

## Mission 2: The Prototype

### Deadline

See WebCT

### Overview

1. This is your second task in the project.
2. The objective of this task is to produce a prototype of the system.
3. The prototype need not have all features of the final product. You need to decide which features are important to include in the prototype.
4. The purpose of the prototype is to let you get a feel for the system, so you should focus on functionality. A detailed design of the real system will be conducted later.
5. By prototyping the system you should also begin to get a feel for how much work will really be involved in completing the full product.
6. You can use hacks and/or hard coding of data as you see fit.

### Deliverables

1. **Prototype rationale document.** At most 10 pages that includes:
  - a. A title page
  - b. Rationale for your prototype explaining why you decided to included or exclude different items. Clearly specify what you wish to accomplish with the prototype.
  - c. A one page survey for the client listing questions you would like the client to answer when he/she sees and tries out the prototype.
  - d. A brief description of the prototype's functionality and contents (classes, packages, etc.)
2. **Prototype source code.** Include a README file with running instructions and build information.

These items should be submitted via WebCT. *Please do not submit a hard copy of your code.*