CSC 508 Prototyping Tool Group Comments on Milestone 5 and Tasks for Milestone 6

1. Import images from Claris to Illustrator.
2. Remove all references to large-grain prototyping (process management) in the introduction and elsewhere.
3. Redo UI overview per the following guidelines:
   a. Start out narrative with "When the user initially launches the Prototyping tool, the screen appears as shown in Figure X." Below Figure X, give a high-level overview the screens and what's on them.
   b. Following the Figure X narrative, say "Figure X+1 shows an expansion of the command menus." Below Figure X+1 put the walk-through of the menus.
4. Regarding menus:
   a. Put one or two prototyping-specific menus in the floating Inferno menubar. We'll work out the details in our meeting. These menus have commands for: (1) canvas navigation, (2) Sensitizing, and (3) scripting (including what's on the current `Run` menu.
   b. Put purely drawing-specific menus in a menubar attached to each canvas. These menus are: (1) All of the current `View->Toolbars->Draw` and `View->Toolbars->Widgets` menus; (2) a menu with all but the first three items in the current `Format` menu; (3) all of the current `Arrange` menu.
   c. Coordinate the drawing-specific menubar with the requirements group, since you're both using the same core drawing editor.

   The point of this menu organization is to put the functionality that has to do specifically with the SE process of prototyping on the main menubar. The functionality that has to do with general drawing goes on the drawing canvas menubar. This has the benefit of making clear exactly what prototyping is about. It has the added benefit of separating the drawing functions that will be used by tools at different levels. I.e., both the requirements and prototyping tools use the same drawing editor. Finally, it separates the drawing functionality into a window that we could reasonably expect to get from a third party source (though the widgets menu is not all that widely available in outside drawing editors).
5. Reuse Canvas Navigation largely as is. You may want to make some improvements if you can think of any.
6. Add scenario for scripting (for Milestone 6, sketch it out).
7. Here's a suggested revised section outline:
   - 2.10.1 User Interface Overview
   - 2.10.2 Importing Requirements Screens
   - 2.10.4 Sensitizing Objects
   - 2.10.3 Canvas Navigation
   - 2.10.5 Scripting
   - 2.10.6 Widget Creation
   - 2.10.7 Exporting to Requirements

