



Remixing the Web

H79.2802

PROJECT CHECKPOINT REQUIREMENTS

This list of checkpoints provides a set of concrete deliverables along the way to a fully working final project. The checkpoints are designed to keep your project on track and avoid any last-minute surprises. Project checkpoints are not graded, but you are encouraged to take them seriously; the final project forms the largest component of your final course grade, and demonstrating the intermediate stages of your project at these checkpoints gives you an opportunity to get feedback on your progress.



Checkpoint #1: Updated Project Proposal (November 17, 2010)

This checkpoint is a good time to make the ideas in your original project proposal more concrete and tightly focused. You should have a clear idea of your project's basic concept, how it fulfills an important need, and how you will tackle the implementation issues. You should also make sure that your project plan is of an appropriate scope to be completed by the end of the semester.

This stage of the project is also a good time for sketches, wireframes, and storyboards. Before you delve too deeply into the coding, it's good to have a clear idea of what you plan to build, and what the experience will be like for a visitor to your site.



In-Class Demos: Technology Proof-of-Concept (November 24, 2010)

Produce a working version of the data-gathering portion of your project. Your implementation need not be complete, but it should work well enough to demonstrate the technical feasibility of your approach. You should be able to extract the data your site needs, even if you do not yet use the data in a particularly interesting way. For example, if your project were a "local event notification system," you should demonstrate your ability to detect local events meeting certain criteria, but you would not yet be required to complete the parts of the system that notified users, allowed them to change their notification preferences, and so on.



Checkpoint #2: Basic Working Demo (December 1, 2010)

At this point, your project should have all of the fundamental pieces working, but the design can be rough around the edges, and some of the "bells and whistles" can still be missing. You should have put some thought into the visual design and interaction design, but the primary focus at this point should still on the functionality. Your demo should allow a user to step through the complete flow of interaction with your site. It's OK to have some links and buttons that don't yet work, as long as you present a clear idea of how everything will work in the final version.