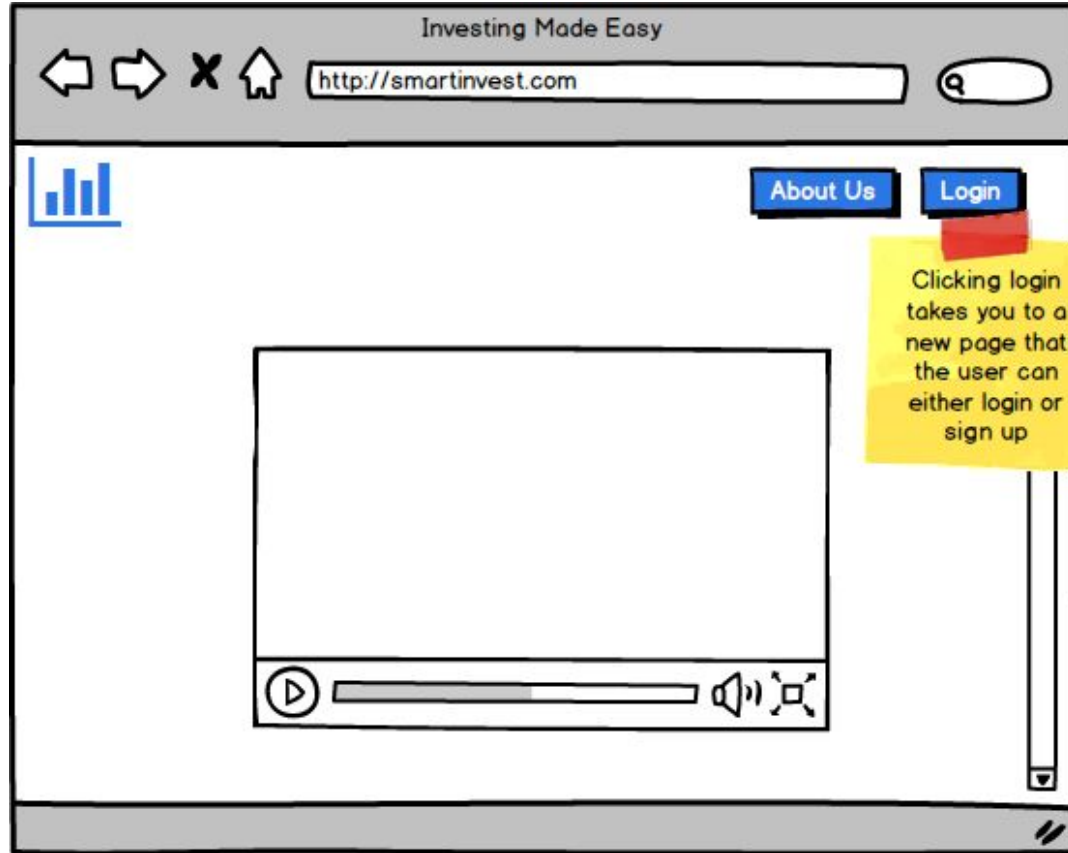 - Hardware

Designs

What we can learn from computer designs

- Everything you learn from paper prototype plus:
  - Screen layout
  - Is it clear, overwhelming, distracting, complicated?
  - Can users find important elements?
  - Colors, fonts, icons, other elements
    - Well-chosen?
  - Interactive feedback
  - Efficiency issues – Controls big enough? Too close together? Scrolling list is too long?
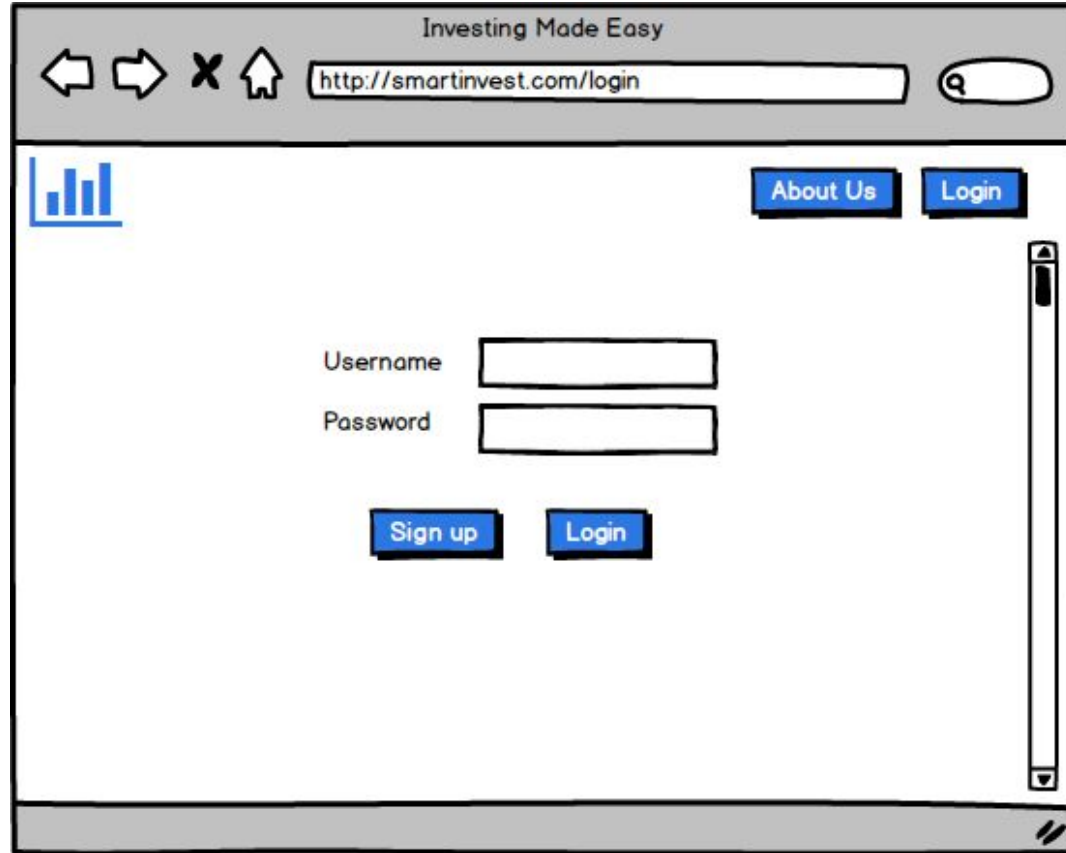- We will be using storyboarding techniques

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App Specifications

App Specification Document

- Ensure everyone on team agrees on app requirements before building
- Completed by both business AND technical people
- One source of requirements - the "bible" for your app
- Help ensure your app is "user-focused", think through user requirements
- Make the design process more efficient

App Specification Document

1. App Introduction
2. Problem
3. Users
4. App Features
5. User Test Scenarios
6. Technical Requirements
7. User Interface
8. Technical Architecture

App Specification Document

- Problem:

  Make sure that you provide data/market research to prove your problem

- Users:

  Be very specific! (age group, social status, personality, person's activity)

  Make sure you are writing enough user stories (need AT LEAST 6!)

- App features:

  Make sure that you are exhaustive (include all features) and specific

- User test scenarios:

  Test only ONE feature per scenario. Write the scenarios as a GOAL for the potential user

  that they can use your app to achieve. Not a set of instructions on how to use the app

Agile Software Development

- Break up your tasks

Spiral Model