Prototype Development (50 points)
Dr. Tom Way          March 9, 2004

Assignment:
Produce 3 prototypes (Java program or other mock-up) that show 3 different ideas for a user interface for a game playing program like ours.

Due: Thursday, March 25, 2004

Description:

Using knowledge you have gained in past courses and from any current web-based research you conduct, create 3 Java applications or other mock-ups for a game playing program like ours, as follows:

1) Sketch out your ideas, either on paper, using a drawing program, or directly in Java (or another programming IDE such as Visual C++), for 3 distinct user interfaces for a game playing system.

2) Create a document that has a screen capture of each interface together with a brief description of each. An example of a capture of such an interface is:

3) Extra credit (10 points) Actually implement one of the interfaces as a Java applet, application or as a working web demo or by some other means, to allow a user to test-drive your interface design. Provide a link or electronic copy of your demo.

Notes:

- You may use web resources to the fullest extent and find example code that you can incorporate into your project, if you like.
- You may NOT use code provided to you by other students. Collaboration about ideas, sources of information, etc., is encouraged but direct collaboration on the code is not.
- Members of the Front End Team may chose to collaborate, however, as long as all members contribute equally. However, with team collaboration comes increased expectations that the prototype ideas (and functionality, optionally) will be more fully developed than the minimum requirements above.