

Milestone #3: System Design and Initial Demo





NextLab I, F'08, L9 (Luis Sarmenta) slide 1

Milestone #3: System Design (Oct. 20)

Objectives

- Have a clear idea of ...
 - WHAT you are building
 - HOW you are building it
 - What you aim to get done within the class vs. after

• Get started working on the technical implementation

Deliverables

• Write-up

- Use Cases
- Block Diagrams
- User Interface mock-ups

Presentation

- Show most relevant use cases and block diagrams
 - Use concrete examples in your presentation
- Mock ups are OK
- Initial Demo of what you've gotten to work so far
- Plan for Priorities / Initial vs. Future featuress





Answer These Questions ...

• What are the components of the system?

- block diagram

How is it used?

- Use-cases
- User interfaces

• How does it work?

- What happens in different use cases
- What data moves where?
- What computation needs to happen?

Any potential difficulties?

- e.g., certain assumed functionality not being available
- If so
 - set a date, and responsible person, for determining if it's a problem
 - have a contingency plan

Initial implementation results

- Progress report
- Basic demo





Note

- Consider input from your Needs / Context
 Assessment
- But ... if you don't have it yet, or things are not clear yet, then just go ahead with your system <u>design</u>
- This is not the same as ignoring needs/ context
 - The intent is to draft something and feed it into the feedback loop
 - i.e., you can show your partners your demos

• Bottom line: START TODAY! (Oct 8)





Some Examples

- <u>Smart Money</u>
- Smart PasaLoad
- Globe G-Cash
- Adverse Event reporting
- School Info Alerts





An Example from NextLab

- IRD NFC projects
- (insert video here)s





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