Assignment 4 – Project Design and Development Management

15%

Due in lieu of a final exam,

by the end of the scheduled exam time:
Tuesday, Mar 21 12:30 p.m.

Overview

- The overall goal of this assignment is to get you thinking about the details of making a project design and development plan, and integrating the knowledge from all the chapters into this plan.

- This is the hardest assignment because it requires extra imagination and thinking about an object you may not have experience with.

1. Choose a project.

- Pick a product that you would like to develop.
  - Maybe an object from your design notebook.
  - Maybe something you use in everyday life.
  - As always, the project should involve a computational element.
  - As always, provide a short description of the product including sketches or screen shots.

2. Define a team.

- Describe by role, function, and number, the kinds of members of a team you would need for this project.
- Role – a short term or phrase
  - E.g. "end user"
- Function – a short description
  - E.g., "participates as a subject in a laboratory evaluation of the product."
- Hint: roles and functions co-evolve with your plan (part 3).

3. Describe a plan.

- Describe a plan for developing your product.
- Use Table 3.1 as a guide for your plan description.
  - Address each "Stage," including as many if not all of the sub-points
  - Your objective is *one more level of detail* than in Table 3.1

Hints and More Guidelines

- Steps 3 and 2 need to co-evolve
  - As you work out details of a plan, the need for different team members (roles and function) will become apparent.
  - As you reflect on team members, details of a plan will become apparent.
- This assignment requires a lot of imagination to apply the information from other chapters.
- I imagine that Part 3, the plan, will be 2-4 pages. Parts 1 and 2 will be (probably) 1 page each.