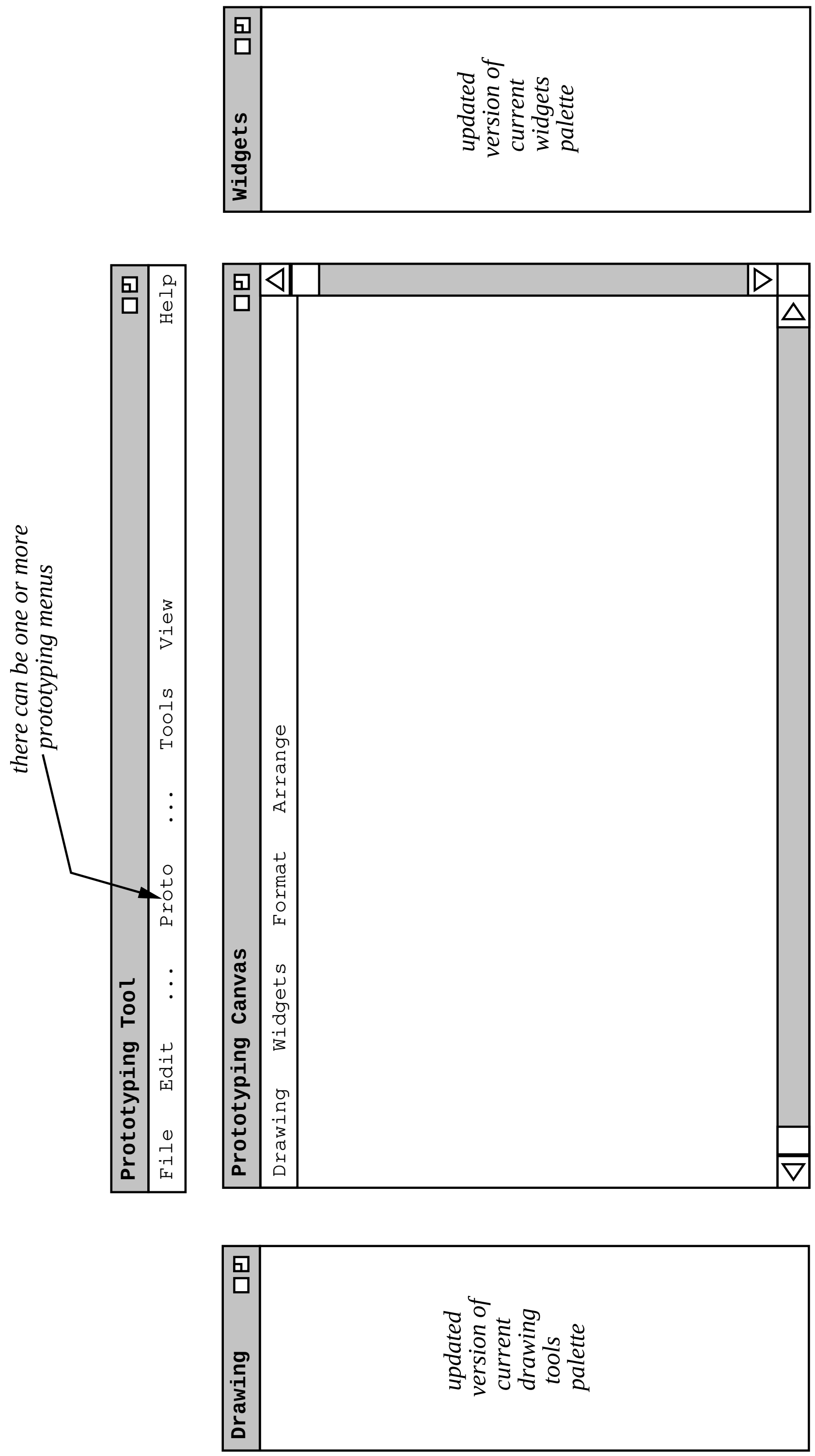

Figure X: Prototyping tool initial screen.

-- screen shot of revised menus, here's a sketch from last year: --

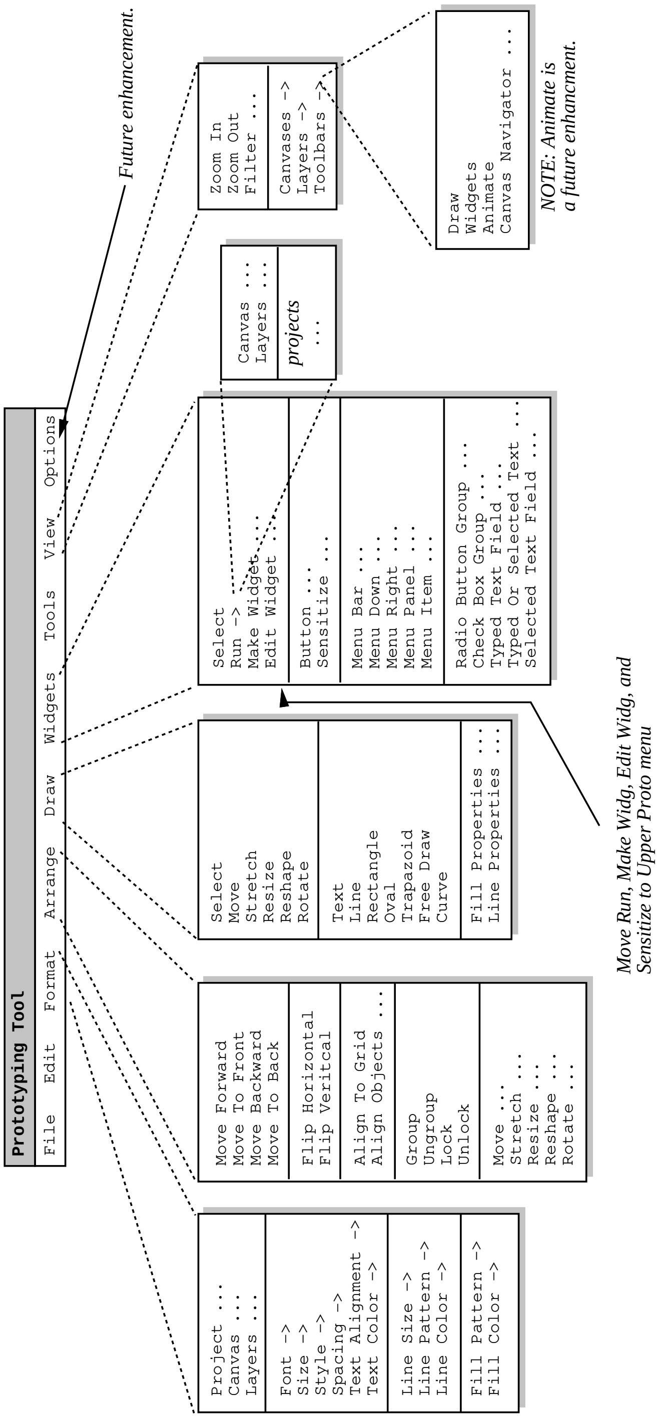

Figure X+1: Expanded command menus.

- 2.10.8 Exporting to Design
- 2.10.9 Process Details

Widget creation and export to design are future work.

8. In the "Process Details" section, you should discuss how the process starts with the requirements and specification phases, where the UI screens are fully laid out and specified, so when the prototyping tool gets them, they're mostly done. Hence, the focus of the prototyping tools is sensitization, screen (i.e., canvas) sequencing, and scripting.
9. In the "Exporting to Requirements" section, you can discuss making (minor) modifications to the screens and some requirements-derived narrative text, and then describe how those modifications are transmitted to the requirements tool (as we sketched out on the white board in an earlier meeting).