

PROJECT 1: GETTING THE DESIGN RIGHT

Part Three

Now that you've got the right design, it's time to get the design right. The focus here is on iterating the interface first, before putting time into code.

Design on Paper

Using your sketchbooks, butcher paper, or whatever other paper you have at hand, your team should design the interface for your project. Focus on designing for a small number of usage scenarios – you don't need to consider every possible thing a user might do with your technology. Show these paper designs to a few friends not in your group and see if they can figure out how to use the design without too much help. Make any necessary adjustments.

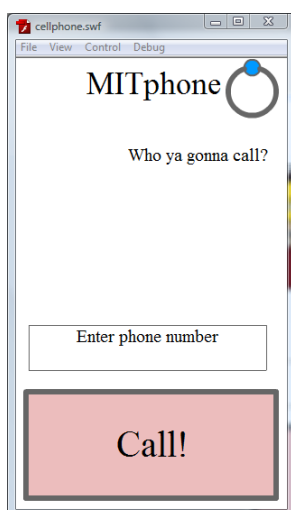
Design in Flash

Your team should use Flash to create a visual, static prototype of your design. Create separate keyframes for major interface states for now. Make sure to use Symbols to group items into coherent objects and use layers to specify z-ordering.

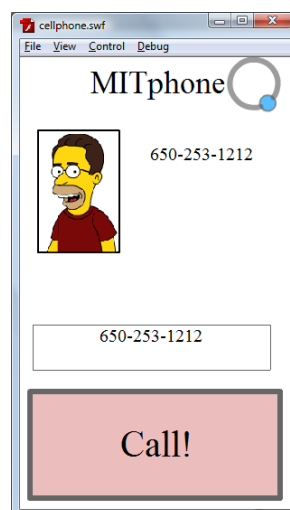
This design should not have any code associated with it! Instead, you'll use *Wizard of Oz* techniques to manipulate the interface yourself as your users interact with the program. To do this, use Controls → Test Movie, then use the Flash Player's Control menu and keyboard shortcuts to step through the frames of your application in response to user actions. In our in-class phone example, when the user enters the phone number and presses Call, you could skip to the next frame where the phone looks like it is in the process of calling, or you could skip two frames to an error state where it alerts the user that he or she didn't enter a real phone number. Remember to issue `stop()` or else your Flash file will flip through all your frames at 24fps!

Deliverable:

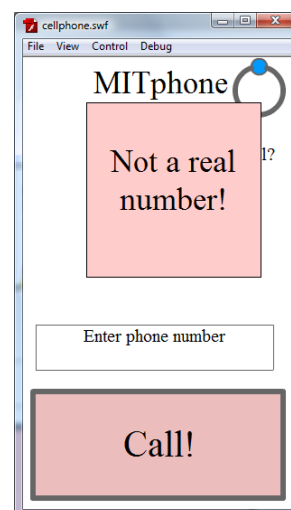
- Static Flash prototype of your project design, oriented around one or two usage scenarios. Be prepared to manipulate the Flash file in response to user actions. Due January 9th in class.



Frame 1 - Default



Frame 2 - Calling



Frame 3 - Error