

# CS Capstone Design

## Alpha Prototype Demo Grading Sheet (100 pts)

### TEAM: BeeBalanced

**Overview:** The purpose of the Alpha Prototype Demo is to clearly demonstrate the extent to which all core user flows envisioned for the product are supported by the current implementation. The flow of the demo is very natural: you simply introduce each of the major usage scenarios, and then follow through each of them, just as an end-user would in using the product. Grading is based on how completely the current product supports all key functional aspects within a coherent, realistic user flow. Interface refinement, clunkiness, and aesthetics should be ignored for now; the focus is simply on functional ability to complete the user flow.

This template is fleshed out by the team, approved by the team mentor, and brought to demo as a grading sheet.

### Overview of major product use cases

Based on the Requirements document and subsequent development discussions with your client and mentor, briefly describe each of the key use cases for your product:

**UC1: Short title for Use Case.** <Concise 1-5 sentence description of this use case: nature of the user (admin, normal, guest) and the what they are seeking to do with the product in this use case. >

**UC2: short title.** Description. Repeat for other challenges.

**Etc. Most products will have between 2 and 5 core use cases.**

### User Flows: Detailed walk-through for each use case:

In this section, we outline the demonstrations of each use case that we have prepared, giving a step-by-step outline of the user flow that would be followed by a real user for that use case.

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**Use case 1: Account Creation:** The guests are making an account that they can use to login repeatedly and they can view/edit the information associated with their own account.

User Flow: Step by step overview of user interactions with product

1. First the user creates an account providing their email, password, name, age, and gender which all gets stored in a users table within the database.
2. Then they log in to the website using those credentials (email, password) which are pulled from the database.
3. Once at the home page, the user has the option to view or edit the information associated with the account by clicking the account tab on the nav bar.

### Evaluation and Comments:

✓ Convincingly demo'd each of listed challenges?

✓ Other evaluative comments:

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**Use Case 2: Survey Interaction:** Main feature of the application where we will keep track of the user's health through surveys by user input. The user will utilize a 1-10 scale to answer questions.

User Flow: Step by step overview of user interactions with product

1. First the user would either click "Take the Survey" on the Home tab or press the actual Survey tab.
2. Then the user can answer each General question using the 1-10 scale and click the Submit button on the bottom.
3. The user can then choose if they would like to complete the Mental and/or Physical questions or Logout.
4. If the user chooses to complete the Mental and/or Physical questions, they would repeat step 2 with the scaling.
5. If a user completes all three fields, the user can choose if they want to Logout.

Evaluation and Comments:

✓ Convincingly demo'd each of listed challenges?

✓ Other evaluative comments:

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**Use case 3: Feedback:** The user wants to understand where they are slowing down or not doing well in the health surveys and how to improve those categories of health.

User Flow: Step by step overview of user interactions with product

1. First the user enters the home page with the displayed progress tables.
2. Then the user can view the current status of their progress from the survey.
3. Next the user can press the "Feedback" drop down and view the feedback information.
4. Finally, the user can read the tab of feedback concerning their top lacking areas from the surveys.

Evaluation and Comments:

✓ Convincingly demo'd each of listed challenges?

✓ Other evaluative comments:

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**Known short-comings: Functionality still deficient/missing:**

If there were challenges you listed earlier that were *not* covered by a demo, list here. This will hopefully be a short list...but better to be clear about where you are. If you have items here, you could list (if applicable) any pending plans/schedule to get this implemented.

- Gamification aspects are built but still have yet to be implemented into the website itself
- We still need to implement email notifications as well which shouldn't be very difficult
- We need to fix the algorithm so that 1-10 doesn't always mean negative → positive. It depends on the question.