The Widget Wonder Workers

IPRO 312: Widget Applications to Enhance the Tru2Way Consumer Experience

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Overview

- Widget development for Tru2Way platform
- What is a widget?
- Divided work between Development and Testing teams.
Problem

- What are the hardware requirements and metrics to implement the widgets?
Project Goals

- Identify metrics
- Develop test application
- Plan to gather metrics data
- Secondary goals:
  - New widget application ideas
  - Consumer usability
Goal Progress

- Identified metrics
- Test applications in development
- Test plan started
Obstacles

- Usability concerns — lack of sufficient technical documentation.
- Emulator restrictions—limited error-checking.
Going to the beach in an hour

Just go off the bus

Watching TV

This homework is ozzzzzzyyyy!
Anticipated Challenges

- Applications not running properly
  - Develop further
- Difficulty reaching a solution to given problem statement
  - Research emulator
  - Affected project timeline
What We Need From You

- Package tracking numbers
  - FedEx, UPS, USPS

- Send to: hccaus@nate.com
  - Subject: Tracking numbers