



## 8. Prototyping

CSE 498, Collaborative Design

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## S Prototype

- Developed
  - Early
  - Rapidly
- Implements Subset of the Requirements
- Is Optional
- Done for Variety of Reasons
- Is **Not** Finished Goods

## S Why? Answer Questions

Help Determine

- Feature Set
- Usability
- Market
- How Existing Code Works
- Programming Language(s)
- Development Environment(s)
- Operating Environment(s)
- Etc...

## S Why? Determine Schedule

Determine how long will it take to...

- Install/learn the development environment.
- Install/learn the existing code.
- Convert the existing code.
- Convert the existing database.
- Get libraries working.
- Build 100 interfaces.
- Deploy the application.
- Etc....

## S Why? Reduce Risk

- Operability
  - How do we make a game clock?
  - Where do we store the data?
- Interoperability
  - How does the game clock work with other tablets?
  - How do the tablets all write to the same database?
- Scalability
  - Will the game clock propagate in real time?
  - Will the database engine keep up?
- Reliability
  - What happens if the clock tablet dies?
  - What happens if the database tablet dies?
- Etc...

## S Speed

- Critical
- 2-3 Day Tasks
- Use
  - RAD Languages
  - SDK's
  - IDE's
  - Design Tools
  - Wizards
  - Sample Code
  - Etc...
- Stop When Question(s) Answered

### S Tradeoffs: Speed vs...

- Testing
- Documentation
- Security
- Software Engineering Best Practices
- Usability
- Performance
- Coding Standards
- User Interface Standards
- Using Real Data
- Etc...

**Hence Normally Not Appropriate in Final Deliverable**

### S Basketball Prototypes

- Play Effectiveness
- Player Timer
- Radio Stats
- Real Time Play Stats

### S Basketball Play Effectiveness

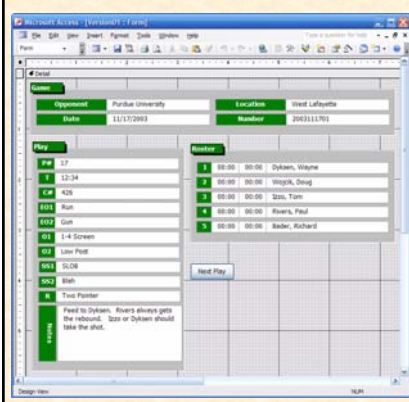
- Coaches Desired
  - Determine Effectiveness of Plays
  - Record All Plays with Result
  - Produce Report of Effectiveness
    - Each Play
    - # of Success / # of Attempts
- I Learned
  - Done After Game from DVR
  - Lots of Plays in Play Book
  - ~60-80 Plays Per Game
  - Plays Categorized
    - Early Offense 1,2 (E.g., Fast Breaks)
    - Offense 1,2 (E.g., Half Court Plays)
    - Special Situations 1,2 (E.g., Out of Bounds)

### S Architecture

- Tablet PC
- Windows XP Tablet
- Access
- Visual Basic

### S Risks

- Basketball Processes?
- Visual Basic?
- Access?
- User Interface in Access/VB?
- Interfacing VB with Access?
- Reports in Access?
- Etc...



**BB Stats Alpha V1 Fields**

- P# Play Number
- T Time
- C#
- EO Early Offense
- O Offense
- SS Special Situations
- R Result

**Nota Bene**

- Just Screen Layout
- No Code (Underneath)
- Never Have All Entries Filled at Once

### S What I Learned From AV1 (1 of 2)...

- Wanted to Identify Plays Within a Possession
- Plays Categorized Series / Set
  - Set is Variation on Series
  - E.g.
    - Series: Thumbs
    - Sets: Up, Down, Circle
    - Plays: Thumbs Up, Thumbs Down, Thumbs Circle
  - 1,2 Notation
    - EO1 = Early Offense Series
    - EO2 = Early Offense Set
  - ST (Special Teams) Missing

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### S What I Learned From AV1 (2 of 2)...

