

Final Project Iteration 3

ASSIGNMENT

The deadline to finish your final “Interactive Living” projects is this Friday, January 30th.

The final projects will be presented at a public expo in the PDL on Friday starting at noon. In preparation for the expo, students are expected to have a demo-able prototype that integrates the prototyping skills taught in the course (foamcore, laser-cutting, 3D printing, electronics, and visual programming). In particular, students should demonstrate the evolution of their design since the Iteration 2 Design Review, showing that they've iterated on their concept.

Additionally, each group must complete documentation of their project including the following on Build in Progress:

- Photographs of the final physical design
- Screenshots of any on-screen interfaces
- Videos describing how the final project works
- Fritzing diagrams of any circuitry
- Uploaded design files (code, CAD)
- A description of the results of user testing

All receipts must be compiled and handed in to the teaching staff along with a completed budget (on Google Docs).

Guidelines

Your group will be graded based on the quality of the final prototype and documentation on Build in Progress.