Reading Assignment. For this week, read the following.

- Writing for Computer Science Ch. 6: Good Style
- Writing for Computer Science Ch. 15: Graphs, Figures, Tables

Individual Assignment. Individually, create a revised version of Sections 1.1–1.6 (except 1.5) of your project plan. Focus your revision on the various items discussed in Chapter 6 of Writing for Computer Science. In particular, focus specifically on Economy, Tone, Examples, Motivation, Balance, Voice, The Upper Hand, Obfuscation, Analogies, and Straw Men (don’t worry about references since we’re using footnotes). Hand in:

(a). The original version

(b). Your revised version

(c). A discussion on why you made the changes you did (linking back to Chapters 6). Note try to apply and/or find instances of as many of the elements listed above as you can from the reading.

Note you can make more than just changes from the readings.

Team Assignment. The following should be completed within your senior design team. Please turn in a single printed document with answers to the following question in class on the due date.

1. Develop an initial set of sketches and storyboards for your product and get feedback on your designs. Based on the feedback, revise your sketches and storyboards and update your product backlog (user stories) accordingly. You should use the initial sketches as a tool to also add stories to your product backlog. When developing your sketches & storyboards, you must come up with alternative designs to receive feedback on. You are highly encouraged as a team to individually develop a large number of alternatives (e.g., 10 or more), and then meet as a team to iterate/combine/refine the designs into a smaller set of designs (e.g., around 5) to receive feedback on. At a minimum, you must get feedback from your sponsor and faculty advisor, however, you are encouraged to speak with as many people as you can for feedback on your design. For this part, you must turn in copies of your final sketches and storyboards as well as a short write up of the feedback you received on your initial sketches, the changes that you ended up making to your final UI design sketches, and the changes that resulted in your product backlog.
2. Finish up your initial product backlog. You will also need to meet with your sponsor and/or focus group to discuss your backlog, and then refine it based on your discussion with your sponsor. Provide a paragraph describing the feedback you received from your sponsor/user group, how you incorporated the feedback into your backlog, and what areas still need additional work. Your sketches from (1) above should help you expand/refine your backlog.

3. Create and hand-in a complete draft of Sections 1, 2, and 3 (except 3.3) of your project plan. You can select from each individual revisions for Section 1 (plus adding in Section 1.5). When developing the sections, be sure to read over Ch 11 of Writing for Computer Science, especially the section on Diagrams (which includes examples of architectural diagrams).