



8. Prototyping

CSE 498, Collaborative Design



Wayne Dyksen
Department of Computer Science and Engineering
Michigan State University
Fall2007

S Prototypes

- Developed
 - Early
 - Rapidly
- Implements Subset of the Requirements
- Done for Variety of Reasons
- Are **Not** Finished Goods
- “Hacking” (Good Sense)

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 (to Write)

- Critical
- 2-3 Day Tasks
- Use
 - RAD Languages (Warning: “RAD” Overloaded)
 - SDK’s
 - IDE’s
 - Design Tools
 - Wizards
 - Sample Code
 - Etc...
- Stop When Question(s) Answered

S Tradeoffs: Speed (to Write) 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

8-7

S Challenge/Danger

- "Hack" Solution
 - It works.
 - It's *a* way to do something.

vs

- "Correct" Solution
 - It works.
 - It's the "right" way to do something.
(There may be more than one "right" way to do something.)

Often My Biggest Frustration.

8-8

S Basketball Prototypes

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

8-9

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 (During First Meeting)
 - Done After Game from DVR
 - Lots of Plays (> 200) 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)
- Overwhelming

8-10

S Architecture

- Windows
- Visual Basic
- Access

```

graph TD
    Windows[Windows] <--> VB[Visual Basic]
    VB <--> Access[Access]
            
```

8-11

S Risks

- Learning Basketball Processes?
- Programming in Visual Basic?
- Access?
- Building a GUI with Access/VB?
- Interfacing VB with Access?
- Generating Reports in Access?
- Etc...

8-12

BB Stats Alpha V1

Fields

- P# Play Number
- T Time
- C# (What is this?)
- 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

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

- Wanted to Identify Plays Within a Possession
- Plays Categorized Series / Set
 - Set is Variation on Series (“Parameterized”)
 - 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

Huge Impact On Design

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

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

What I Learned From AV2...

- Wanted to Grade Effectiveness of Plays
- Wanted to Record Player Steals and Assists (Remember this...)
- Needed to Navigate Plays and Possessions

BB Stats AV3

Fields

- P# Player
- S A

Buttons: Next Play, Next Possession, Previous Play, Previous Possession, Delete Play, Delete Possession, Exit

S What I Learned From AV3...

- 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 ☺

8-19

[BB Stats Beta 1](#)
(First Version With Code)

S What I Learned From Beta 1...

- Entering a Play
 - Some Things Calculated Automatically
 - Play/Possession Number
 - Score
 - Most Things Entered Via Pull-Down Menus
 - Series / Set
 - Result
 - But time Entered Manually (On Keyboard)
- Need Mouse-Only Input
- Need Easy Way to Adjust Clock

8-21

[BB Stats Beta 2](#)
(Still Things Not Implemented)

[BB Stats V1](#)

S Player Timer

- For Each Player, Track
 - Minutes Played
 - Game Clock Time
 - Consecutive & Total
 - Minutes Rested
 - Wall Clock Time
 - Consecutive
- Must
 - Be Usable
 - On the Bench
 - In Real Time
 - Portable and Not Require Electrical Outlet
 - Feel Like a Pen and a Clipboard

3-24

S Architecture

- Windows / Tablet PC
- Visual Basic
- Access

```

    graph TD
      TP[Tablet PC] <--> VB[Visual Basic]
      VB <--> ACC[Access]
    
```

8-25

S Player Timer Prototypes

- Game Clock
 - Start / Stop
 - Counts Down
 - By Minutes/Seconds
- Access Interface
 - Write Number
 - Read Number
 - Add Up Numbers

3-26

S Player Timer Huge Mistake

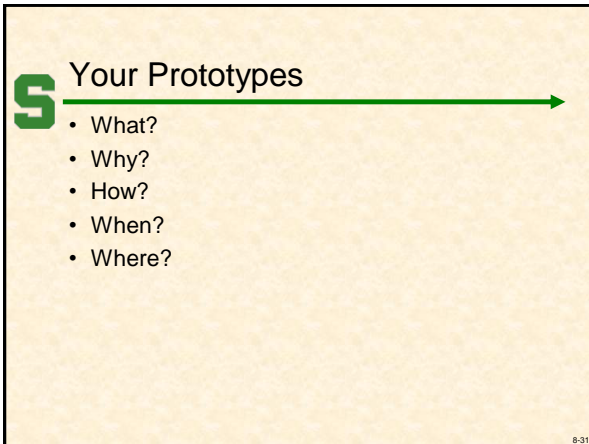
Knew Exactly What They Wanted, So...

- Designed "Final" Version
 - User Interface
 - Data Base Schema
 - Etc...
- Coded "Final" Version
- Bench Tested "Final" Version
- Field Tested "Final" Version
 - At a Scrimmage
 - Totally Unusable
- Scrapped "Final" Version

BB Play Timer

Radio Stats

BB Offense



S Your Prototypes →

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

8-31