User Interface Document and Presentation
Software Development Project
Fall 2007

The **User Interface Document** is the document provided by the developers that details the interaction between the user and the computer application. This document must be reviewed and given approval by the customer before the project can proceed. A formal **Presentation** of this document will be given at least 2 days after turning in this document to Mr. McCown for review.

Document

1) Title Page – Provide the Title ("User Interface Document"), name of software, team name, team members, date document is turned in.

2) Table of Contents - Listing make-up of the document and pages on which various parts of the GUIs may be found.

3) GUI Prototypes - A screen shot of each possible window, dialog box, and menu seen by the user should be provided along with a detailed description of the interface (w hat does each button do, what purpose does the list box serve, etc.). The order of the screens should emulate the order seen by the player through a full game. All screens should be somewhat complete in order to reduce the "imagination factor." For example, telling the customer to image that there are several buttons that control a function of the game or to image a background that shows a summer day in Searcy gives the customer the ability to image something completely different from what you're planning on delivering.

4) On-line Help - Show what the introduction help screens will look like and the over-all organization of the help file. It's not necessary to show every screen, but the customer should have a good feel for what to expect.

5) User Sign-Off - Place for the customer to sign-off on the document so production can proceed. If some screens are incomplete or don't meet the customer's approval, some re-work may need to be done before the sign-off is possible.

Presentation

• Plan on making the presentation at least 2 days after turning in the UI Document at a convenient time in the late afternoon or evening. Talk to me about a time and date when turning in the document. The presentation will be given in one of the second floor conference rooms.

• The presentation should demonstrate a walk-through scenario of game play and the interfaces seen along the way. Also discuss how the user can access help at various stages.   The presentation should be roughly 30-45 minutes. I will then have questions about the interface that will take around 20 minutes to discuss.

• **Everyone in the group must have a speaking part in the presentation.**

• This presentation is to be **organized** and **professional**. I will be assuming the role of the customer, and thus the provider of your paycheck. A PowerPoint presentation or something similar will be expected. Please provide me an **outline** of your presentation order on a piece of paper before making the presentation.

• Remember that you are in competition with other developers. The goal of this presentation is to prove to me (the customer) that what you are producing will undoubtedly be the best!

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