- Results Coded
  - XN Missed N Pointer (X1, X2, X3)
  - ON Made 1 Pointer (O1, O2, O3)
  - FF Foul on the Floor
  - TO Time Out
  - Etc...
- Wanted to Record Notes on Defense
- Didn't Care About Player Times

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**BB Stats AV2**

Fields

- PO# Possession Number
- PL# Play Number
- SS Special Situations
- DF Defense

**Nota Bene**

- Just Screen Layout
- No Code (Underneath)
- Would **NOT** Have Entries in All Fields

### S What I Learned From AV2...

- Wanted to Grade Effectiveness of Plays
- Wanted to Record Player Steals and Assists
- Needed to Navigate Plays and Possessions

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**BB Stats AV3**

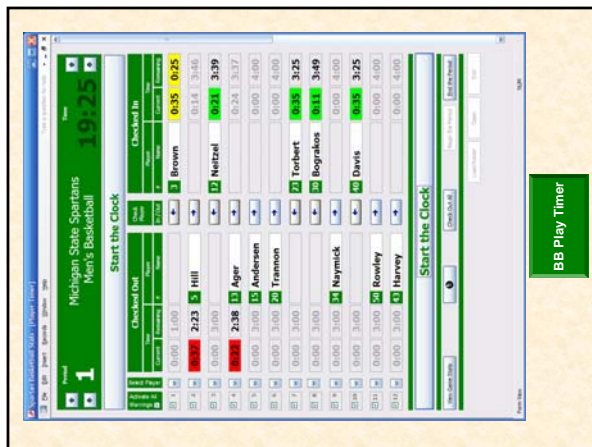
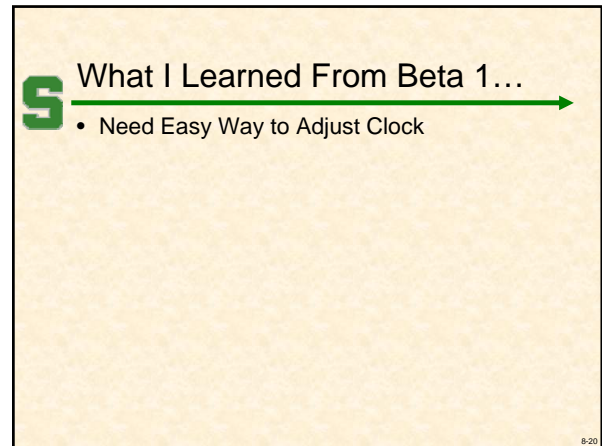
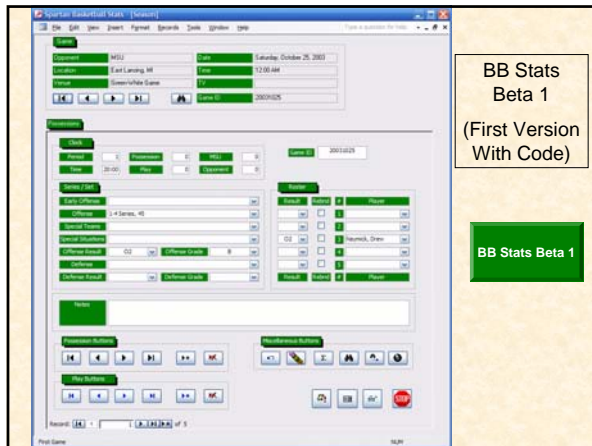
Fields

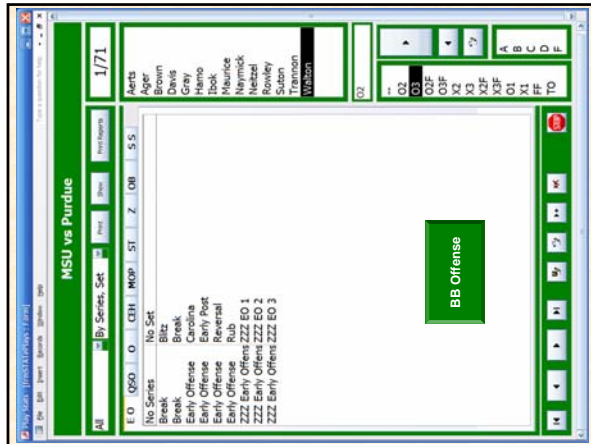
- P Player
- S A

**Nota Bene**

- Wanted Grades to Be A, B, C, D, F
- Wanted Results to Be X1, O1, X2, O2,...
- Wanted Results Associated With Players
- Wanted Series/Set Combined
- Wanted to Record Player Rebound
- Did **NOT** Want to Record Player Steals and Assists ☺

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## S Your Prototypes

- What?
- Why?
- How?
- When?
- Where?